2025/06/27 23:09 1/1 Absorb Pain

Absorb Pain

With this spell, the caster can heal the wounds suffered by another creature, but at a price: he takes on all damage that he heals. For obvious reasons, most wizards use this spell sparingly.

College: Matter

Philosophy: Necromancy

Special Effects: Arcane Magic, Matter, Necromancy, Healing

Effect: Healing 4d6

Casting Time: Full Phase

Target/Area Affected: Single Creature

Duration: Instant **Range:** No Range **Active Cost:** 40 **Skill Roll Penalty:** -2

Real Cost: 10 END Cost: 4

Absorb Pain: Healing BODY 4d6 (40 Active Points) - Side Effects (Caster Suffers The Damage He Heals With No Defense; Occurs Automatically -1), Extra Time (Full Phase; -1/2), Others Only (-1/2), Requires A Power Skill: Necromancy Roll (-1/2), Gestures (-1/4), Incantations (-1/4).

Spell created by Jack Butler

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