

Bilgahan's Double Teleport

This spell allows the caster to instantly change places with another creature. The creature must be within range of the spell to be teleported to the caster's location. The teleports occur suddenly and without warning, and can lead to missed weapon attacks or an enemy striking one of his compatriots. If a creature is teleported during spell-casting or some other delicate task, that action is foiled; the attack misses, the spell is disrupted, etc. In some cases (such as planning to begin a swing of a weapon that will end on an opponent's head after the teleport, for example), the GM may allow an exception to this rule, if a Teamwork roll is made.

College: Change

Philosophy: Enchantment

Special Effects: Arcane Magic, Change, Enchantment, Teleport

Effect: Teleport 15" plus Teleport 15"

Casting Time: 1/2 Phase

Target/Area Affected: Caster And A Single Other Creature

Duration: Instant

Range: 15 Meters

Active Cost: 52

Skill Roll Penalty: -3

Real Cost: 14

END Cost: 5

Bilgahan's Double Teleport: Teleportation 15" - Ranged (Limited Range; 15 Meters; +1/4), Useable As Attack (+1 1/4)(37 Active Points) - Only To Bring The Target To The Caster's Location (-1), Requires A Power Skill: Enchantment Magic Roll (-1/2), Spell (-1/2), Gestures (-1/4), Incantations (-1/4) **plus** Teleportation 15" - Only To Bring Caster To Linked Teleport's Target Location (-1), Linked (Teleportation; -1/2), Spell (-1/2), Gestures (-1/4), Incantations (-1/4).

Spell created by Jack Butler

Go back to [start](#)

From:

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

Permanent link:

https://curufea.dreamhosters.com/doku.php?id=roleplaying:hero:resources:gp:bilgahans_double_teleport

Last update: 2009/08/31 21:29

