

Detect Magic

This spell reveals to the wizard the presence of magic within his range of perception. Magical phenomena, spells, and objects all glow within his line of sight.

College: Information

Philosophy: Divination

Effect: Detect Magic 21-

Casting Time: 1/2 Phase

Target/Area Affected: Caster

Duration: Constant

Range: Self

Active Cost: 20

Skill Roll Penalty: -1

Real Cost: 7

END Cost: 2

Detect Magic: Detect Magic 21- (Large Class Of Things; Sight Group)(20 Active Points) - Costs END (-1/2), Requires A Power Skill: Divination Magic Roll (-1/2), Sense Affected As Both Sight Group And Mystic Group (-1/4), Gestures (-1/4), Incantations (-1/4).

Spell created by Jack Butler

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Last update: **2009/08/31 21:30**

