

Arc Lightning

With this spell, the character projects a charge of electricity at a foe. The electrical charge then continues to arc around the target's body, doing damage for as long as the caster concentrates on (that is, pays Endurance for) the spell. In addition, any person touching the original target while the spell is in operation also receives a like charge.

College: Forces

Philosophy: Evocation

Special Effects: Arcane Magic, Forces, Evocation, Electricity

Effect: RKA 1d6

Casting Time: 1/2 Phase

Target/Area Affected: Single Creature

Duration: Constant

Range: 185 meters

Active Cost: 37

Skill Roll Penalty: -2

Real Cost: 15

END Cost: 4

Arc Lightning: Ranged Killing Attack 1d6 - Constant (+1/2), Sticky (+1/2), Uncontrolled (Ends After 3 Phases; +1/2)(37 Active Points); Requires A Power Skill: Evocation Magic Roll (-1/2), Spell (-1/2), Gestures (-1/4), Incantations (-1/4).

Spell created by Jack Butler

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