## Orus Spells

Priests of Orus, or Orusians, have six groups of spells to aid in externalizing their emotions. These spells often involve roleplaying rather than affecting die rolls or other mechanics of game play.

**Love** spells allow the priest to show others the care and concern they hold for them.

**Hate** spells let the caster express their hate, spewing it forth on all who dare come near.

**Courage** spells allow the caster to show their selflessness and bring it out from those about them.

**Fear** spells protect the priest by allowing them to use their fear to their advantage.

**Disinterest** spells deal with creating disinterest or dealing with situation in a neutral manner

**Hope/Despair** spells help the priest spread ambitions or pessimism.

| **1. Love**  1 Concern  2 Devote  3 Regard  4 Soothe  5 Attachment  6 Venerate  7 Embrace  8 Involvement  9 Idolize  10 Forfeit  11 Passion  12 Total Devotion  13 Ultimate Gift | **2. Hate**  1 Spurn  2 Shun  3 Disparage  4 Scunner  5 Loathing  6 Revenge  7 Disgust  8 Denounce  9 Negate  10 Malevolence  11 Reject  12 Vex | **3. Courage**  1 Alert  2 Bold  3 Audacious  4 Resolute  5 Stalwart  6 Daring  7 Dashing  8 Intrepid  9 Foolhardy  10 Reckless  11 Forward  12 Indomitable | **4. Fear**  1 Tremor  2 Revulsion  3 Bugbear  4 Fright  5 Aversion  6 Pusillanimous  7 Panic  8 Anxiety  9 Foreboding  10 Terror  11 Phobia  12 Perturbation |
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| **5. Disinterest**  1 Boredom  2 Boring Object  3 Don’t Do That!  4 Forbearing  5 Who Cares?  6 Stifle Emotions  7 Mass Boredom  8 Boring Person  9 Calm Down  10 Emotional Block  11 I’m Outta Here  12 Apathy | **6. Hope/Despair**  1 Aspiration  2 Distress  3 Optimism  4 Pessimism  5 Sanguine  6 Hopeless  7 Encourage  8 Discourage  9 Doom  10 Desperation  11 Motivate  12 Only Hope  13 Wish |  |  |
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#### 

