

Arrest Movement

With this spell, the caster halts the forward movement of a single creature or object toward the caster. Creatures of great strength, or objects moving very quickly, can overcome the effect of this spell, which ends when the caster stops concentrating upon it. The spell does nothing to hinder an object or creature's lateral movement (they can still move side to side), and does not stop an object or creature from moving backwards, away from the caster.

College: Change

Philosophy: Transfiguration

Special Effects: Arcane Magic, Change, Transfiguration, Force

Effect: Telekinesis (30 STR)

Casting Time: 1/2 Phase

Target/Area Affected: Single Creature or Object

Duration: Constant

Range: 450 Meters

Active Cost: 45

Skill Roll Penalty: -2

Real Cost: 14

END Cost: 4

Arrest Movement: *Telekinesis (30 STR)(45 Active Points); Only To Prevent Forward Movement (-1/2), Requires A Power Skill: Transfiguration Magic Roll (-1/2), Spell (-1/2), Affects Whole Object (-1/4), Gestures (-1/4), Incantations (-1/4).*

Spell created by Jack Butler

Go back to [start](#)

From:

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

Permanent link:

https://www.curufea.com/doku.php?id=roleplaying:hero:resources:gp:arrest_movement

Last update: **2009/08/31 21:29**

