

Astral Form

This spell allows the character to create a second self on the Astral Plane that leaves the body and can travel and act on its own. While the Astral Form exists, the character's physical body is effectively comatose. Because the two forms are aspects of the same being, any damage done to one body is also suffered by the other.

College: Information

Philosophy: Charm

Special Effects: Arcane Magic, Information, Charm, Astral

Effect: Duplication

Casting Time: Full Phase

Target/Area Affected: Caster

Duration: Constant

Range: Self

Active Cost: 100

Skill Roll Penalty: -5

Real Cost: 16

END Cost: 10

Astral Form: Duplication (Creates One Astral Duplicate Of The Caster Built On Up To 200 Points), Easy Recombination (0-Phase Action At Full DCV) - Altered Duplicates (100% Difference; +1)(100 Active Points); Side Effects (Both Characters Die If Duplicates Do Not Recombine Within 24 Hours; Happens Automatically; -2); Feedback (All Duplicates; -1), Original Character Is Incapacitated And Helpless While Duplicate Exists (-1), Requires A Power Skill: Charm Magic Roll (-1/2), Extra Time (Full Phase; Activation Only; -1/4), Gestures (-1/4), Incantations (-1/4).

Spell created by Jack Butler

Go back to [start](#)

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