##### Love

| **Divine Spell Name and Details** | | **Description** |
| --- | --- | --- |
| **1 – Concern** | |  |
| Time to Cast: | 2 rounds | While under this spell, any time the target enters combat, the caster hears an appropriate danger alert, no matter the distance separating them. |
| Resist Check: | willing target |
| Target: | touch |
| Duration: | 1 + 1/F weeks |
| Area: | single target |
| Effect: | danger alert |
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| **2 – Devote** | |  |
| Time to Cast: | 2 rounds | The caster and the target share awareness of each other’s existence and emotions. They can tell roughly how far away and in what direction the other is. They will know if either is in danger, but not what type.  Additionally, a target under the *Devote* spell counts as touched by the caster for the purposes of casting other *Love* spells as long as they are within LOS 120’. |
| Resist Check: | willing target |
| Target: | touch |
| Duration: | 1 + 1/F days |
| Area: | single target |
| Effect: | awareness link |
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| **3 – Share Burden** | |  |
| Time to Cast: | 1 round | For the duration, any damage the target takes is halved (rounding up). The caster then takes the other half (rounding down) of damage. If either the caster or target is knocked unconscious or killed, this spell ends early.  If this spell is fully finessed, the target additionally gains 1 point of damage reduction. |
| Resist Check: | willing target |
| Target: | touch |
| Duration: | 4 + 2/F rounds |
| Area: | single target |
| Effect: | share damage |
|  |  |  |
| **4 – Soothe** | |  |
| Time to Cast: | 2 rounds | This spell calms the fears, forebodings, and frights of the target, allowing them to act rationally during the spell. The target is cured of any *Frightening* effect. If the fear is magical, they may instantaneously reattempt the resist check at 1 less die. For the duration of the spell, the target has 1 rank of *Resist Fear* (this ability works like *Resist Charm* but only for effects that inflict the *Frightened* condition). |
| Resist Check: | willing target |
| Target: | touch |
| Duration: | 2 + 1/F hours |
| Area: | single target |
| Effect: | alleviate fears |
|  |  |  |
| **5 – Attachment** | |  |
| Time to Cast: | 2 rounds | The caster and the target share a temporary DP pool for the duration of this spell. Both the target and caster have a shimmering green shield around them, which has a total of 20 + 5/F DP. |
| Resist Check: | willing target |
| Target: | touch |
| Duration: | 30 + 10/F minutes |
| Area: | single target |
| Effect: | share DP shield |
|  |  |  |
| **6 – Venerate** | |  |
| Time to Cast: | 2 rounds | Whenever the caster helps or assists the target with an attribute or skill check during the spell’s duration, the target can take 2 dice off the check instead of one. |
| Resist Check: | willing target |
| Target: | touch |
| Duration: | 10 + 5/F minutes |
| Area: | single target |
| Effect: | support target |
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| **7 – Embrace** | |  |
| Time to Cast: | 2 rounds | For the duration, any damage the target takes is taken instead by the caster. If either the caster or target is knocked unconscious or killed, this spell ends early.  If this spell is finessed twice, any instance of transferred damage via this spell to the caster is reduced by 1 point. If this spell is fully finessed, this damage reduction is increased to 2 points. |
| Resist Check: | willing target |
| Target: | touch |
| Duration: | 30 + 10/F minutes |
| Area: | single target |
| Effect: | take all damage |
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| **8 – Involvement** | |  |
| Time to Cast: | 1 round | The caster can transfer any number of units or DP to the target of this spell. This spell can reduce the caster to unconsciousness if used carelessly. |
| Resist Check: | willing target |
| Target: | touch |
| Duration: | instantaneous |
| Area: | single target |
| Effect: | transfer units and DP |
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| **Divine Spell Name and Details** | | **Description** |
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| **9 – Idolize** | |  |
| Time to Cast: | 2 rounds | The caster grants divine favor for the target, granting a mote of luck in all that they do. The target adjusts all of their rolls by 1 + 1/2F points in their favor. |
| Resist Check: | willing target |
| Target: | touch |
| Duration: | 4 + 2/F rounds |
| Area: | single target |
| Effect: | divine favor |
|  |  |  |
| **10 – Forfeit** | |  |
| Time to Cast: | 2 rounds | This spell removes the traces of love, compassion, and sympathy from the target for the duration. They become guarded against feelings of love, and take two dice off of any resist check that would play on emotions of love. |
| Resist Check: | willing target |
| Target: | touch |
| Duration: | 1 + 1/F weeks |
| Area: | single target |
| Effect: | forfeit compassion |
|  |  |  |
| **11 – Passion** | |  |
| Time to Cast: | 2 rounds | The caster and the target share all senses and thoughts for the duration of this spell, regardless of the distance which may separate them after the link is established. |
| Resist Check: | willing target |
| Target: | touch |
| Duration: | 30 + 10/F minutes |
| Area: | single target |
| Effect: | strong link |
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| **12 – Total Devotion** | |  |
| Time to Cast: | 1 minute | The caster and the target form a permanent (until dropped or *Revoked*) emotional bond with each other similar to the *Devote* spell. They can always tell roughly how far away and in what direction the other is, will know each other’s dominant emotion, and will know if the other is in danger. In addition, anytime they are within LOS of each other, they may transfer DP and spell units (of any type) as a free action and may also send thoughts and images to each other mentally.  A caster can only have one *Total Devotion* bond active at any time. |
| Resist Check: | willing target |
| Target: | touch |
| Duration: | permanent |
| Area: | single creature |
| Effect: | permanent link |
|  |  |  |
| **13 – Ultimate Gift** | |  |
| Time to Cast: | 1 minute | The spell brings the target back to life. Refer to *Appendix D: Spell Clarifications* for general resurrection mechanics.  *This spell will not work on anyone, the priest casting the spell must have had some sort of emotional bond to the dead person which could have been in the form of spells in this group (such as* Devote*) or they could have simply been good friends with the dead target.* |
| Resist Check: | willing target |
| Target: | touch |
| Duration: | instantaneous |
| Area: | single dead target |
| Effect: | resurrect |
|  |  |  |

##### Hate

| **Divine Spell Name and Details** | | **Description** |
| --- | --- | --- |
| **1 – Spurn** | |  |
| Time to Cast: | 1 round | The target who fails the resistance check is thrown backward 20 feet and pushed to the ground prone. |
| Resist Check: | 4d6 vs STR negates |
| Target: | LOS 30 + 10/F’ |
| Duration: | instantaneous |
| Area: | single target |
| Effect: | pushes back |
|  |  |  |
| **2 – Shun** | |  |
| Time to Cast: | 1 round | The dark force of the caster’s anger forms a tangible shell about the target, making them appear loathsome and disgusting. Strangers will avoid the target, and even their friends will shy away from them. For the duration, the target adds one extra die to any COM based skill check. |
| Resist Check: | 4d6 vs PWR negates |
| Target: | LOS 30 + 10/F’ |
| Duration: | 30 + 10/F minutes |
| Area: | single target |
| Effect: | make repulsive |
|  |  |  |
| **3 – Disparage** | |  |
| Time to Cast: | 1 round | The caster invokes this spell and **speaks a skill name**. If the named skill is a non-combat skill, the target has their ranks in that skill reduced to zero. If the skill is a combat skill, their ranks in that skill are reduced to 4. |
| Resist Check: | 4d6 vs PWR negates |
| Target: | LOS 30 + 10/F’ |
| Duration: | 6 + 2/F hours |
| Area: | single target |
| Effect: | forget skill |
|  |  |  |
| **4 – Scunner** | |  |
| Time to Cast: | 1 round | The target of this spell is wracked by an intense pain, causing it to suffer 4d6 pain damage. |
| Resist Check: | 4d6 vs WIL halves |
| Target: | LOS 30 + 10/F’ |
| Duration: | instantaneous |
| Area: | single target |
| Effect: | cause pain |
|  |  |  |
| **5 – Loathing** | |  |
| Time to Cast: | 1 round | The caster creates an overpowering loathing, in the target’s mind, to the place where they are. If the target fails the resistance check, they become *Frightened* of their current location and leave the 60 + 15/F’ radius of their current location immediately by the fastest possible means. They cannot return until the spell has ended. |
| Resist Check: | 4d6 vs PWR negates |
| Target: | LOS 60 + 15/F’ |
| Duration: | 10 + 5/F minutes |
| Area: | single target |
| Effect: | target leaves |
|  |  |  |
| **6 – Revenge** | |  |
| Time to Cast: | 2 rounds | Anyone causing the target any damage during this spell’s duration suffers 4d6 pain damage. This spell will only trigger once per person per round, multiple damage sources from the same person will only cause this spell to trigger once. The source of the damage in the case of spell is the person that was considered the caster of the spell effect. |
| Resist Check: | 4d6 vs PWR negates |
| Target: | touch |
| Duration: | 10 + 5/F minutes |
| Area: | single target |
| Effect: | cause pain and damage |
|  |  |  |
| **7 – Disgust** | |  |
| Time to Cast: | 1 round | The target of this spell drops to their knees and begins retching. They are *Stunned* for the duration of the spell, and reattempt the resist check at the end of each of their turns, ending the spell early on a success. |
| Resist Check: | 4d6 vs HEA negates |
| Target: | LOS 30 + 10/F’ |
| Duration: | 4 + 2/F rounds |
| Area: | single target |
| Effect: | great discomfort |
|  |  |  |
| **8 – Denounce** | |  |
| Time to Cast: | 2 rounds | All within hearing of the caster who fails the resistance check believes the slander and defamation the caster says about a specific person (chosen by the caster when this spell is cast). They do not automatically take action, they just believe what the caster says about the person is true.  After the spell ends, they can be shown evidence against the caster’s lies and change their mind. |
| Resist Check: | 5d6 vs CSE negates |
| Target: | caster |
| Duration: | 10 + 5/F minutes |
| Area: | hearing |
| Effect: | believe lies |
|  |  |  |

