

Bradduc's Wilting Strike

This spell evaporates moisture from the body of the target creature. It does not affect those creatures immune to great heat, nor those creatures whose body chemistries are not based on a liquid.

College: Change

Philosophy: Transfiguration

Effect: Energy Blast 4d6

Casting Time: 1/2 Phase

Target/Area Affected: Single Creature

Duration: Instant

Range: 600 Meters

Active Cost: 60

Skill Roll Penalty: -3

Real Cost: 24

END Cost: 6

Bradduc's Horrid Wilting: Energy Blast 4d6 - No Normal Defense (Defense Is Immunity To Heat Or A Non-Liquid Body Chemistry; +1), Does BODY (+1)(60 Active Points); Requires A Power Skill: Transfiguration Roll (-1/2), Spell (-1/2), 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:bradducs_wilting_strike

Last update: **2009/08/31 21:28**

