

The Spell of Far Seeing

This spell allows the wizard to see what transpires at a place other than his current location. Like other scrying spells, the caster needs some sort of reflective focus object (such as a pool of water or a mirror) in which to stare.

College: Information

Philosophy: Divination

Special Effects: Arcane Magic, Information, Divination

Effect: Sight Group Clairsentience

Casting Time: 1 Turn

Target/Area Affected: Caster

Duration: Constant

Range: 500 Meters

Active Cost: 31

Skill Roll Penalty: -1

Real Cost: 9

END Cost: 3

The Spell of Far Seeing: Clairsentience (Sight Group), +5 To PER Roll - Increased Maximum Range (500 Meters; +1/4)(31 Active Points); Extra Time (1 Turn; Activation Only; -3/4), Concentration (1/2 DCV; Throughout; -1/2), OIF: Reflective Viewing Surface (-1/2), Requires A Power Skill: Divination Magic Roll (-1/2), Gestures (-1/4), Incantations (-1/4).

Spell created by Jack Butler

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