| **Divine Spell Name and Details** | | **Description** |
| --- | --- | --- |
| **9 – Negate** | |  |
| Time to Cast: | 1 reaction\* | The priest uses this spell in reaction to a target beginning an action. If the target fails the resistance check, they will decide not to do what they started for the round. They then choose a different action, target, etc. |
| Resist Check: | 5d6 vs WIL negates |
| Target: | LOS 30 + 10/F’ |
| Duration: | instantaneous |
| Area: | single target |
| Effect: | negate action |
|  |  |  |
| **10 – Malevolence** | |  |
| Time to Cast: | 1 round | This spell requires no words or speech to cast. The caster simply looks at their target and focuses their anger. If the target fails the resistance check, they suffer 8d6 pain damage, or half as much on a success. *If looks could kill…* |
| Resist Check: | 5d6 vs WIL halves |
| Target: | LOS 60 + 15/F’ |
| Duration: | instantaneous |
| Area: | single target |
| Effect: | hurts target |
|  |  |  |
| **11 – Reject** | |  |
| Time to Cast: | 1 round | The caster projects their hate into a target with full force. If the target fails the resistance check, they go into an uncontrollable rage, and while *Enraged*, attacks the closest creature to themself, be it friend or foe. The target can reattempt the resist check at the end of each of their turns, ending the spell early on a success. |
| Resist Check: | 5d6 vs WIL negates |
| Target: | LOS 60 + 15/F’ |
| Duration: | 1 + 1/F minutes |
| Area: | single target |
| Effect: | enrage |
|  |  |  |
| **12 – Vex** | |  |
| Time to Cast: | 2 rounds | This spell requires no words or speech to cast. The caster must specify a vexation affecting to-hit rolls, damage taken. damage dealt, a specific attribute check, skill checks of a specific attribute, resistance checks of a specific attribute, or critical hits. If the target fails the resistance check, the caster’s *Vex* stays in effect as long as the spell is active, and causes the target to modify rolls by 3 + 1/2F against the target’s favor. |
| Resist Check: | 6d6 vs PWR negates |
| Target: | LOS 60 + 15/F’ |
| Duration: | 2 + 1/F hours |
| Area: | single target |
| Effect: | vexation |
|  |  |  |

