

# Accelerate Metabolism

This spell allows for natural healing by speeding up the metabolism of the target creature. The target does not move any faster than normal; rather, he just lives faster. The energy expended by the target's body tends to fatigue the creature, as the stresses placed by such a rapid metabolism age the creature slightly.

**College:** Matter

**Philosophy:** Necromancy

**Special Effects:** Arcane Magic, Matter, Necromancy, Time

**Effect:** Healing BODY 4d6

**Casting Time:** Full Phase

**Target/Area Affected:** Single Creature

**Duration:** Instant

**Range:** No Range

**Active Cost:** 40

**Skill Roll Penalty:** -2

**Real Cost:** 11

**END Cost:** 4

**Accelerate Metabolism:** Healing BODY 4d6 (40 Active Points) - Extra Time (Full Phase; -1/2), Others Only (-1/2), Requires A Power Skill: Necromancy Roll (-1/2), Side Effects (Drain END 6d6 vs. Recipient With No Defense; Happens Automatically -1/2), Gestures (-1/4), Incantations (-1/4).

**Spell created by Jack Butler**

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