## T’or Spells

Priests of T’or, or T’orites, combine the control of one’s body and mind and use of weapons and defensive techniques into five spell groups. Unlike most spell casters, a number of T’orite spells have very little to no hand motions and speech involved in casting them. In general, every spell with a single round casting time does not have a noticeable verbal or gesturing component to it and cannot be identified. Spells that have a casting time over a single round act as normal spells that can be identified and require two hands and a verbal component to cast. T’or spells cannot be deferred or stored in magic items in any way.

**Body** spells represent the control that priests of T’or have over their body.

**Shield/Defense** provides the T’orite with special defensive techniques.

**Weapon/Offensive** allows a T’orite to create a holy weapon and use special combat techniques with it.

**Mind** spells represent the control that priests of T’or have over their and other creature’s minds.

**Arrest** provides means of slowing or stopping criminals, so that they are brought to justice.

There are also two additional spell groups that correspond with the two different factions of T’orites. A priest may only purchase and cast spells from a single faction (this rule cannot be violated under ANY circumstances).

**Righteousness** represents the faction’s complete and total devotion to their righteous cause. The spells in this group show the priest's dedication to not backing down under any circumstance.

**True Justice** represents the faction’s devotion to serving justice through blood, sweat, and sacrifice. Only by being in touch with their emotions can true justice be perceived.

| **1. Body**  1 Beat Down  2 Land on Feet  3 Blind Sight  4 Lesser Hog Tie  5 Back to the Fight  6 Dirty Fighting  7 Hold Breath  8 Lesser Ignore Body  9 Hog Tie  10 Take Down  11 Ignore Body  12 Size Doesn’t Matter | **2. Shield/Defensive**  1 Danger Sense  2 Lesser Shield fo T’or  3 Clean  4 Undercover  5 Ignore Temperature  6 Escape  7 Shield of T’or  8 Evasion  9 Ignore Critical Wound  10 Inner Balance  11 Armor of T’or  12 True Undercover | **3. Weapon/Offensive**  1 Create Holy Weapon  2 Arm  3 Harm  4 Throw  5 Lesser Flashing Blast  6 Summon Weapon  7 Ghost Killer  8 Harmful  9 Deplete Energy  10 Summon T’orite  11 Flashing Blast  12 Mayhem | **4. Mind**  1 Obey The Law  2 Good Cop  3 Lesser Locate Opposition  4 Bad Cop  5 Trance  6 Memorize  7 Watchfulness  8 Blending  9 Locate Opposition  10 Lure  11 Copy Cat  12 Purify Self |
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|  |  |  |  |
| **5. Arrest**  1 Manacles  2 Protect  3 Tranquilize  4 All Points Bulletin  5 Background Check  6 Citation  7 Incarcerate  8 Shockwave  9 Frisk  10 Defang  11 Serve  12 Taze | **6a. Righteousness**  1 Parry  2 Endure  3 Loyalty  4 Fast  5 Disarm  6 Consciousness  7 Subdual  8 Ignore Armor  9 Distract  10 Pin  11 Retry  12 Fight On | **6b. True Justice**  1 Quick Burst  2 Furious Insult  3 Boring Action  4 Fast Attack  5 Share Fate  6 Courageous Attack  7 Calming  8 Lay Down The Law  9 Risky Attack  10 Flash Attack  11 Mulligan  12 Refresh |  |
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##### Body

| **Divine Spell Name and Details** | | **Description** |
| --- | --- | --- |
| **1 – Beat Down** | |  |
| Time to Cast: | none | The T’orite may activate this spell **as they are pummeling a creature**.The *Pummel* subskill of their *Wrestling (M)* skill deals 1d6 per die. This leaves creatures with a black eye or a bloody nose. |
| Resist Check: | none |
| Target: | touch |
| Duration: | instantaneous |
| Area: | single target |
| Effect: | increase punch |
|  |  |  |
| **2 – Land on Feet** | |  |
| Time to Cast: | 1 reaction\* | Whenever the T’orite would **take damage from falling**, they may activate this spell. The T’orite takes no impact damage from falling, nor does anything that the T’orite falls on. When the T’orite lands, they will be on their feet and in their proper fighting stance. If they fall less than 20’, the Torite may make a single simple attack or move one-half of their movement rate. |
| Resist Check: | none |
| Target: | caster |
| Duration: | instantaneous |
| Area: | self |
| Effect: | prevent falling damage |
|  |  |  |
| **3 – Blind Sight** | |  |
| Time to Cast: | 1 round | The caster can see as if they are in ample sunlight regardless of the current lighting conditions, or if the T’orite has been *Blinded* by physical or magical effects. |
| Resist Check: | none |
| Target: | caster |
| Duration: | 2 + 1/F hours |
| Area: | self |
| Effect: | see in the dark |
|  |  |  |
| **4 – Lesser Hog Tie** | |  |
| Time to Cast: | 1 reaction\* | In the immediate free round **after tackling a creature**, the T’orite may activate this spell. Ropes appear in the caster’s hands and bind the target, which is considered *Restrained*. The target may use an action to attempt the resistance check to free themselves. |
| Resist Check: | 4d6 vs STR negates |
| Target: | touch |
| Duration: | instantaneous |
| Area: | single target |
| Effect: | tie up target |
|  |  |  |
| **5 – Back to the Fight** | |  |
| Time to Cast: | 1 fifth | The T’orite is healed for 4d6 DP, but they look to be just as hurt as before. Many T’orites wash or sew wounds closed right after this, stating that the injury was not as bad as it seems. |
| Resist Check: | none |
| Target: | caster |
| Duration: | instantaneous |
| Area: | self |
| Effect: | heal T’orite |
|  |  |  |
| **6 – Dirty Fighting** | |  |
| Time to Cast: | none | The T’orite may activate this spell as **they are pummeling a creature**. The target takes 3d6 more damage (*skill*) if the caster made their *Wrestling (M)* skill (for Pummel). This leaves creatures with a black eye or a bloody nose. |
| Resist Check: | none |
| Target: | touch |
| Duration: | instantaneous |
| Area: | single target |
| Effect: | greatly increase punch |
|  |  |  |
| **7 – Hold Breath** | |  |
| Time to Cast: | 1 round | The T’orite acts as if they are holding their breath, and the need to breathe goes away for the spell’s duration. |
| Resist Check: | none |
| Target: | caster |
| Duration: | 2 + 1/F hours |
| Area: | self |
| Effect: | need not breathe |
|  |  |  |
| **8 – Lesser Ignore Body** | |  |
| Time to Cast: | 1 reaction\* | Allows the priest to ignore all pain and pleasure effects. They are aware that the feeling is there, but can block its effects. If an effect would impose the *Unconscious, Paralyzed, Frightened,* or *Charmed* condition, they may lower the resistance check by one die.  This spell can be activated **when an effect that this spell protects against occurs to the T’orite,** prior to attempting any resistance checks. |
| Resist Check: | none |
| Target: | caster |
| Duration: | 12 + 3/F hours |
| Area: | self |
| Effect: | help resist effects |
|  |  |  |

