

Animated Armor

Causes one full set of non-magical armor to rise, fastening together upon, as if it were worn by an unseen humanoid.
It is merely a power that animates a set of armor to do the bidding of the caster

Modification Point cost: 2

Area of Effect: One set of armor

Avoidance-roll: None.

Casting time: 1 turn (5 seconds)

Damage: None.

Duration: 1-D10 turns +2 per level of the caster.

Explanation: This spell will cause a set of non-magical armor to rise up and do the bidding of the caster.

Effect time: Instant.

Hand movement: Two hands.

Healing: Not applicable.

Immunities: Enchanted and Magical armor.

Maximum adjustment: Not applicable.

Notes: 1. Animated Armor cannot speak and there is no visible visage within.

2. Animated Armor will have the following stats (all rounded down when applicable):

Characteristics: ½ the caster's (rounded down) no charisma, intelligence, mental-strength, or wisdom)

Damage-points: Visage within has 20 Damage-points + 1 per level of the caster.

Defense: ½ caster's (rounded up)

Movement: ½ caster's (rounded up)

Offense: ½ caster's (rounded up)

3. Special abilities of armor apply for protection against being damaged

Range: As "Area of Effect"

Resting time: None.

Special: None.

Spell Preparation: Caster must clearly see armor and be within "Range".

Spell-points to cast: 2

Susceptibilities: None.

Value: Scroll: 250 / **Spell-rune:** 2 white-gold, 5 electrum