

Fists of Fire

This spell causes the caster's hands to become enshrouded with a blazing blue fire, making them effective weapons. Flammable items the caster holds or grabs while this spell is in operation are set ablaze by the magic of the spell.

College: Forces

Philosophy: Evocation

Special Effects: Arcane Magic, Forces, Evocation, Heat/Fire

Effect: Hand Attack +4d6 and RKA 1 Point

Casting Time: 1/2 Phase

Target/Area Affected: Caster

Duration: Constant

Range: Self

Active Cost: 37

Skill Roll Penalty: -2

Real Cost: 13

END Cost: 4

Fists of Fire: Hand Attack +4d6 - Constant (+1/2)(30 Active Points); Hand-To-Hand Attack (-1/2), Requires A Power Skill: Evocation Magic Roll (-1/2), Spell (-1/2), Gestures (-1/4), Incantations (-1/4) **plus** Ranged Killing Attack 1 Point - Constant (+1/2)(7 Active Points); Linked (Hand Attack; -1/2), Spell (-1/2), Gestures (-1/4), Incantations (-1/4).

Spell created by Jack Butler

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