

Burning Oil

This liquid is not meant to be consumed. Rather, it is generally stored in fragile containers and thrown at enemies. When the liquid touches air, it immediately explodes into a ball of bright, hot flames.

College: Matter

Philosophy: Alchemy

Special Effects: Arcane Magic, Matter, Alchemy, Potion

Effect: RKA 1d6+1

Casting Time: 6 Hours

Target/Area Affected: 3 Meter Radius

Duration: Special

Range: Based On STR

Active Cost: 35

Skill Roll Penalty: -2

Real Cost: 4

Charges: 4

Burning Oil: Ranged Killing Attack 1d6+1 - Area Effect (3 Meter Radius; +1/4), Delayed Effect (May Have A Number Of Potions Equal To Character's INT; +1/2)(35 Active Points); Extra Time (6 Hours To Brew; -3 1/2), OAF: Potion (Universal, Fragile; -1 1/4), 4 Charges (-1), Concentration (0 DCV; Throughout Brewing; -1), Requires A Power Skill: Alchemy Magic Roll To Brew (-1/2), Range Based On STR (-1/4).

Spell created by Jack Butler

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