##### Courage

| **Divine Spell Name and Details** | | **Description** |
| --- | --- | --- |
| **1 – Alert** | |  |
| Time to Cast: | 1 round | The caster may subtract one die from any check against their PER attribute for the duration of this spell. |
| Resist Check: | none |
| Target: | caster |
| Duration: | 2 + 1/F hours |
| Area: | self |
| Effect: | raises awareness |
|  |  |  |
| **2 – Bold** | |  |
| Time to Cast: | 1 round | The target is encouraged for the duration, and has more confidence in their task. For the next check they make during the duration, they roll an additional d6 and drop the highest result. |
| Resist Check: | 4d6 vs WIL negates |
| Target: | touch |
| Duration: | 1 + 1/F minutes |
| Area: | single target |
| Effect: | gives courage |
|  |  |  |
| **3 – Audacious** | |  |
| Time to Cast: | 1 round | The caster casts this spell while performing some **shocking, audacious, or surprising action**. At the GM’s discretion, anyone within 60 + 15/F’ of the caster not expecting this is *Dazed* for one round, gaping in shock at the caster’s actions. Any combative actions against the affected targets will overcome the shock induced from this spell allowing the targets to act normally, but it can serve as a great distraction. |
| Resist Check: | none |
| Target: | caster |
| Duration: | 1 round |
| Area: | self, 60 + 15/F’ radius |
| Effect: | shocks viewers |
|  |  |  |
| **4 – Resolute** | |  |
| Time to Cast: | 1 round | The caster gains the *Mental Stubbornness* creature ability for the duration. If the caster already has the *Mental Stubbornness* creature ability, they instead become immune to the *Unconsciousness* status effect as long as they have at least 1 DP. |
| Resist Check: | none |
| Target: | caster |
| Duration: | 10 + 5/F minutes |
| Area: | self |
| Effect: | remain conscious |
|  |  |  |
| **5 – Stalwart** | |  |
| Time to Cast: | 1 round | The target can use the higher of their or the caster’s STR, combat modifier, and *Weapon (W)* and *Maneuver (M)* skills for the duration of the spell. *Passive (P)* and *Activated (A)* skills are not shared.  Only one instance of this spell can be active on a target or maintained by the caster at a time, i.e. the caster cannot cast *Stalwart* on two targets, and any one target cannot benefit from *Stalwart* cast by two different casters. |
| Resist Check: | 4d6 vs PWR negates |
| Target: | touch |
| Duration: | 1 + 1/F minutes |
| Area: | single target |
| Effect: | fight as caster |
|  |  |  |
| **6 – Daring** | |  |
| Time to Cast: | special\* | The caster uses this spell in combination **with a non-combat action**. If a skill check is involved, it is at one die less than normal. If the check succeeds, the spell is complete.  If the check fails, the caster suffers twice the penalty for failure because he can take no protective measures while emoting confidence. The penalty depends on the circumstances and is up to GMs discretion. |
| Resist Check: | none |
| Target: | caster |
| Duration: | special\* |
| Area: | self |
| Effect: | raises stakes |
|  |  |  |
| **7 – Dashing** | |  |
| Time to Cast: | 1 round | The caster **designates a particular enemy** and casts this spell. For its duration, the touched targets of this spell can travel at double their normal movement rate, as long as they are charging straight at the designated enemy. |
| Resist Check: | 4d6 vs PWR negates |
| Target: | multitouch |
| Duration: | 1 + 1/F minutes |
| Area: | 1 + 1/F creatures |
| Effect: | speeds charge |
|  |  |  |
| **8 – Intrepid** | |  |
| Time to Cast: | 2 rounds | The target is cured of any *Frightening* effect. If the fear is magical, they may instantaneously reattempt the resist check at 2 less dice. For the duration of the spell, the target has 2 ranks of *Resist Fear* (this ability works like *Resist Charm* but only for effects that inflict the *Frightened* condition). |
| Resist Check: | 5d6 vs WIL negates |
| Target: | touch |
| Duration: | 2 + 1/F hours |
| Area: | single creature |
| Effect: | make fearless |
|  |  |  |

| **Divine Spell Name and Details** | | **Description** |
| --- | --- | --- |
| **9 – Foolhardy** | |  |
| Time to Cast: | special\* | The caster uses this spell in combination with a simple weapon attack. If they hit, it is considered a critical hit. If they miss, the magic and their own confidence backfire, causing them to suffer a critical hit with 1d6 of the weapon’s damage before the critical result is applied. |
| Resist Check: | none |
| Target: | caster |
| Duration: | instantaneous |
| Area: | self |
| Effect: | force critical hit |
|  |  |  |
| **10 – Reckless** | |  |
| Time to Cast: | 1 round | For the duration of this spell, the caster gains extra attack with their weapon. The caster may roll weapon skill and use an advanced option for the extra attack, but they cannot roll maneuver skills or use any advanced options and spells that would give them additional extra attacks. In addition, the caster does not get the defense values from their weapon and shield for the spell’s duration. |
| Resist Check: | none |
| Target: | caster |
| Duration: | 4 + 2/F rounds |
| Area: | self |
| Effect: | double attack speed |
|  |  |  |
| **11 – Forward** | |  |
| Time to Cast: | 2 rounds | For the duration of this spell, the targets gain extra attack with their weapon. The targets may roll weapon skill and use an advanced option for the extra attack, but they cannot roll maneuver skills or use any advanced options and spells that would give them additional extra attacks. In addition, the targets do not get the defense values from their weapon and shield for the spell’s duration. |
| Resist Check: | 4d6 vs PWR negates |
| Target: | multitouch |
| Duration: | 4 + 2/F rounds |
| Area: | 2 + 1/F creatures |
| Effect: | double attack speed |
|  |  |  |
| **12 – Indomitable** | |  |
| Time to Cast: | 1 minute | The caster is immune to pain damage, takes 2 dice off any WIL resist checks, and will not break under torture or interrogation for the duration of this spell. |
| Resist Check: | none |
| Target: | caster |
| Duration: | 6 + 2/F hours |
| Area: | self |
| Effect: | resist torture |
|  |  |  |