| **Divine Spell Name and Details** | | **Description** |
| --- | --- | --- |
| **9 – Hog Tie** | |  |
| Time to Cast: | 1 reaction\* | In the immediate free round **after tackling a creature,** the T’orite may activate this spell. Ropes appear in the caster’s hands and bind the target, which is considered *Restrained*. The target may use an action to attempt the resistance check to free themselves. |
| Resist Check: | 5d6 vs STR negates |
| Target: | touch |
| Duration: | instantaneous |
| Area: | single target |
| Effect: | tie up target |
|  |  |  |
| **10 – Take Down** | |  |
| Time to Cast: | none | The T’orite may activate this spell as they are **pummeling a creature.** They take 6d6 more damage (*skill*) if the caster made their *Wrestling (M)* skill (for Pummel). In addition, if the target fails the resistance check, they fall *Unconscious*. |
| Resist Check: | 5d6 vs HEA\* |
| Target: | touch |
| Duration: | instantaneous |
| Area: | single target |
| Effect: | knock out target |
|  |  |  |
| **11 – Ignore Body** | |  |
| Time to Cast: | 1 reaction\* | Allows the priest to ignore all pain and pleasure effects. They are aware that the feeling is there, but can block its effects. If an effect would impose the *Unconscious, Paralyzed, Frightened,* or *Charmed* condition, they may lower the resistance check by two dice.  This spell can be activated **when an effect that this spell protects against occurs to the T’orite,** prior to attempting any resistance checks. |
| Resist Check: | none |
| Target: | caster |
| Duration: | 12 + 3/F hours |
| Area: | self |
| Effect: | help resist effects |
|  |  |  |
| **12 – Size Doesn’t Matter** | |  |
| Time to Cast: | 1 reaction\* | As the T’orite **uses a skill against a target**, they may activate this spell. When used, the size of the skill’s target does not impact what happens in any way. Pummeling the target makes it fall down and the caster can tackle a giant. The size of the target still has an impact on grapple attempts. |
| Resist Check: | none |
| Target: | caster |
| Duration: | instantaneous |
| Area: | self |
| Effect: | remove size penalties |
|  |  |  |

