

LAY ON HANDS

NECROMANCY - HEALING, POSITIVE

CASTING TIME



COMPONENTS

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RANGE

TOUCH

TARGET

1 CREATURE

Your hands become infused with positive energy, healing a living creature or damaging an undead creature with a touch. If you use lay on hands on a willing living target, you restore 6 Hit Points; if the target is one of your allies, they also gain a +2 status bonus to AC for 1 round.

Against an undead target, you deal 1d6 damage and it must attempt a basic Fortitude save; if it fails, it also takes a -2 status penalty to AC for 1 round.

Heightened +1 : The amount of healing increases by 6, and the damage to an undead target increases by 1d6.