

Abeyance

This spell temporarily nullifies magical powers. The spells and effects so affected aren't so much turned off as they are temporarily held in check.

College: Change

Philosophy: Abjuration, Enchantment

Special Effects: Arcane Magic, Change, Abjuration, Enchantment, Metamagic

Effect: Suppress One Magical Powers 4d6

Casting Time: 1/2 Phase

Target/Area Affected: Single Magical Effect

Duration: Constant

Range: 300 meters

Active Cost: 60

Skill Roll Penalty: -3

Real Cost: 24

END Cost: 6

Abeyance: Suppress Magical Powers 4d6 - Any Magical Power (+1/2)(60 Active Points); Requires A Power Skill: Abjuration Magic Or Power Skill: Enchantment Magic Roll (-1/2), Spell (-1/2), Gestures (-1/4), Incantations (-1/4).

Spell created by Jack Butler

Go back to [start](#)

From:

<https://www.curufea.com/> - Curufea's Homepage

Permanent link:

<https://www.curufea.com/doku.php?id=roleplaying:hero:resources:gp:abeyance>

Last update: 2009/08/31 21:28