##### Shield/Defensive

| **Divine Spell Name and Details** | | **Description** |
| --- | --- | --- |
| **1 – Danger Sense** | |  |
| Time to Cast: | 1 reaction\* | **When ambushed,** the T’orite may activate this spell. The T’orite now has one free action prior to the surprise attack. The T’orite may also use this spell **if someone attempts an assassination** on them or someone they are guarding. The assassination attempt will be three dice more difficult. |
| Resist Check: | none |
| Target: | caster |
| Duration: | instantaneous |
| Area: | self |
| Effect: | eliminate surprise |
|  |  |  |
| **2 – Lesser Shield of T’or** | |  |
| Time to Cast: | 4 rounds | If the caster is wearing a T'or war harness, light or cloth armor, this spell adds +3 to all of their defense values.  *A T'or war harness can have the same defense values as any Leather Light armor.* |
| Resist Check: | none |
| Target: | caster |
| Duration: | 12 + 3/F hours |
| Area: | self |
| Effect: | provide defense |
|  |  |  |
| **3 – Clean** | |  |
| Time to Cast: | 1 round | This spell will remove all dirt, acid, bugs and any other unwanted stuff off of the caster’s person. Lice, leeches and other living beings must make the resist check to remain on. This spell also affects creatures that are grappling the T’orite. |
| Resist Check: | 4d6 vs PWR negates |
| Target: | caster |
| Duration: | instantaneous |
| Area: | self |
| Effect: | remove debris |
|  |  |  |
| **4 – Undercover** | |  |
| Time to Cast: | 1 round | The caster gains a chameleon-like hiding ability as long as they are wearing a T'or war harness or street wear. Attempts to see the Torite require 2 extra dice against PER. |
| Resist Check: | none |
| Target: | caster |
| Duration: | 30 + 10/F minutes |
| Area: | self |
| Effect: | hide |
|  |  |  |
| **5 – Ignore Temperature** | |  |
| Time to Cast: | 1 round | When this spell is active, the caster gains two ranks of *Resist Fire* and *Resist Cold* for the duration. In addition, the caster feels comfortable in all temperatures up to the boiling point and down to freezing point of water. |
| Resist Check: | none |
| Target: | caster |
| Duration: | 12 + 3/F hours |
| Area: | self |
| Effect: | resist temperatures |
|  |  |  |
| **6 – Escape** | |  |
| Time to Cast: | 1 reaction\* | The caster can bend and move their joints and bones to wriggle out of any binding. T’orite **attempts to escape or break free from binding or the *Grappled* condition**. They can take 2 + 1/F dice off of any attempts to break free of bonds, or can add 2 + 1/F dice to any attempt to break free from a grapple. |
| Resist Check: | none |
| Target: | touch |
| Duration: | instantaneous |
| Area: | self |
| Effect: | escape bindings |
|  |  |  |
| **7 – Shield of T’or** | |  |
| Time to Cast: | 1 fifth | If the caster is wearing a T'or war harness, light or cloth armor, this spell adds +6 to all of their magic defense values.  *A T'or war harness can have the same defense values as any Leather Light armor.* |
| Resist Check: | none |
| Target: | caster |
| Duration: | 1 + 1/F minutes |
| Area: | self |
| Effect: | provide defense |
|  |  |  |
| **8 – Evasion** | |  |
| Time to Cast: | 1 reaction\* | When the T’orite is hit with a ranged weapon, they may activate this spell. Before damage is determined, the attack is considered a miss and no damage is done. |
| Resist Check: | none |
| Target: | caster |
| Duration: | instantaneous |
| Area: | self |
| Effect: | avoid projectile |
|  |  |  |

| **Divine Spell Name and Details** | | **Description** |
| --- | --- | --- |
| **9 – Ignore Critical Wound** | |  |
| Time to Cast: | 1 reaction\* | When the T’orite is **critically struck with either a weapon or a grapple,** they may activate this spell. Instead of the critical, it is simply a successful attack. |
| Resist Check: | none |
| Target: | caster |
| Duration: | instantaneous |
| Area: | self |
| Effect: | ignore critical hit |
|  |  |  |
| **10 – Inner Balance** | |  |
| Time to Cast: | 1 reaction\* | When the Torite **must make a CSE, INT or WIL resistance check**, they may activate this spell instead of attempting the resistance check. For a single effect, they may act as if they automatically succeeded the check. |
| Resist Check: | none |
| Target: | caster |
| Duration: | instantaneous |
| Area: | self |
| Effect: | mind over magic |
|  |  |  |
| **11 – Armor of T’or** | |  |
| Time to Cast: | 1 round | If the caster is wearing a T'or war harness, light or cloth armor, this spell adds +6 to all of their magic defense values and the caster gains *Physical DR* 4.  *A T'or war harness can have the same defense values as any Leather Light armor.* |
| Resist Check: | none |
| Target: | caster |
| Duration: | 1 + 1/F minutes |
| Area: | self |
| Effect: | provide defense |
|  |  |  |
| **12 – True Undercover** | |  |
| Time to Cast: | 4 rounds | The caster cannot be seen, as light bends around them. This effect is not true invisibility and can be made out with a resistance check of six dice against PER. Whenever the caster attacks someone, for each hit, that target may attempt a new resist check at one die less. |
| Resist Check: | 6d6 vs PER negates |
| Target: | caster |
| Duration: | 12 + 3/F rounds |
| Area: | self |
| Effect: | make unseen |
|  |  |  |

##### Weapon/Offensive

| **Divine Spell Name and Details** | | **Description** |
| --- | --- | --- |
| **1 – Create Holy Weapon** | |  |
| Time to Cast: | 1 hour | This spell, along with the correct ritual, allows the T’orite to make a weapon holy; which will place a small piece of the T’orite’s soul within it. The holy weapon counts as magical for purposes of resistance or immunity to nonmagical weapons/attacks. As long as the T’orite is alive, the weapon can never be broken nor become bent.  A T’orite can never have more than CSE/4 holy weapons at a time. |
| Resist Check: | none |
| Target: | touch |
| Duration: | instantaneous |
| Area: | single weapon |
| Effect: | make holy weapon |
|  |  |  |
| **2 – Arm** | |  |
| Time to Cast: | none | The caster can call upon their holy weapon to **summon it from any distance** as long as they can see it or it is within 60 feet. It will fly into their hand, or appear in it if there are intervening objects. |
| Resist Check: | none |
| Target: | LOS or 60’ |
| Duration: | instantaneous |
| Area: | holy weapon |
| Effect: | rearm self |
|  |  |  |
| **3 – Harm** | |  |
| Time to Cast: | none | When the Torite **attacks with their holy weapon**, they may activate this spell. The caster’s holy weapon gets an additional +2 to hit and damage (*bonus*). |
| Resist Check: | none |
| Target: | touch |
| Duration: | 10 + 5/F minutes |
| Area: | holy weapon |
| Effect: | increase damage |
|  |  |  |
| **4 – Throw** | |  |
| Time to Cast: | none | A priest can throw their holy symbol at an opponent with intent to harm. When the T’orite throws their holy weapon, they may use this spell. They then use their combat instead of his ranged modifier for the throw. Damage inflicted will be the striking damage, not the thrown damage of the holy weapon. The distance a T’orite can throw their holy weapon is equal to their STR times 5 feet. |
| Resist Check: | none |
| Target: | touch |
| Duration: | instantaneous |
| Area: | holy weapon |
| Effect: | throw weapon |
|  |  |  |
| **5 – Lesser Flashing Blast** | |  |
| Time to Cast: | none | When the T’orite **hits an opponent with their holy weapon**, they can activate this spell to add 4d6 points of light damage (*skill*) to a single hit. |
| Resist Check: | none |
| Target: | touch |
| Duration: | instantaneous |
| Area: | holy weapon |
| Effect: | add divine damage |
|  |  |  |
| **6 – Summon Weapon** | |  |
| Time to Cast: | 1 round | The T’orite can call upon their holy weapon to summon it from any distance or  dimension. The weapon will appear in their hand at the end of the round. |
| Resist Check: | none |
| Target: | caster |
| Duration: | instantaneous |
| Area: | self |
| Effect: | call holy weapon |
|  |  |  |
| **7 – Ghost Killer** | |  |
| Time to Cast: | 1 fifth | After the T’orite casts this spell, the T’orite can hit *Ethereal* and *Immaterial* creatures with their holy weapon and ignores the *Spirit Armor* of a target creature. |
| Resist Check: | none |
| Target: | touch |
| Duration: | 10 + 5/F minutes |
| Area: | holy weapon |
| Effect: | hit extraplanar beings |
|  |  |  |
| **8 – Harmful** | |  |
| Time to Cast: | none | When the Torite **attacks with their holy weapon**, they may activate this spell. The caster’s holy weapon gets an additional +4 to hit and damage (*bonus*). |
| Resist Check: | none |
| Target: | touch |
| Duration: | 10 + 5/F minutes |
| Area: | holy weapon |
| Effect: | increase damage |
|  |  |  |

