

# The Spell of Far Seeing

This spell allows the wizard to see what transpires at a place other than his current location. Like other scrying spells, the caster needs some sort of reflective focus object (such as a pool of water or a mirror) in which to stare.

**College:** Information

**Philosophy:** Divination

**Special Effects:** Arcane Magic, Information, Divination

**Effect:** Sight Group Clairsentience

**Casting Time:** 1 Turn

**Target/Area Affected:** Caster

**Duration:** Constant

**Range:** 500 Meters

**Active Cost:** 31

**Skill Roll Penalty:** -1

**Real Cost:** 9

**END Cost:** 3

**The Spell of Far Seeing:** Clairsentience (Sight Group), +5 To PER Roll - Increased Maximum Range (500 Meters; +1/4)(31 Active Points); Extra Time (1 Turn; Activation Only; -3/4), Concentration (1/2 DCV; Throughout; -1/2), OIF: Reflective Viewing Surface (-1/2), Requires A Power Skill: Divination Magic Roll (-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:the\\_spell\\_of\\_far\\_seeing](https://curufea.dreamhosters.com/doku.php?id=roleplaying:hero:resources:gp:the_spell_of_far_seeing)

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

