

Worndai's Screaming Meteor

This spell creates a blazing meteor that rushes headlong at its intended target. The meteor releases a terrifying noise as it travels before exploding on the very next phase after casting, when it reaches its target point.

College: Forces

Philosophy: Conjunction

Special Effects: Arcane Magic, Forces, Conjunction, Sound, Heat/Fire

Effect: RKA 2d6 plus Hearing Group Flash 6d6

Casting Time: 1/2 Phase

Target/Area Affected: Special

Duration: Instant

Range: No Range

Active Cost: 59

Skill Roll Penalty: -3

Real Cost: 18

END Cost: 6

Worndai's Screaming Meteor: Ranged Killing Attack 2d6 - Area Effect (6 Meter Radius Explosion; +1/4)(37 Active Points); Requires A Power Skill: Conjunction Magic Roll (-1/2), Spell (-1/2), Extra Time (Delayed Phase; -1/4), Gestures (-1/4), Incantations (-1/4), Limited Range (Detonates Only At The Far End Of The Linked Flash's 15 Meter Line; -1/4) **plus** Flash (Hearing Group) 6d6 - Area Effect (15 Meter Line: +1/4)(22 Active Points) Linked (Ranged Killing Attack; -1/2), No Range (-1/2), Requires A Power Skill: Conjunction Magic Roll (-1/2), Spell (-1/2), Can Be Deflected (-1/4), Gestures (-1/4), Incantations (-1/4).

Spell created by Jack Butler

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