| **Divine Spell Name and Details** | | **Description** |
| --- | --- | --- |
| **9 – Deplete Energy** | |  |
| Time to Cast: | 1 reaction\* | When the T’orite **strikes an opponent with their holy weapon**, they may activate this spell. If the opponent fails a resistance check of 5d6 vs PWR, they lose 4d6 + 3/F units of the caster’s choice. |
| Resist Check: | none |
| Target: | touch |
| Duration: | instantaneous |
| Area: | holy weapon |
| Effect: | drain units |
|  |  |  |
| **10 – Summon T’orite** | |  |
| Time to Cast: | 1 fifth | If the Torite can **see their holy weapon and is within 1000’**, they can teleport themself to it using this spell. |
| Resist Check: | none |
| Target: | LOS 1000’ |
| Duration: | instantaneous |
| Area: | holy weapon |
| Effect: | teleport self |
|  |  |  |
| **11 – Flashing Blast** | |  |
| Time to Cast: | 1 reaction\* | When the T’orite **hits an opponent with their holy weapon,** they can activate this spell. This spell functions as *Lesser Flashing Blast*, but the damage is increased to 8d6 of light damage (skill). |
| Resist Check: | none |
| Target: | caster |
| Duration: | instantaneous |
| Area: | holy weapon |
| Effect: | add divine damage |
|  |  |  |
| **12 – Mayhem** | |  |
| Time to Cast: | 1 reaction\* | The Torite activates this spell as a reaction when **they successfully strike a target with their holy weapon**. This attack is considered a critical hit. |
| Resist Check: | none |
| Target: | touch |
| Duration: | instantaneous |
| Area: | holy weapon |
| Effect: | critically strike target |
|  |  |  |

