

ABJURATION INCAPACITATION

Traditions arcane, primal**Cast** ♦♦ somatic, verbal**Range** 120 feet; **Targets** 1 unattended technological object or technological creature.**Saving Throw** Fortitude; **Duration** sustained up to 1 minute

You shroud the target technological object or creature with magical energy. It has to make a Fortitude saving throw.

Critical Success The target is unaffected and if the target was deactivated, it may activate at the GM's discretion.

Success The target becomes stunned 1 as it shakes off the spell's effects.

Failure The target is powered down and any attempts to activate it fail. When the spell is sustained, the target can attempt another Fortitude saving throw.

Critical Failure As failure, but the target loses 2 charges worth of power if applicable.