

Arc of Frost

This spell produces an arc of cold air and ice crystals from the caster's extended hands out to the limits of the spell's area of effect.

College: Forces

Philosophy: Evocation

Special Effects: Arcane Magic, Forces, Evocation, Cold/Ice

Effect: RKA 1d6

Casting Time: 1/2 Phase

Target/Area Affected: 1 meter cone

Duration: Instant

Range: No Range

Active Cost: 19

Skill Roll Penalty: -1

Real Cost: 6

END Cost: 2

Arc of Frost: Ranged Killing Attack 1d6 - Area Effect (1 Meter Cone; Thin Cone; +1/4)(19 Active Points); Gestures (Requires Both Hands; -1/2), No Range (-1/2), Requires A Power Skill: Evocation Magic Roll (-1/2), Spell (-1/2), Incantations (-1/4).

Spell created by Jack Butler

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