

# A Momentary Lapse of Reason

This spell causes everyone within the area of effect to become disoriented and unable to think coherently for the duration of the spell. The caster is immune to his own spell.

**College:** Information

**Philosophy:** Charm

**Special Effects:** Arcane Magic, Information, Charm, Confusion

**Effect:** Change Environment

**Casting Time:** 1/2 Phase

**Target/Area Affected:** 4" Radius

**Duration:** 1 Hour

**Range:** 225 meters

**Active Cost:** 45

**Skill Roll Penalty:** -2

**Real Cost:** 18

**END Cost:** 4

**A Momentary Lapse of Reason:** Change Environment (-5 To INT Rolls And All Rolls Based On INT) 4" Radius, Long Lasting (1 Hour) - Area Effect (4" Radius; +1/4), Personal Immunity (+1/4)(45 Active Points); Requires a Power Skill: Charm Magic Roll (-1/2), Spell (-1/2), Gestures (-1/4), Incantations (-1/4).

**Spell created by Jack Butler**

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