

# Bonewarping

This spell causes the bones in a single creature's body to warp and bend, causing horrific pain.

**College:** Matter

**Philosophy:** Necromancy

**Special Effects:** Arcane Magic, Matter, Necromancy

**Effect:** Energy Blast 6d6

**Casting Time:** 1/2 Phase

**Target/Area Affected:** Single Creature

**Duration:** Instant

**Range:** 600 Meters

**Active Cost:** 60

**Skill Roll Penalty:** -3

**Real Cost:** 24

**END Cost:** 6

**Bonewarping:** Energy Blast 6d6 - No Normal Defense (Defense Is Power Defense Or A Lack Of Rigid Endoskeleton; +1)(60 Active Points); Requires A Power Skill: Necromancy Roll (-1/2), Gestures (-1/4), Incantations (-1/4).

Spell created by Jack Butler

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