

# Airwalking

With this spell, the recipient creature can literally walk on air by simply stepping &quot;up&quot; onto nothing. The spell supports him in mid-air as he walks at his normal rate.

**College:** Change

**Philosophy:** Enchantment

**Special Effects:** Arcane Magic, Change, Enchantment, Flight

**Effect:** Flight 6 meters

**Casting Time:** 1/2 Phase

**Target/Area Affected:** Single Creature

**Duration:** Constant

**Range:** No Range

**Active Cost:** 10

**Skill Roll Penalty:** -0

**Real Cost:** 4

**END Cost:** 1

**Air Walking:** Flight 6&quot; - Useable By Other (+1/4), Uncontrolled (Lasts Until The Recipient Sets Foot On A Solid Surface Again; +1/2)(18 Active Points); Requires A Power Skill: Enchantment Magic Roll (-1/2), Extra Time (Full Phase; Activation Only; -1/4), Gestures (-1/4), Incantations (-1/4).

Spell created by Jack Butler

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