##### Mind

| **Divine Spell Name and Details** | | **Description** |
| --- | --- | --- |
| **1 – Obey The Law** | |  |
| Time to Cast: | 1 day | The T’orite gets in touch with the “Will of T’or”. They know the law of the land they are currently in and if the government is just or unjust. A T’orite must purchase this spell first to become a T’orite. Once a T’orite casts this spell on themself, it is permanently active as long as the priest is connected with T’or. Having this spell active gives the T’orite one die off *Barristry* skill checks. |
| Resist Check: | none |
| Target: | caster |
| Duration: | permanent |
| Area: | self |
| Effect: | know the law |
|  |  |  |
| **2 – Good Cop** | |  |
| Time to Cast: | 1 round | After casting this spell, the T’orite looks harmless and trustful. People viewing the T’orite will only get the resistance check if the T’orite acts out of character for the spell effect. This spell may give a one die bonus to *Psychology: Diplomacy* checks to establish rapport with people. |
| Resist Check: | 3d6 vs PER negates |
| Target: | caster |
| Duration: | 2 + 1/F hours |
| Area: | LOS |
| Effect: | seem trustful |
|  |  |  |
| **3 – Lesser Locate Opposition** | |  |
| Time to Cast: | 1 round | **Any person who the caster perceives as opposed to them** cannot approach without the priest being aware of their presence unless they succeed at the resistance check. In most cases this will include criminals, assassins, etc. |
| Resist Check: | 3d6 vs WIL negates |
| Target: | caster |
| Duration: | 10 + 5/F minutes |
| Area: | 120’ radius |
| Effect: | locate opposition |
|  |  |  |
| **4 – Bad Cop** | |  |
| Time to Cast: | 1 round | After casting this spell, the T’orite looks mean and dangerous. People viewing the T’orite will only get the resistance check if the T’orite acts out of character for the spell effect. This spell may give a one die bonus to *Psychology: Interrogation* checks to intimidate people into doing things for the T’orite. |
| Resist Check: | 4d6 vs PER negates |
| Target: | caster |
| Duration: | 2 + 1/F hours |
| Area: | LOS |
| Effect: | seem dangerous |
|  |  |  |
| **5 – Trance** | |  |
| Time to Cast: | 1 round | For the duration of the spell, the Torite can take one die off all INT attribute and resistance checks. This has no effect on INT-based skill checks. |
| Resist Check: | none |
| Target: | caster |
| Duration: | 2 + 1/F hours |
| Area: | self |
| Effect: | increase thought |
|  |  |  |
| **6 – Memorize** | |  |
| Time to Cast: | 1 round | For the duration of the spell, any events the caster observes are memlocked in the caster’s mind. They will not forget them through normal means, unless they choose to remove the memlock. |
| Resist Check: | none |
| Target: | caster |
| Duration: | 10 + 5/F minutes |
| Area: | self |
| Effect: | remember events |
|  |  |  |
| **7 – Watchfulness** | |  |
| Time to Cast: | 1 round | The priest uses this spell **prior to going to sleep for the night**. Instead of sleeping, the T’orite falls into a trance where they are aware of the events happening around them. They may come out of this trance at any time. If they are in the trance for the full rest period, they gain all of the effects from sleeping, such as DP and unit regeneration. |
| Resist Check: | none |
| Target: | caster |
| Duration: | single resting period |
| Area: | self |
| Effect: | stay awake |
|  |  |  |
| **8 – Blending** | |  |
| Time to Cast: | 1 round | When the T’orite casts this spell, they appear to anyone failing the resistance check not to be dressed as a T’orite. Anyone failing the resistance check would see what would be expected to be found in the environment. The spells *Bad Cop* and *Good Cop* would additionally impact what the targets think they see. *Bad Cop* may make the T’orite appear as an unruly gang member to outside observers, while *Good Cop* may make the T’orite appear to be a good samaritan. |
| Resist Check: | 4d6 vs CSE negates |
| Target: | caster |
| Duration: | 10 + 5/F minutes |
| Area: | LOS |
| Effect: | disguises T’orite |
|  |  |  |

| **Divine Spell Name and Details** | | **Description** |
| --- | --- | --- |
| **9 – Locate Opposition** | |  |
| Time to Cast: | 1 round | **Any person whom the caster perceives as opposed to them** cannot approach without the priest being aware of their presence unless they succeed at the resistance check. In most cases this will include criminals, assassins, etc. |
| Resist Check: | 4d6 vs WIL negates |
| Target: | caster |
| Duration: | 10 + 5/F minutes |
| Area: | 120’ radius |
| Effect: | locate opposition |
|  |  |  |
| **10 – Lure** | |  |
| Time to Cast: | 1 round | This spell attracts an opponents' attention and fills them full of hate for the caster. If the target fails the resistance check, the target cannot take any actions other than attempt to harm the caster for the duration of the spell. The target can reattempt the resist check at the end of each of their turns, ending the effect on a success. |
| Resist Check: | 4d6 vs CSE negates |
| Target: | LOS 30’ |
| Duration: | 4 + 2/F rounds |
| Area: | single target |
| Effect: | lure target |
|  |  |  |
| **11 – Copy Cat** | |  |
| Time to Cast: | 1 round | When this spell is cast on a creature, if the creature fails the resistance check, the caster takes on the target’s appearance. This does not change any of the caster’s abilities, only their appearance. |
| Resist Check: | 5d6 vs PWR negates |
| Target: | touch |
| Duration: | 2 + 1/F hours |
| Area: | single being |
| Effect: | mimic target |
|  |  |  |
| **12 – Purify Self** | |  |
| Time to Cast: | 1 round | This spell allows the T’orite to purify his body, mind, and soul of all active magical and physical effects that aren’t the “Will of T’or.” All poisons are negated, all diseases are cured, and all active spell effects under rank 12 that aren’t from T’or groups are removed (including beneficial ones). |
| Resist Check: | none |
| Target: | caster |
| Duration: | instantaneous |
| Area: | self |
| Effect: | remove all effects |
|  |  |  |

