

Breath of Drowsiness

This spell causes the caster to exhale a cone-shaped cloud of sparkling gas. The gas creates a lethargic state in victims caught in the cone. Anyone warned before hand can hold their breath and avoid the effects of the gas. However, those who take damage from an attack must make an EGO roll to avoid inhaling. An airtight head cover or lack of need to breathe will render immunity to the effects of the gas.

College: Forces

Philosophy: Conjunction

Effect: Drain DEX and SPD

Casting Time: 1/2 Phase

Target/Area Affected: 3 Meter Cone

Duration: Instant

Range: No Range

Active Cost: 52

Skill Roll Penalty: -3

Real Cost: 21

END Cost: 5

Breath Of Drowsiness: Drain DEX And SPD 3d6 - Area Effect (3 Meter Cone; Nonselective +1/2), Expanded Effect (Drains DEX And SPD Simultaneously; +1/2)(52 Active Points); Requires A Power Skill Conjunction Magic Roll (-1/2), Spell (-1/2), Gestures (-1/4), Incantations (-1/4).

Spell created by Jack Butler

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