Cloak of Brilliance

This spell wraps the caster in an aura of bright, colorful light. The brilliance of the light causes any creature within the same hex as the caster to go blind temporarily.

College: Change And Forces
Philosophy: Abjuration And Evocation
Special Effects: Arcane Magic, Change, Forces, Abjuration, Evocation, Light
Effect: Sight Group Flash 3d6
Casting Time: 1/2 Phase
Target/Area Affected: One Meter Radius
Duration: Constant
Range: No Range
Active Cost: 30
Skill Roll Penalty: -1
Real Cost: 11
END Cost: 3

Cloak Of Brilliance: *Flash (Sight Group) 3d6 - Area Effect (1 Meter Radius; +1/4), Personal Immunity (+1/4), Constant (+1/2)(30 Active Points); No Range (-1/2), Spell (-1/2), Gestures (-1/4), Incantations (-1/4), Requires Either A Power Skill: Abjuration Magic Or Power Skill: Evocation Magic Roll (Player's Choice; -1/4).*

Spell created by Jack Butler

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