

Spell Rules

Hit Locations

By default spells do not use the Hit Location tables. However a few select spells do grant the option use hit locations tables as part of their attack. Spells that allow the use of hit locations will have this information noted in their spell description. For instance the Dark Claw spell allows the user great flexibility in how it is aimed. In addition to allowing the caster to use hit locations the spell also grants penalty skill levels to offset hit location modifiers.

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