

Astral Wall

This spell creates a mystical wall which prevents effects that would ignore the presence of a normal wall (specifically, Teleportation, Desolidification, and Extra-Dimensional Movement) into the area it protects. Any attempt to enter the area by such means will fail. It also prevents magical senses (such as scrying) from perceiving the protected area.

It is perfectly possible, however, for an enemy intent on attacking the caster to simply walk through an Astral Wall in order to do so.

College: Change

Philosophy: Abjuration

Special Effects: Arcane Magic, Change, Abjuration, Astral

Effect: Force Wall (1 PD/1 ED)

Casting Time: Full Phase

Target/Area Affected: 3 meter by 3 meter by 3 meter cube

Duration: Constant

Range: No Range

Active Cost: 88

Skill Roll Penalty: -4

Real Cost: 18

END Cost: 9

Astral Wall: Force Wall (1 PD/1 ED, 9 Meters Long x 9 Meters Tall, Opaque To Mystic Sense Group) - Hardened (+1/4), Affects Desolidified (+1/2), Transdimensional (+1)(88 Active Points); Only To Impede Teleportational, Desolidified, and Extra-Dimensional Movement (-2), No Range (-1/2), Extra Time (Full Phase; Activation Only; -1/4), Gestures (-1/4), Incantations (-1/4), Restricted Shape (3 Meter Cube Around The Caster; -1/4).

Spell created by Jack Butler

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