##### **Love**

| **Divine Spell Name and Details** | | **Description** |
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| **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 |
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| **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 |
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| **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 |
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| **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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