##### Fear

| **Divine Spell Name and Details** | | **Description** |
| --- | --- | --- |
| **1 – Tremor** | |  |
| Time to Cast: | 1 round | If the target fails the resistance check, they shake in fear uncontrollably for one round, dropping anything they are carrying. |
| Resist Check: | 4d6 vs WIL negates |
| Target: | LOS 20 + 5/F’ |
| Duration: | instantaneous |
| Area: | single target |
| Effect: | shakes target |
|  |  |  |
| **2 – Revulsion** | |  |
| Time to Cast: | 2 rounds | The caster **names a person** while casting the spell. If the target fails the resistance check, he has an extreme fear for the named person for the duration of the spell. If they see the person within the spell’s duration, they become *Frightened* of them. While *Frightened*, they can reattempt the resist check once they are out of sight of the named person, ending the effect on a success. |
| Resist Check: | 4d6 vs WIL negates |
| Target: | LOS 20 + 5/F’ |
| Duration: | 6 + 2/F hours |
| Area: | single target |
| Effect: | revolution of person |
|  |  |  |
| **3 – Bugbear** | |  |
| Time to Cast: | 1 round | If the target fails the resistance check, they see the caster as the creature or monster for whom they hold the most fear, and they become *Frightened* of the caster. They may reattempt the resist check at the end of each of their turns, ending this spell on a success. |
| Resist Check: | 4d6 vs WIL negates |
| Target: | LOS 20 + 5/F’ |
| Duration: | 1 + 1/F minutes |
| Area: | single target |
| Effect: | scare target |
|  |  |  |
| **4 – Fright** | |  |
| Time to Cast: | 1 round | If the target fails the resistance check, they faint from fright and become *Unconscious*. They will awaken when the duration expires, or if they take any damage. |
| Resist Check: | 4d6 vs WIL negates |
| Target: | LOS 20 + 5/F’ |
| Duration: | 10 + 5/F minutes |
| Area: | single target |
| Effect: | target feints |
|  |  |  |
| **5 – Aversion** | |  |
| Time to Cast: | 2 rounds | The caster names an object while casting the spell. If the target fails the resistance check, they have an extreme dislike for the named object for the duration of the spell. If they see the object within the spell’s duration, they become *Frightened* of it. While *Frightened*, they can reattempt the resist check once they are out of sight of the named object, ending the effect on a success. |
| Resist Check: | 4d6 vs WIL negates |
| Target: | LOS 20 + 5/F’ |
| Duration: | 6 + 2/F hours |
| Area: | single target |
| Effect: | revulsion of object |
|  |  |  |
| **6 – Pusillanimous** | |  |
| Time to Cast: | 1 round | If the target fails the resistance check, they lose all vestiges of courage for the duration of the spell. They add a die to any resist check that inflicts the *Frightened* status effect. |
| Resist Check: | 5d6 vs WIL negates |
| Target: | LOS 30 + 10/F’ |
| Duration: | 4 + 2/F rounds |
| Area: | single target |
| Effect: | steals courage |
|  |  |  |
| **7 – Panic** | |  |
| Time to Cast: | 2 rounds | Anyone caught in this spell who fails the resistance check will become *Frightened*, panic, drop their weapons, and run away from the caster. They regain control of themselves after the spell ends. They may reattempt the resist check at the end of each of their turns, ending the effect early on a success. |
| Resist Check: | 5d6 vs WIL negates |
| Target: | caster |
| Duration: | 4 + 2/F rounds |
| Area: | 10’ x 30’ cone |
| Effect: | panics targets |
|  |  |  |
| **8 – Anxiety** | |  |
| Time to Cast: | 2 rounds | The target becomes anxious and uncertain of their actions. The target then cannot benefit from *Quickness* creature ability or spells that cause the target to take their turn earlier, and for duration, the target acts after all other creatures act. |
| Resist Check: | 5d6 vs WIL negates |
| Target: | LOS 30 + 10/F’ |
| Duration: | 4 + 2/F rounds |
| Area: | single target |
| Effect: | fear of person |
|  |  |  |

| **Divine Spell Name and Details** | | **Description** |
| --- | --- | --- |
| **9 – Foreboding** | |  |
| Time to Cast: | 4 rounds | If the target fails the resistance check, they fear and believe an event the caster names will come to pass. They will want to act to stop it, at any cost short of their own life. |
| Resist Check: | 5d6 vs WIL negates |
| Target: | LOS 60 + 15/F’ |
| Duration: | 1 + 1/F weeks |
| Area: | single target |
| Effect: | plants fear |
|  |  |  |
| **10 – Terror** | |  |
| Time to Cast: | 2 rounds | Anyone caught in this spell who fails the resistance check will faint in abject terror, falling *Unconscious*. They will awaken when the spell ends, or if they take any damage. |
| Resist Check: | 5d6 vs WIL negates |
| Target: | caster |
| Duration: | 10 + 5/F minutes |
| Area: | 10’ x 40’ cone |
| Effect: | feint in terror |
|  |  |  |
| **11 – Phobia** | |  |
| Time to Cast: | 2 rounds | The caster names a **specific phobia**while casting this spell. If the target fails the resistance check, they gain the phobia for the duration of the spell. The specific mechanical effects of this phobia are determined by the GM. There could be a WIL resist check to enter areas associated with the phobia, or perhaps the affected target has a disadvantage on rolls while in the presence of objects or phenomena associated with the phobia. |
| Resist Check: | 6d6 vs CSE negates |
| Target: | LOS 30 + 10/F’ |
| Duration: | 1 + 1/F weeks |
| Area: | single target |
| Effect: | irrational fear |
|  |  |  |
| **12 – Perturbation** | |  |
| Time to Cast: | 1 minute | The unfortunate target of this spell who fails the resistance check will slowly have their memories altered and changed, so that they begin doubting their own mind and fall into a crippling fear. The specific mechanical effects of this spell are determined by the GM. Some will fall into madness, and become unable to go about their life. |
| Resist Check: | 6d6 vs PWR negates |
| Target: | touch |
| Duration: | permanent |
| Area: | single target |
| Effect: | causes crippling fear |
|  |  |  |

