

Airwalking

With this spell, the recipient creature can literally walk on air by simply stepping "up" onto nothing. The spell supports him in mid-air as he walks at his normal rate.

College: Change

Philosophy: Enchantment

Special Effects: Arcane Magic, Change, Enchantment, Flight

Effect: Flight 6 meters

Casting Time: 1/2 Phase

Target/Area Affected: Single Creature

Duration: Constant

Range: No Range

Active Cost: 10

Skill Roll Penalty: -0

Real Cost: 4

END Cost: 1

Air Walking: Flight 6" - Useable By Other (+1/4), Uncontrolled (Lasts Until The Recipient Sets Foot On A Solid Surface Again; +1/2)(18 Active Points); Requires A Power Skill: Enchantment Magic Roll (-1/2), Extra Time (Full Phase; Activation Only; -1/4), Gestures (-1/4), Incantations (-1/4).

Spell created by Jack Butler

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