

Air Strike (Spell)

Causes a buffeting of air to slam into your target.

Modification Point cost: 8

Area of Effect: One target.

Avoidance-roll: Yes: vs. “Stun”

Casting time: Instant.

Damage: None. But if knocked back into a surface damage may be inflicted upon a target (Discretion of the Game Master).

Duration: Instant.

Effect time: Instant.

Explanation: This spell will cause the air before the Elemental Magician to gather and burst forth violently, causing the following:

1. Any creature with equal or lesser strength of the caster will be harshly thrown back 1-D8 spaces and possibly stunned for 1 turn (5 seconds), unable to do anything but defend with a penalty of -2 (x caster’s level).
2. Any creature with greater strength than the caster will be harshly thrown back 1-D4 spaces and possibly stunned for 1 turn, unable to do anything but defend with a penalty of -1 (x caster’s level).

Hand movement: One hand.

Healing: None.

Immunities: Air creatures are not effected. Creatures with x2 or greater strength than the caster cannot be effected by this spell.

Maximum adjustment: None.

Notes: None.

Range: 1 space (5') per 5 levels of the caster.

Resting time: None.

Special: None.

Spell Preparation: There must be air present to cast this spell (in other words, this spell cannot be cast in a void, or underwater, etc., unless somehow air can be managed and manipulated.

Spell-points to cast: 4 For every spell-point added, above the initial cost of the spell, the "Range" will increase by 1 space (5').

Susceptibilities: None.

Value: Scroll: 18,000 white-gold / Spell-rune: 180 white-gold