##### Disinterest

| **Divine Spell Name and Details** | | **Description** |
| --- | --- | --- |
| **1 – Boredom** | |  |
| Time to Cast: | 1 round | If the target of this spell fails the resistance check, they will become bored with the task they are currently performing. This may have little effect on the target, if they feel duty bound or have other reasons for executing their current task. |
| Resist Check: | 4d6 vs WIL negates |
| Target: | LOS 60 + 15/F’ |
| Duration: | 2 + 1/F hours |
| Area: | single target |
| Effect: | make target bored |
|  |  |  |
| **2 – Boring Object** | |  |
| Time to Cast: | 2 rounds | The priest casts this spell on **a single, small, non-living object** which makes it uninteresting and seem to fade into the background. Anyone other than the caster trying to find the object must make a 4d6 vs PER to find it, even if it is in plain sight. This will not protect against magical means of detection. |
| Resist Check: | 4d6 vs PER negates |
| Target: | LOS 5’ |
| Duration: | 2 + 1/F hours |
| Area: | single object ≤ 5 lbs. |
| Effect: | make object boring |
|  |  |  |
| **3 – Don’t Do That!** | |  |
| Time to Cast: | 1 round | While casting this spell, the priest names an action of three words or less, such as “casting spells” or “talking loudly” and precedes it with the word “No.” The target within the area of effect recognizes the restriction in place and if they perform the named action during the duration, they must succeed at the resistance check to perform the action, or choose to do something else during the round.  Actions can only include things that people can do voluntarily, actions like “no breathing” will not function with this spell unless breathing is optional for a target. This spell does not require the target to hear the caster. |
| Resist Check: | 4d6 vs WIL negates |
| Target: | LOS 30 + 10/F’ |
| Duration: | 1 + 1/F minutes |
| Area: | single target |
| Effect: | forbid action |
|  |  |  |
| **4 – Forbearing** | |  |
| Time to Cast: | 1 round | When this spell is cast, everyone in the area **including** the caster must make the resistance check. All targets that fail the resistance check cannot become *Quickened*. |
| Resist Check: | 4d6 vs PWR negates |
| Target: | caster |
| Duration: | 4 + 2/F rounds |
| Area: | 30 + 10/F’ radius |
| Effect: | prevent *Quickness* |
|  |  |  |
| **5 – Who Cares?** | |  |
| Time to Cast: | 1 round | The caster names **a specific person or object** during the casting of this spell. If the target fails the resistance check, the target will have no interest in the named person or object for the duration of the spell. This lack of interest will not cause the target to fear or get rid of an object or flee a person, they just won’t be interested in using or interacting with the object or person in any way. |
| Resist Check: | 4d6 vs WIL negates |
| Target: | LOS 60 + 15/F’ |
| Duration: | 2 + 1/F hours |
| Area: | single target |
| Effect: | remove interest |
|  |  |  |
| **6 – Stifle Emotions** | |  |
| Time to Cast: | 1 round | This spell calms the emotions, including love, fear, hate, etc. of the target, allowing them to act very logically during the spell. If there are magical effects that modify the target’s emotion active, the target may instantaneously reattempt the resist check at 1 less die. For the duration of the spell, the target has 1 rank of *Resist Emotions* (this ability works like *Resist Charm* but only for effects that modify and affect the target’s emotions). This includes many of the spells in this group and other Orus spell groups. |
| Resist Check: | 4d6 vs WIL negates |
| Target: | touch |
| Duration: | 1 + 1/F minutes |
| Area: | single target |
| Effect: | make less emotional |
|  |  |  |
| **7 – Mass Boredom** | |  |
| Time to Cast: | 2 rounds | Everyone in the area other than the caster that fails the resistance check, becomes bored with their current task, as per the *Boredom* spell. |
| Resist Check: | 5d6 vs WIL negates |
| Target: | caster |
| Duration: | 2 + 1/F hours |
| Area: | 60 + 15/F’ radius |
| Effect: | everyone bored |
|  |  |  |
| **8 – Boring Person** | |  |
| Time to Cast: | 2 rounds | This spell functions as the *Boring Object* spell but instead is cast on a **single willing creature**. If the creature is within plain sight, there is a 3d6 vs PER to notice the creature, and if the creature is attempting a *Stealth* check during the duration to remain unnoticed, it receives 1 die off the check. This will not protect against magical means of detection. |
| Resist Check: | 3d6 vs PER negates |
| Target: | touch |
| Duration: | 30 + 10/F minutes |
| Area: | single creature |
| Effect: | make creature boring |
|  |  |  |

