Broken Bones

This spell causes the target creature's bones to break, causing great harm.

College: Matter

Philosophy: Necromancy

Special Effects: Arcane Magic, Matter, Necromancy, Force

Effect: RKA 1d6+1

Casting Time: 1/2 Phase

Target/Area Affected: Single Creature

Duration: Instant

Range: 300 Meters

Active Cost: 30

Skill Roll Penalty: -1

Real Cost: 12

END Cost: 3

Broken Bones: *Ranged Killing Attack 1d6+1 (Applied vs. PD) - Penetrating (+1/2)(30 Active Points); Requires A Power Skill: Necromancy Roll (-1/2), Spell (-1/2), Gestures (-1/4), Incantations (-1/4).*

Spell created for the Grimoire by Zachary 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:broken_bones

Last update: **2009/09/02 08:36**