##### Arrest

| **Divine Spell Name and Details** | | **Description** |
| --- | --- | --- |
| **1 – Manacles** | |  |
| Time to Cast: | 1 round | This spell will summon a pair of manacles in the T’orites hand. These have the strength of iron, and are fitted to the needed specifications at the time. Finesses will change the materials as follows: 1 – Steel, 2 – Adamantite, 3 – Adamantite with Terisium lining (drain 2 units per round), 4 – Iron, but can be used on *Ethereal* creatures. |
| Resist Check: | none |
| Target: | caster |
| Duration: | 1 + 1/F days |
| Area: | self |
| Effect: | summon manacles |
|  |  |  |
| **2 – Protect** | |  |
| Time to Cast: | 1 reaction\* | When a defenseless bystander or civilian that is under the T’orite’s protection (i.e. under the T’orite’s jurisdiction or ward) is subject to an attack, the T’orite may activate this spell to cause that attack to miss. |
| Resist Check: | none |
| Target: | LOS |
| Duration: | instantaneous |
| Area: | single target |
| Effect: | protect civilian |
|  |  |  |
| **3 – Tranquilize** | |  |
| Time to Cast: | 1 fifth | The T’orite makes a motion of throwing and launches a tranquilizer dart out of their hand. If the target fails the resistance check, the target fails *Unconscious* for one minute, until they take any damage, or are shaken awake. |
| Resist Check: | 3d6 vs HEA negates |
| Target: | LOS 60 + 15/F’ |
| Duration: | instantaneous |
| Area: | single target |
| Effect: | sleep darts |
|  |  |  |
| **4 – All Points Bulletin** | |  |
| Time to Cast: | 1 round | The target of this spell that fails the resistance check is marked as wanted by the T’orite. Any T’orite viewing the target will instantly know that it is T’or’s Will for this individual to be brought to justice. This spell mainly gives other Torites insight into the specific description of the person involved, so spells that alter the appearance of the target can prevent a T’orite from identifying them. If the *Background Check* spell is used on the target, regardless of disguises, they will be identified as wanted if this spell is active on them |
| Resist Check: | 4d6 vs CSE negates |
| Target: | LOS 60’ |
| Duration: | 6 + 2/F hours |
| Area: | single target |
| Effect: | mark as wanted |
|  |  |  |
| **5 – Background Check** | |  |
| Time to Cast: | 1 round | This spell grants the T’orite knowledge of previous arrests, citations, and trials associated with the individual in question. This does not give information on crimes committed that have not yet been attributed to this individual. This spell has no obvious visible components, and the target is unaware they have made a resistance check. The information obtained comes from the records kept by the T’orites. |
| Resist Check: | 4d6 vs CSE negates |
| Target: | LOS 60’ |
| Duration: | instantaneous |
| Area: | single creature |
| Effect: | know criminal history |
|  |  |  |
| **6 – Citation** | |  |
| Time to Cast: | 1 round | Upon writing a ticket appropriate to a crime witnessed, the T’orite can use this spell to record it with the central T’orite headquarters. The citation will forever be associated with the person to which it was given until they pay the fine or serve the sentence for the citation in question (subject to the laws of the land, if they are deemed just). |
| Resist Check: | none |
| Target: | touch |
| Duration: | instantaneous |
| Area: | single creature |
| Effect: | give ticket |
|  |  |  |
| **7 – Incarcerate** | |  |
| Time to Cast: | 1 minute | Using this spell, the T’orite can teleport the target **manacled** prisoner that is under the T’orite’s protection (a person that is arrested and is being brought to justice) to a known prison. This spell can only be used when the T’orite is not in combat with the prisoner being targeted. |
| Resist Check: | 4d6 vs PWR negates |
| Target: | touch |
| Duration: | instantaneous |
| Area: | single prisoner |
| Effect: | place in prison |
|  |  |  |
| **8 – Shockwave** | |  |
| Time to Cast: | 1 reaction\* | The T’orite may activate this spell **when they successfully hit with their holy weapon**. The attack deals damage to the target as normal, and the hit creates a shockwave that extends out through and behind the target. Creatures in the area (except for the target) that fail the resist check will take the damage of the original hit. |
| Resist Check: | 4d6 vs AGI negates |
| Target: | caster |
| Duration: | instantaneous |
| Area: | 10’ x 10’ cone |
| Effect: | shockwave |
|  |  |  |

| **Divine Spell Name and Details** | | **Description** |
| --- | --- | --- |
| **9 – Frisk** | |  |
| Time to Cast: | 2 rounds | Upon failing the resistance check, all illegal materials (defined by the local laws, if they are just), and weaponry are removed from the target, and placed in a bag, in the possession of the T’orite. |
| Resist Check: | 5d6 vs WIL negates |
| Target: | touch |
| Duration: | instantaneous |
| Area: | single creature |
| Effect: | confiscate |
|  |  |  |
| **10 – Defang** | |  |
| Time to Cast: | 2 rounds | Using this spell, the target **manacled** prisoner is unable to cast spells or attack for the duration, unless they are defending themselves. |
| Resist Check: | 5d6 vs PWR negates |
| Target: | touch |
| Duration: | 2 + 1/F hours |
| Area: | single target |
| Effect: | make harmless |
|  |  |  |
| **11 – Serve** | |  |
| Time to Cast: | 1 minute | This spell will reverse any damage that occurred during the process of arresting the **manacled** target. This spell will not bring a target back to life, but can be used to save a *Dying* target. |
| Resist Check: | none |
| Target: | touch |
| Duration: | instantaneous |
| Area: | single target |
| Effect: | treat humanely |
|  |  |  |
| **12 – Taze** | |  |
| Time to Cast: | 1 round | A small spark releases from the caster's finger at the target. If the target fails the resistance check, their central nervous system is interrupted, and they are *Magically Paralyzed* for the duration. The target can reattempt the resistance check each time they take damage, ending the effect on a success. |
| Resist Check: | 5d6 vs AGI negates |
| Target: | LOS 60 + 15/F’ |
| Duration: | 1 + 1/F minutes |
| Area: | single target |
| Effect: | take down |
|  |  |  |

