

# 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**

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