

Prayer (Spell)

This spell will give the Divinationist and all his or her allies an increase in faith.

Modification Point cost: 2

Area of Effect: Divinationist's Mental-strength = Spaces out all the way about the Divinationist.

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

Casting time: 1 turn (5 seconds)

Damage: None.

Duration: 1-D10 turns.

Effect time: Instant.

Explanation: +1 to all avoidance-roll vs. "Faith" For every 5 levels advanced after learning this spell there will be a +1 added to this adjustment.

Hand movement: None.

Healing: Not applicable.

Immunities: This spell will only work on the willing.

Maximum adjustment: +6

Notes: None.

Range: Awareness of the caster.

Resting time: None.

Special: None.

Spell Preparation: None.

Spell-points to cast: 2

Susceptibilities: None.

Value: Scroll: 1,900 white-gold / Spell-rune: 19 white-gold