| **Divine Spell Name and Details** | | **Description** |
| --- | --- | --- |
| **9 – Calm Down** | |  |
| Time to Cast: | 1 round | When this spell is cast, anyone in the area **including** the caster must make the resistance check. Anyone that fails the resistance check is calmed of strong emotions, and will become non-hostile. They lose interest in arguing and fighting, and will merely spectate any combat without intervening. If a combative action is taken against an individual under this effect, the effect instantly fades from the individual and their emotions and hostility return as normal. |
| Resist Check: | 5d6 vs PWR negates |
| Target: | caster |
| Duration: | 10 + 5/F minutes |
| Area: | 60 + 15/F’ radius |
| Effect: | calm all emotions |
|  |  |  |
| **10 – Emotional Block** | |  |
| Time to Cast: | 2 rounds | This spell functions as per *Stifle Emotions* but affects all in the area except the caster. |
| Resist Check: | 5d6 vs WIL negates |
| Target: | caster |
| Duration: | 1 + 1/F minutes |
| Area: | 60 + 15/F’ radius |
| Effect: | block emotions in area |
|  |  |  |
| **11 – I’m Outta Here** | |  |
| Time to Cast: | 2 rounds | This spell causes the caster and all willing targets touched during the casting time the caster designates to instantly teleport to the last safe location the caster has been. This may include the previous room in a dungeon, or outside a dangerous house. |
| Resist Check: | willing targets |
| Target: | multitouch |
| Duration: | instantaneous |
| Area: | touched targets |
| Effect: | teleport to safety |
|  |  |  |
| **12 – Apathy** | |  |
| Time to Cast: | 4 rounds | When this spell is cast, the caster names an activity, which can be as specific or general as the caster wishes. If the target fails the resistance check, they become apathetic about the stated activity for the duration.  Example activities include: “lying,” “guarding,” “eating,” etc. The target will act accordingly as long as this spell is in effect and avoid the activity or, in the case of necessary activities to survive, make the minimum effort to continue it, although they will never cause harm to themselves. |
| Resist Check: | 6d6 vs PWR negates |
| Target: | LOS 60 + 15/F’ |
| Duration: | 1 + 1/F weeks |
| Area: | single target |
| Effect: | disinterest |
|  |  |  |

##### Hope/Despair

| **Divine Spell Name and Details** | | **Description** |
| --- | --- | --- |
| **1 – Aspiration** | |  |
| Time to Cast: | 1 round | When this spell is cast on a willing target, they become hopeful and optimistic about the current situation. For the duration, the target gains 1 rank of *Exceptional WIL* as their spirits are raised. |
| Resist Check: | willing target |
| Target: | touch |
| Duration: | 1 + 1 minute |
| Area: | single creature |
| Effect: | create ambition |
|  |  |  |
| **2 – Distress** | |  |
| Time to Cast: | 1 round | If the target of this spell fails the resistance check, they become upset and distressed about the current situation and gain one rank of *Inferior WIL* as their spirits are dampened. |
| Resist Check: | 4d6 vs WIL negates |
| Target: | LOS 60 + 15/F’ |
| Duration: | 10 + 5/F minutes |
| Area: | single creature |
| Effect: | create distress |
|  |  |  |
| **3 – Optimism** | |  |
| Time to Cast: | 1 round | The caster emits an aura of optimism that lifts the spirits and hopes of those in the radius around them. This area follows the caster. Willing targets in the radius gain +1 + 1/2F to their ranks of all non-combat skills they know as long as they stay within the radius. |
| Resist Check: | willing targets |
| Target: | caster |
| Duration: | 1 + 1/F minutes |
| Area: | 10 + 5/F’ radius |
| Effect: | aura of optimism |
|  |  |  |
| **4 – Pessimism** | |  |
| Time to Cast: | 1 round | The target(s) becomes pessimistic, which dampens their spirits and hopes. The target(s) subtracts 1 + 1/2F to their ranks of all non-combat skills they know. |
| Resist Check: | 4d6 vs WIL negates |
| Target: | LOS 60 + 15/F’ |
| Duration: | 1 + 1/F minutes |
| Area: | 1 + 1/2F creatures |
| Effect: | aura of despair |
|  |  |  |
| **5 – Sanguine** | |  |
| Time to Cast: | 1 reaction\* | The priest casts this spell when a willing ally fails a skill or attribute check. This cannot be used on resist checks. They can then reattempt the skill or attribute check using one less die. The target is aware of the bonus. |
| Resist Check: | willing target |
| Target: | LOS 20 + 5/F’ |
| Duration: | instantaneous |
| Area: | single creature |
| Effect: | try again |
|  |  |  |
| **6 – Hopeless** | |  |
| Time to Cast: | 1 reaction\* | The priest casts this spell when a creature within range succeeds a skill or attribute check. This cannot be used on resist checks. They must then reattempt the skill or attribute check using one more die. The target is aware of the penalty. |
| Resist Check: | 4d6 vs WIL negates |
| Target: | LOS 20 + 5/F’ |
| Duration: | instantaneous |
| Area: | single creature |
| Effect: | faltering success |
|  |  |  |
| **7 – Encourage** | |  |
| Time to Cast: | 2 rounds | If the target of this spell fails the resistance check, they believe that a **course of action the caster designates when casting**, will succeed, even if it is fruitless or impossible. As such, they desire to perform the course of action for the duration of the spell if it is appropriate for the current situation. If they fail at the named course of action, they may reattempt the resist check to end this effect. |
| Resist Check: | 4d6 vs CSE negates |
| Target: | LOS 30 + 10/F’ |
| Duration: | 1 + 1/F minutes |
| Area: | single creature |
| Effect: | encourage action |
|  |  |  |
| **8 – Discourage** | |  |
| Time to Cast: | 2 rounds | If the target of this spell fails the resistance check, they believe that a **course action the caster designates while casting**, is hopeless and will fail. As such, they will not perform the action for the duration of the spell. If the named course of action must be taken to avoid harm or death, the target can reattempt the resist check to end this effect. |
| Resist Check: | 4d6 vs CSE negates |
| Target: | LOS 30 + 10/F’ |
| Duration: | 1 + 1/F minutes |
| Area: | single creature |
| Effect: | discourage action |
|  |  |  |

