

Inspiration (Spell)

Gives a bonus to characteristic avoidance-rolls for a time (Awareness, Charisma, Constitution, Coordination, Dexterity, Intelligence, Mental-Strength, Strength and Wisdom).

Modification Point cost: 2

Area of Effect: One target.

Avoidance-roll: None. This spell only works on the willing.

Casting time: Instant.

Damage: None.

Duration: 24 hours, or until the maximum number of attempts have been rolled for.

Effect time: Instant.

Explanation: The power of this spell will give a base +1 bonus to succeed at the following characteristic avoidance-rolls for a time: Awareness, Charisma, Constitution, Coordination, Dexterity, Intelligence, Mental-Strength, Strength and Wisdom.

As the Divinationist increases in levels, so too will the bonus and number of chances to succeed.

Examples: A level 0 Divinationist will enable the targeted with a +1 on the next 1 avoidance-roll.

A level 1 Divinationist will enable the targeted with a +2 on the next 2 avoidance-rolls.

A level 2 Divinationist will enable the targeted with a +3 on the next 3 avoidance-rolls.

A level 3 Divinationist will enable the targeted with a +4 on the next 4 avoidance-rolls.

A level 4 Divinationist will enable the targeted with a +5 on the next 5 avoidance-rolls.

A level 5 Divinationist will enable the targeted with a +6 on the next 6 avoidance-rolls.

Hand movement: One hand.

Healing: Not applicable.

Immunities: This spell will only work on the willing.

Maximum adjustment: +6 to avoidance-rolls for 6 attempts.

Notes: None.

Range: Awareness = Range (i.e., a 20 awareness = 20 spaces (100') from your current position.

Resting time: None.

Special: None.

Spell Preparation: None.

Spell-points to cast: 2

Susceptibilities: None.

Value: Scroll: 1,200 white-gold / Spell-rune: 12 white-gold