



Defense Spells

Armor of the Ageless: (Armor) PR=1 / 10pts of armor generated up to a maximum of 100 pts. PR=1/turn to maintain or lose 4 pts. of armor/turn.

Deflect: Deflect the incoming energy, of a single type chosen when the spell is learned, to a different target, PR=(power cost of attack), caster takes no damage from attacks he/she deflects.

Shield of Marduk: (Invulnerability) PR=(1/5 pts)/turn, up to a maximum of 20 pts.

Villains and Vigilantes Mystic Rhythms Sourcebook

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