##### Righteousness

| **Divine Spell Name and Details** | | **Description** |
| --- | --- | --- |
| **1 – Parry** | |  |
| Time to Cast: | 1 reaction\* | When a T’orite is wielding his holy weapon and **is hit with a melee attack**, they may activate this spell to increase their combat defense value for a single attack by 2 + 1/F. |
| Resist Check: | none |
| Target: | caster |
| Duration: | instantaneous |
| Area: | self |
| Effect: | cause attack to miss |
|  |  |  |
| **2 – Endure** | |  |
| Time to Cast: | 1 reaction\* | When the T’orite performs a feat of strength (i.e. any attribute check against STR or any skill based on STR), the T’orite may continue the task without having to make any further checks against it by activating this spell. This could include holding a heavy door open, swimming very long distances, or climbing a rope. The spell stays in effect until the T’orite stops performing the action. |
| Resist Check: | none |
| Target: | caster |
| Duration: | special\* |
| Area: | self |
| Effect: | continue feat of strength |
|  |  |  |
| **3 – Loyalty** | |  |
| Time to Cast: | 1 reaction\* | When the T’orite is **standing next to an ally that is hit with a targeted spell effect or attack**, the T’orite may activate this spell. Instead of the intended target, the T’orite is hit with the spell effect or attack and must make any resistance check required and will take all of the damage. The T’orite may not use any other T’or spells on this incoming attack. |
| Resist Check: | none |
| Target: | caster |
| Duration: | instantaneous |
| Area: | self |
| Effect: | take hit |
|  |  |  |
| **4 – Fast** | |  |
| Time to Cast: | 2 rounds | When the T’orite casts this spell, their movement rate is increased by 20 + 5/F’. In addition, the T’orite’s metabolism is doubled, which will shorten the effect of non-magical poisons, potions, and drugs in their system. This will also accelerate the effect of lethal poisons, so it should be used wisely. |
| Resist Check: | none |
| Target: | caster |
| Duration: | 6 + 2/F hours |
| Area: | self |
| Effect: | go faster |
|  |  |  |
| **5 – Disarm** | |  |
| Time to Cast: | none | When the Torite successfully **hits a target with their holy weapon**, they may activate this spell. Instead of taking damage from the hit, the target must roll a contested STR check against the T’orite with the T’orite getting 2 extra dice. If the T’orite wins, the target is disarmed (if possible) and their weapon is thrown 10 feet in a random direction. If the T’orite gets a critical hit, the number of extra dice is increased by the critical multiplier, but nothing else occurs as a result of the critical hit. |
| Resist Check: | none |
| Target: | caster |
| Duration: | instantaneous |
| Area: | self |
| Effect: | disarm opponent |
|  |  |  |
| **6 – Consciousness** | |  |
| Time to Cast: | 1 reaction\* | Anytime the T’orite **would go *Unconscious***, the T’orite may activate this spell. They can ignore the effect that would have caused them to lose consciousness. |
| Resist Check: | none |
| Target: | caster |
| Duration: | instantaneous |
| Area: | self |
| Effect: | stay conscious |
|  |  |  |
| **7 – Subdual** | |  |
| Time to Cast: | 1 reaction\* | When the Torite **attacks a target with their holy weapon**, they may activate this spell. The T’orite then makes a single attack against the target using a blunt part of their weapon. The T’orite does not use their combat modifier on this attack, but may use other skills in combination with this attack. On a successful hit, the target must make a contested roll with the opponent using their HEA versus the T’orite using their STR + 2 extra dice. If the T’orite wins, the target is knocked to the ground and *Unconscious* (if possible) for 1d6 + 2/F minutes. |
| Resist Check: | none |
| Target: | touch |
| Duration: | instantaneous |
| Area: | holy weapon |
| Effect: | subdue opponent |
|  |  |  |
| **8 – Ignore Armor** | |  |
| Time to Cast: | 1 reaction\* | When the T’orite **makes an attack with their holy weapon**, they may activate this spell. For a single attack, the T’orite may ignore all armor defense values of their opponent. |
| Resist Check: | none |
| Target: | touch |
| Duration: | instantaneous |
| Area: | holy weapon |
| Effect: | ignore defense |
|  |  |  |

| **Divine Spell Name and Details** | | **Description** |
| --- | --- | --- |
| **9 – Distract** | |  |
| Time to Cast: | 1 reaction\* | **Prior to the end of any combat round**, the T’orite may activate this spell. Their opponents are momentarily distracted and the T’orite (and their party) automatically wins the next initiative round. If multiple competing groups use this spell, their initiative is rolled as normal. |
| Resist Check: | none |
| Target: | caster |
| Duration: | special\* |
| Area: | self |
| Effect: | win next initiative |
|  |  |  |
| **10 – Pin** | |  |
| Time to Cast: | 1 reaction\* | When the T’orite **successfully grapples a target**, they may activate this spell. When the target attempts to break the grapple, the T’orite may roll 4 + 2/F additional dice on the contested STR roll for as long as they have the target *Grappled*. |
| Resist Check: | none |
| Target: | caster |
| Duration: | special\* |
| Area: | self |
| Effect: | pin opponent |
|  |  |  |
| **11 – Retry** | |  |
| Time to Cast: | 1 reaction\* | If the T’orite **attempts a skill check and fails**, they may activate this spell. They may reroll the skill check taking the second result. This spell can also be used on contested rolls the T’orite has to make when using a T’or spell to reroll them. |
| Resist Check: | none |
| Target: | caster |
| Duration: | instantaneous |
| Area: | self |
| Effect: | attempt skill again |
|  |  |  |
| **12 – Fight On** | |  |
| Time to Cast: | 1 reaction\* | If the T’orite **would be killed or knocked *Unconscious* and *Dying* while fighting**, they may activate this spell upon themself. With this spell in effect, they may continue fighting on, but must spend 6 divine units at the start of each turn to keep this effect up. Once the T’orite runs out of divine units, they immediately die (if they would have been killed) or fall *Unconscious* and begin *Dying*. |
| Resist Check: | none |
| Target: | caster |
| Duration: | special\* |
| Area: | self |
| Effect: | continue after death |
|  |  |  |

