Absorb Pain

With this spell, the caster can heal the wounds suffered by another creature, but at a price: he takes on all damage that he heals. For obvious reasons, most wizards use this spell sparingly.

College: Matter
Philosophy: Necromancy
Special Effects: Arcane Magic, Matter, Necromancy, Healing
Effect: Healing 4d6
Casting Time: Full Phase
Target/Area Affected: Single Creature
Duration: Instant
Range: No Range
Active Cost: 40
Skill Roll Penalty: -2
Real Cost: 10
END Cost: 4

Absorb Pain: *Healing BODY 4d6 (40 Active Points) - Side Effects (Caster Suffers The Damage He Heals With No Defense; Occurs Automatically -1), Extra Time (Full Phase; -1/2), Others Only (-1/2), Requires A Power Skill: Necromancy Roll (-1/2), Gestures (-1/4), Incantations (-1/4).*

Spell created by Jack Butler

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