

Combat Casting (EGO)

This skill allows for the casting of spells under stress and while in pain. Normally, an EGO roll is required to complete a spell (whether the Concentration limitation was bought off or not) when the caster is hit for STUN damage (at -1 per 2 STUN taken). With this skill, the EGO roll is made at -1 per 5 STUN taken. In addition, even BODY damage may not end a mage's spell (-1 per BODY taken). Usable by any spellcaster.

Combat casting also allows the use of a magical haymaker with offensive spells. It requires an extra phase to cast, x2 mana cost, concentration, and a Combat Casting roll. It provides +12 active points.

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