##### True Justice

| **Divine Spell Name and Details** | | **Description** |
| --- | --- | --- |
| **1 – Quick Burst** | |  |
| Time to Cast: | 1 reaction\* | The Torite activates this spell as a reaction **prior to initiative being rolled**. The T’orite goes first in the combat round regardless of other “quick” abilities (except for another T’orite also using this spell). The T’orite cannot use any *Weapon/Offensive* T’or spells during this round of action. |
| Resist Check: | none |
| Target: | caster |
| Duration: | instantaneous |
| Area: | self |
| Effect: | act first |
|  |  |  |
| **2 – Furious Insult** | |  |
| Time to Cast: | 1 round | While casting this spell, the T’orite directs an insult at an opponent. The opponent is so taken aback by the insult that they must direct their next combat round of action at the T’orite. |
| Resist Check: | none |
| Target: | caster |
| Duration: | instantaneous |
| Area: | self |
| Effect: | infuriate target |
|  |  |  |
| **3 – Boring Action** | |  |
| Time to Cast: | 1 reaction\* | The T’orite activates this spell while performing a single action. Anyone that observes the action must succeed at a resistance check of five dice against WIL or they will have no interest in the action regardless of what it is and ignore it. Examples include breaking a window, bludgeoning someone, or dropping poison into someone’s drink. |
| Resist Check: | special\* |
| Target: | caster |
| Duration: | special\* |
| Area: | self |
| Effect: | make action boring |
|  |  |  |
| **4 – Fast Attack** | |  |
| Time to Cast: | 1 round | The T’orite casts this spell and can move double their full movement rate toward an opponent and may attack with full fury when they get to them even if it is past their fifth movement rate. The effect lasts for as long as the T’orite is moving directly toward the designated opponent. |
| Resist Check: | none |
| Target: | caster |
| Duration: | special |
| Area: | self |
| Effect: | speeds to opponent |
|  |  |  |
| **5 – Share Fate** | |  |
| Time to Cast: | 1 reaction\* | The T’orite activates this spell as a reaction when **they are hit by a weapon attack** (before damage is rolled) from an opponent. All damage done to the T’orite is equally done to the attacking opponent. This only applies to a single source of damage. |
| Resist Check: | none |
| Target: | caster, LOS |
| Duration: | instantaneous |
| Area: | self, single target |
| Effect: | mirror damage |
|  |  |  |
| **6 – Courageous Attack** | |  |
| Time to Cast: | 1 round | When casting this spell, the T’orite chooses a number of defense values to sacrifice. For the duration of the spell, all of the T’orite’s defense values are reduced by this amount, but a single modifier of their choice is increased by the same amount. The defense values that are sacrificed can come from active spell effects including other T’or spells. |
| Resist Check: | none |
| Target: | caster |
| Duration: | 4 + 2/F rounds |
| Area: | self |
| Effect: | sacrifice defense to hit |
|  |  |  |
| **7 – Calming** | |  |
| Time to Cast: | 1 round | The Torite simply touches a target and casts this spell. If the target is willing or fails the resistance check, their fears, forebodings, and frights are calmed for the duration of the spell allowing them to act rationally. If the target is affected by the *Frightened* condition, it is removed, or if the condition comes from a magical source, the target can immediately reattempt the resistance check at one less die. The creature then gains one rank of *Resist Fear* for the duration. |
| Resist Check: | 5d6 vs WIL negates |
| Target: | touch |
| Duration: | 30 + 10/F minutes |
| Area: | single target |
| Effect: | calms fear |
|  |  |  |
| **8 – Lay Down The Law** | |  |
| Time to Cast: | 2 rounds | All within hearing of the T’orite that casts this spell and fails the resistance check will obey the law as dictated by the T’orite. The T’orite can state actions such that the affected targets must follow, but **all actions must be within both the law of the land and within the Will of T’or**. |
| Resist Check: | 5d6 vs WIL negates |
| Target: | caster |
| Duration: | 10 + 5/F minutes |
| Area: | clear hearing |
| Effect: | shape behavior |
|  |  |  |

| **Divine Spell Name and Details** | | **Description** |
| --- | --- | --- |
| **9 – Risky Attack** | |  |
| Time to Cast: | none | The T’orite activates this spell before attempting to strike an opponent with their holy weapon. If they successfully hit, the hit is considered a critical hit. If they miss, the magic backfires causing them to suffer a critical hit with a base damage of 1d6 of the weapon’s damage. |
| Resist Check: | none |
| Target: | touch |
| Duration: | instantaneous |
| Area: | holy weapon |
| Effect: | force critical |
|  |  |  |
| **10 – Flash Attack** | |  |
| Time to Cast: | 1 reaction\* | The T’orite uses this spell on any target that they can see within range **committing an illegal act, within both the law of the land and within the Will of T’or**. The T’orite then teleports in front of the opponent and may take a full round of action. |
| Resist Check: | none |
| Target: | LOS 120 + 30/F’ |
| Duration: | instantaneous |
| Area: | self |
| Effect: | get to opponent |
|  |  |  |
| **11 – Mulligan** | |  |
| Time to Cast: | 1 reaction\* | If the T’orite attempts a resistance check and fails, they may cast this spell. They may attempt the resistance check a second time. |
| Resist Check: | none |
| Target: | caster |
| Duration: | instantaneous |
| Area: | self |
| Effect: | retry resistance |
|  |  |  |
| **12 – Refresh** | |  |
| Time to Cast: | 1 reaction | The T’orite heals 10d6 DP up to their DP maximum and repairs any limbs or other body parts they may have lost during the fight. |
| Resist Check: | none |
| Target: | caster |
| Duration: | instantaneous |
| Area: | self |
| Effect: | heal self |
|  |  |  |