

Shaman Studies

Taps into the powers of the Shaman.

Modification Point cost: 2

Prerequisites

1. Seeker Abilities: "[Magical Prowess](#)"
2. Seeker Abilities: "[Metaphysical Studies](#)"

Metaphysical Shift

This spell will transfer the damage of a wound to one or more other parts of your body.

Modification Point cost: 2

Area of Effect: One target.

Avoidance-roll: None. This spell will not work on an unwilling target.

Casting time: 3 turns (15 seconds)

Damage: None.

Duration: Permanent unless this spell is cast again to transfer damage-points again to other areas.

Effect time: Instant.

Explanation: This spell will transfer the damage of a wound to one or more other parts of the caster or target's body, decreasing major wounds to more minor wounds.

The number of damage-points that can be transferred to other parts of the body will be 1 +1 per level advanced. Damage-points can be solely transferred to another part of the body, or dispersed evenly into different areas as the target of this spell wishes.

Hand movement: Two hands.

Healing: None.

Immunities: Only living creatures can be effected by the power of this spell.

Maximum adjustment: None.

Notes: Damage-points cannot be transferred from one person to another.

Range: 1space (5') x your awareness.

Resting time: 1 turn (5 seconds)

Special: None.

Spell Preparation: None.

Spell-points to cast: 2

Susceptibilities: None.

Value: Scroll: 17,000 white-gold / **Spell-rune:** 170 white-gold

Propitiation

Will bestow an adjustment of +5 on all % roll checks for the targeted.

Modification Point cost: 2

Area of Effect: One target.

Avoidance-roll: None. This spell will not work on an unwilling target.

Casting time: 1 turn (5 seconds)

Damage: None.

Duration: 24 hours + 1 hour per 10 levels advanced.

Effect time: Instant.

Explanation: This spell bestow an adjustment of +5% on all % roll checks for the targeted of this spell.

Only one casting can lay dormant within a target at any given period of time.

Hand movement: Two hands.

Healing: None.

Immunities: None. This spell will automatically work on animated and non-living objects as well as the living, of which there is no avoidance-roll. However, magical resistances and wards will always be checked for.

Maximum adjustment: None.

Notes: The 2 spell-point cost to cast this spell will not regenerate until the “Duration” of the spell has ended.

Range: 1space (5') x your awareness.

Resting time: None.

Special: None.

Spell Preparation: None.

Spell-points to cast: 2

Susceptibilities: Not applicable.

Value: Scroll: 15,000 white-gold / **Spell-rune:** 150 white-gold