| **Divine Spell Name and Details** | | **Description** |
| --- | --- | --- |
| **9 – Doom** | |  |
| Time to Cast: | 1 round | The target of this spell that fails the resistance check fully believes that they will die at the end of the spell’s duration unless they kill or destroy a visible creature or object chosen by the caster when this spell is cast. The target can reattempt the resistance check if they take damage, ending the spell on a success. |
| Resist Check: | 5d6 vs CSE negates |
| Target: | touch |
| Duration: | 10 + 5/F minutes |
| Area: | single creature |
| Effect: | “doom” target |
|  |  |  |
| **10 – Desperation** | |  |
| Time to Cast: | 1 round | The target of this spell that fails the resistance check will enter a state of complete desperation. Their actions become rash and impulsive, but also quick and decisive for the spell’s duration.  For the duration, they cannot use skills or spells that take more than one round to execute. The target always acts first during their party’s initiative round and does not have a chance to think about their action short of understanding their surroundings. |
| Resist Check: | 5d6 vs WIL negates |
| Target: | LOS 60 + 15/F’ |
| Duration: | 4 + 2/F rounds |
| Area: | single creature |
| Effect: | create desperation |
|  |  |  |
| **11 – Motivate** | |  |
| Time to Cast: | 4 rounds | The targets touched while this spell is cast become highly motivated toward a **task designated by the caster** during the casting of the spell. For the duration of the spell, anything that attempts to prevent them from completing their task will be less effective. They will be able to take 1 die off of resistance checks from spells as well as any attribute and skill checks when attempting to avoid or negate any effect that keeps them from their task. For contested checks using an attribute, they will gain an additional die to avoid an effect (such as being grappled) that keeps them from their task. |
| Resist Check: | willing targets |
| Target: | multitouch |
| Duration: | 30 + 10/F minutes |
| Area: | touched creatures |
| Effect: | motivate group |
|  |  |  |
| **12 – Only Hope** | |  |
| Time to Cast: | 4 rounds | The caster begins casting this spell, which doesn;t require any hand movements, by speaking the target’s name and saying, “you’re my only hope.” The caster then designates **one course of action**. The target must make the resistance check or believe wholeheartedly that they must complete the course of action for the greater good (or some other personal ideal or motivation).  For the duration of the spell, the target takes 2 dice off of resistance checks from spells as well as any attribute and skill checks when attempting to avoid or negate any effect that keeps them from their task. For contested checks using an attribute, they will gain an additional two dice to avoid an effect (such as being grappled) that keeps them from their task. |
| Resist Check: | 6d6 vs CSE negates |
| Target: | LOS 20 + 5/F’ |
| Duration: | 2 + 1/F hours |
| Area: | single creature |
| Effect: | “you’re my only hope” |
|  |  |  |
| **13 – Wish** | |  |
| Time to Cast: | special\* | This ability allows the user to cast any other divine spell of rank 12 or less from any divine spell group. This is usually used to cast spells the caster does not know, but at an increased unit cost and additional experience cost. The resistance check, target, duration, and area all use those of the power being emulated. The casting time is equal to the casting time of the intended spell being cast plus one extra round.  If a permanent effect would be generated, it instead only lasts for 12 hours. Any other effects generated will last for their minimum listed duration and finessing this spell does not impact the effect’s duration. This spell cannot be used to create a spell effect to put into a *Defer* or create a *Defer* to store another spell.  *When this spell is used, the player should already have a spell in advance of making the wish in order to save time.* |
| Resist Check: | special\* |
| Target: | special\* |
| Duration: | special\* |
| Area: | special\* |
| Effect: | divine wish |
|  |  |  |