

Call to My Hand

This spell allows the wizard to bring an object he is familiar with directly to his hand. The object must be small and light enough that he could hold it in his hand without effort. Objects that are currently being held by other creatures (such as a weapon) are subject to this spell.

College: Forces

Philosophy: Summoning

Effect: Teleport 10 Meters

Casting Time: 1/2 Phase

Target/Area Affected: Single Object

Duration: Instant

Range: 1000 Meters

Active Cost: 43

Skill Roll Penalty: -2

Real Cost: 13

END Cost: 4

Call to My Hand: Teleportation 10' - Ranged (+1/2), Usable As Attack (+1 1/4), MegaScale (1' = 100 Miles; +1 1/2)(42 Active Points); Can Only Teleport To Fixed Floating Location (-1/2), Only Works On Hand-Held Objects (-1/2), Requires A Power Skill: Summoning Magic Roll (-1/2), Spell (-1/2), Gestures (-1/4), Incantations (-1/4) **plus** Teleportation: One Fixed Location (Caster's Hand)(1 Active Point).

Spell created by Jack Butler

Go back to [start](#)

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

Permanent link:
https://curufea.com/doku.php?id=roleplaying:hero:resources:gp:call_to_my_hand

Last update: **2009/08/31 21:28**

