

TABLE III.2–10: DISPEL ADDITIONAL EFFECTS

EFFECTS	DIFFICULTY MOD
Range: Increase the range of the spell by one range band. This may be added multiple times, increasing the range by one range band each time.	+ ♦
Additional Target: The spell affects one additional target within range of the spell. In addition, after casting the spell, you may spend ⚡ to affect one additional target within range of the spell (and may trigger this multiple times, spending ⚡ each time).	+ ♦♦

DISPEL

Concentration: No

Skills: Arcana

The ability to nullify magic is a strange and wondrous art that only certain arcane spellcasters possess. The character selects one target within short range that is under the effects of a spell, then makes an Arcana skill check. The default difficulty for the check is **Hard** (♦♦♦♦). If the check is successful, the effects the target is under immediately end (if the spell affected multiple targets, the other targets remain affected).

Before making a dispel check, choose any number of additional effects listed on **Table III.2–10: Dispel Additional Effects**. These effects are added to the check.

COMMONLY USED SPELLS