

Astral Awareness

The *Astral Awareness* spell allows the caster to see and hear into the Astral Plane without physically entering that mystic dimension. While this spell is in effect, the "real world" looks filtered and hazy, causing the wizard to suffer a -3 to all Perception rolls involving the "real world".

College: Change

Philosophy: Enchantment

Special Effects: Arcane Magic, Change, Enchantment, Senses

Effect: Perceive Into The Astral Plane (Sight Group and Hearing Group)

Casting Time: 1/2 Phase

Target/Area Affected: Caster

Duration: Constant

Range: Self

Active Cost: 10

Skill Roll Penalty: -0

Real Cost: 3

END Cost: 1

Astral Awareness: Perceive Into The Astral Plane (Sight Group and Hearing Group)(10 Active Points); Requires A Power Skill: Enchantment Magic Roll (-1/2), Side Effect (-3 Penalty To PER Rolls In The Real World While Spell Is In Effect; Automatically Occurs; -1/2), Gestures (-1/4), Incantations (-1/4).

Spell created by Jack Butler

Go back to [start](#)

From:

<https://www.curufea.com/> - **Curufea's Homepage**

Permanent link:

https://www.curufea.com/doku.php?id=roleplaying:hero:resources:gp:astral_awareness

Last update: **2009/08/31 21:29**

