

Spiritualist Studies

Taps into the powers of the Spiritualist

Modification Point cost: 2

Prerequisites

1. Seeker Studies: "Magical Prowess"

Communion

Spiritualist can communicate with a spirit in the form of feelings.

Modification Point cost: 2

Area of Effect: 1space (5') x your awareness.

Avoidance-roll: avoidance-roll vs. "Faith". No luck can be used for this avoidance-roll. If successful, this will indicate there is a spirit in the "Area of Effect" (other wise there is no spirit present to communicate with).

Casting time: 3 turns (15 seconds)

Damage: None.

Duration: 1 turn (5 seconds) +1 turn per level of the caster advanced above level 0

Effect time: 1 turn (5 seconds)

Explanation: This spell will enable the Spiritualist to communicate with spirits in the form of feelings

Hand movement: Two hands.

Healing: None.

Immunities: Only spirits

Maximum adjustment: Not applicable.

Notes: None.

Range: See: "Area of Effect"

Resting time: 1 turn (5 seconds)

Special: None.

Spell Preparation: None.

Spell-points to cast: 2

Susceptibilities: If the GM knows that there is a spirit within the "Area of Effect" of this spell, it will work automatically with no avoidance-roll vs. "Faith" needed.

Value: Scroll: 7,000 white-gold / **Spell-rune:** 70 white-gold

Spirit of The Keeper

This spell calls in a wisp-like spiritual substance that will circle the caster, like a wisp of luminescent light.

Modification Point cost: 2

Area of Effect: Caster only.

Avoidance-roll: None.

Casting time: 1 turn (5 seconds)

Damage: None.

Duration: 1 turn (5 seconds) +1 turn per level advanced

Effect time: Instant.

Explanation: This spell calls in a wisp-like spiritual substance that will circle the caster, like a wisp of luminescent light. When commanded verbally, this spiritual substance will perform one of the two following services for the caster: **#1**: Heal caster of Blood-point, Damage-point, or Oxygen-point loss. The amount healed will be 1 point + 1 per level advanced above level 0 (in one single area). **#2**: Act as an Undead shield against 1 touch/drain attack if an avoidance-roll vs. "Faith" is successful (no luck can be used for this avoidance-roll).

Hand movement: Two hands.

Healing: See: "Explanation" note #1

Immunities: None.

Maximum adjustment: None.

Notes: None.

Range: Caster only.

Resting time: 1 turn (5 seconds)

Special: None.

Spell Preparation: None.

Spell-points to cast: 2

Susceptibilities: None.

Value: Scroll: 14,000 white-gold / Spell-rune: 140 white-gold