

Arcane Eye

This spell creates a mystic eye through which the caster can receive visual information at range. The eye resembles a normal eye belonging to a member of the wizard's own race, except that it is floating in mid-air and is three inches in diameter. While the spell is in operation, the caster can see everything the eye can see. The magic of the spell is such that natural darkness does not hamper the vision provided by the *Arcane Eye*.

The caster can direct the eye to move as he wills, at a rate of 6" per phase. It cannot pass through solid objects, but is capable of passing through the smallest of openings.

College: Information

Philosophy: Divination

Special Effects: Arcane Magic, Information, Divination

Effect: Sight Group Clairsentience and Nightvision

Casting Time: 1/2 Phase

Target/Area Affected: Caster

Duration: Constant

Range: 1080 Meters

Active Cost: 45

Skill Roll Penalty: -2

Real Cost: 15

END Cost: 4

Arcane Eye: Clairsentience (Sight Group), +2 To PER Roll, Mobile Perception Roll (Can Move 12 Meters Per Phase) - Increased Maximum Range (1080 Meters; +1/2)(40 Active Points); Concentration (1/2 DCV; Throughout; -1/2), Requires A Power Skill: Divination Magic Roll (-1/2), Extra Time (Full Phase; Activation Only; -1/4), Gestures (-1/4), Incantations (-1/4), Physical Manifestation (-1/4), Sense Affected As Both Sight Group And Mystic Group (-1/4) **plus** Nightvision (5 Active Points) - Linked (Clairsentience; -1/2), Requires A Power Skill: Divination Magic Roll (-1/2), Gestures (-1/4), Incantations (-1/4), Nonpersistent (-1/4), Physical Manifestation (-1/4), Sense Affected As Both Sight Group And Mystic Group (-1/4).

Spell created by Jack Butler

Go back to [start](#)

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