

Ability Headings, Explanation of:

The following are the explanations of each ability heading within each ability:

Ability-points to invoke

Ability-points bring an ability to life and must be used to do so, or invoking it will not be possible. Some abilities are "Passive", meaning they are always in effect. Each ability will explain the passive nature of each ability.

Area of Effect

This is the area which the effects of an ability covers, whether it be a single target, an expanse of an area, or even something intangible the ability can effect.

Avoidance-roll

If the power of an ability can be resisted successfully by a target, or a creature, specific rulings will be stated here.
On page #1 of all character sheets, at the bottom of the page, are listed all the avoidance-rolls if needed.

Damage

This is the mental, physical, or spiritual damage caused by the power of an ability. Some damages are different than mental, physical and spiritual. Each ability will give information on the type of damage caused by its power, should the targeted fail to resist it.

Duration

This is how long the ability will stay in effect.

Effect time

After an ability is invoked, it will take effect. Some effect times do not begin instantly, and some are even delayed until a certain, depicted, action has occurred (keep an eye on the "Time to invoke:" and the "Effect time:", for they effect each other).

Explanation

This is the general details of the ability invoked. Often times, at the end of an ability explanation, a note will refer you to other headings for further information.

Hand movement

Some abilities only take one hand to invoke. Some abilities take two hands. Most abilities demand no hand movement at all.

The specific designs and patterns of ability-invoking is not required of the players unless specifically stated in this heading's information.

If one hand is required to invoke an ability, the other hand can be holding something without worry of the ability not coming to life. If two hands are required to invoke an ability, nothing can be held in either hand.

Healing

This is the mental, physical, or spiritual healing caused by the power of an ability. Some healings are different than mental, physical and spiritual. Each ability will give information on the type of healing caused by its power.

Immunities

Some creatures will have total immunity to certain abilities. A creature's "Immunities" in the Description section will list all the immunities a creature has.

Some objects and targets will be immune to certain abilities, though there are no rulings listed in the books for this. This is a logical decision of the GM during game-play.

Invoke time

This is how many turns it will take to invoke a single ability. Some abilities have a invoke time of minutes or hours . . . even days. The invoke time must be fulfilled to successfully bring it to life. If the invoke time is interrupted, it will fail and must be invoked again. Unlike spells, an "Instant" "Invoke time" may be used as a character takes his or her normal turn.

Maximum adjustment

Here will be the maximum power of an ability. This is pretty self explanatory.

Notes

Any extra information for an ability will be listed here.

Range

The range of an ability determines the distance it can be invoked, or how far away a target can be effected.

If an ability has a range of 2 spaces (10'), the one who invokes it will effect something up to 2 spaces (10') from the space he or she is standing upon.

Resting time

The resting time for an ability is important during game-play. When certain abilities are invoked, the energy it takes can be physically demanding.

While the resting time is in effect, further abilities cannot be invoked, and physical combat will be penalized as follows:

-30 to both defense and offensive rolls.

$\frac{1}{2}$ movement (rounded down).

Special

Any special rulings and information needed will be listed here.

Susceptibilities

Here will be listed the weaknesses the ability has to certain targets and creatures, as well as a target or creature's weakness to an ability invoke upon it.

Value: Scroll

This is the current market value of an ability scroll.