Wondering why the full and complete 24 hours. ?

Not against it, but not sure why.

I think you are confusing this with Possessed by an Ancestor.

*My intention was*: This spell makes you choose one skill at rollout and you may not change the skill. Plus, you may not use any other Commune spell while the one is active. Maybe we should limit the Commune spells to one per day?

Lvl 11 Commune - Channel Ancestor (Ancestor Spirit Guide)

Caster channels a specific spell or skill for one day from one of their Ancestor Spirit Guides. Available skills are limited by the class and level achieved in life by the Ancestor. The caster may only access skills up to their current level, regardless of what level the Ancestor achieved in life.

Caster conducts a ceremony and channels one skill from an individual Ancestor.

Range: Self, Roll: 1 hour Collection: Commune

AoE: Self Dur: **24 hours** Output: Mundane

Cost: 20 sp Save: Skill

Tier: Stack:1

Full:

**General:**

- Ancestor Spirit Guides retain knowledge of their past life and skills.

- Venerators of sufficient level have limited access to those skills through specific commune spells.

- Available skills are limited by the level achieved in life by the Ancestor,

- and by the Venerator’s own level. (i.e.- a 12th level caster could not use a 13th lvl skill.)

- **no overcasting of channeled spells.**

- The Venerator is able to use any one skill from a single Ancestor ~~for one~~ day. (once?)

- Use of the skill is limited by the Venerator’s own skill points,

- Skill points are deducted at a normal cost for the skill.

- The skill is considered a class skill during this time,

- required save rolls use the Venerator’s saving throws.

- This spell may not be ended before the 24 hour duration is up unless,

- This connection to the Ancestor stops functioning if the Venerator is not conscious.

- The ancestor has committed themselves, the Venerator must honor this commitment,

- If challenged a comparison Save is rolled.

~~- Unless the Venerator is knocked unconscious.~~

**This Spell Does:**

- Allow the caster to have access to an Ancestor Spirit Guide’s skills/Knowledge,

- This is done via an Ae’Em communication with the Ancestor.

**(This seems to give the Ancestor full abilities. Maybe limit the abilities?**

**NOTE: All Ancestors should NOT retain their full levels/spells. ? thoughts?)**

- Allow the caster to choose which bonded Ancestor they are contacting.

- Give the caster temporary access to skills outside their class,

- When using this spell the Venerator should have access to the Ancestor skills/spells,

- The spell/skill level is based on the lower of either the Venerator or the Ancestor.

**This Spell Does Not:**

- Does NOT guarantee Cooperation from the Ancestor.

- Does NOT allow the caster to use a skill above their own level,

- The spell/skill level is based on the lower of either the Venerator or the Ancestor.

- Does NOT allow other commune spells to be used by the caster while this spell is active,

- Connection is only allowed to 1 Ancestor at a time.