

# Spell-point Evolution

When this Divine Favor has been granted to ANY spell caster type, he or she will then be able to expend spell-points to heal the wounds inflicted upon self or another. This incredible healing power has its limits, healing at a rate of 1 point of damage in a single area of the body for 1 spell-point expended.

Modification Point cost: 17

Note:

If a healer is granted this Divine Favor, any healing done will be increased by the number of spell-points expended to heal the physical wounds of another (and is not limited to merely 1 single area of the body).

Examples:      A level #10 Healer, who has this Divine Favor, casts "Healing" upon a wounded creature. That creature will be healed for 1-D6 x 10 in a single area of the body, and will be healed in that area for an additional 5 points (the 5 points are the spell-points needed to cast the spell).

A level #10 Healer, who has this Divine Favor, casts "Corporeal Light" upon a wounded creature. That creature will be healed for 1-D6 x 10 in all areas of the body, and will be healed in all areas of the body for an additional 15 points (the 15 points are the spell-points needed to cast the spell).

Origin:

Jahtha: Arial Anarias

Ruler of: Healing

Race type: Elf, Aldarian

Gender: Female