

HEAL

Resolution Uncontested Cast Roll

Casting Time 2 Short Action

Zone of Effect Individual

Duration Unit

Duration Single Event

Range (Lv1)Squares

Cost 1/2 Pt. of Qi per HP healed

The Caster can restore Hit Points lost to injury. The maximum number of Hit Points that can be restored in a single cast is 1d8 per Lv1. The Caster can cast Heal on an individual up to the restoration of all lost Hit Points. Healing in d8 increments is only required when time is an issue, such as in combat. Otherwise the Caster decides how many Hit Points he wishes to restore and expends the required Qi.

LEVITATE

Resolution Casting Roll

Casting Time 2 Extended Actions

Zone of Effect Self or Object

Duration Unit Actions

Duration Caster's Discretion

Range [WILL + (Lv1 x5)]Ft.

Cost See Description

The Caster can move himself or a free standing object in any direction. The path of movement is a straight line and is stopped by any barrier. Upon reaching maximum distance the Caster can hover with an additional expenditure of Qi.

COST: Small Object- 2

Self-5

Other- 10

Larger than Man Size- 15

Very Large- 20

HOVER per Action: Small 1, Self 2, Other 4, Larger than Man Size 6, Very Large 8

REACH OF GANESH

Resolution Casting Roll

Casting Time 2 Short Actions

Zone of Effect Single Target

Duration Unit Attacks

Duration Caster's Discretion

Range (CHR Mod+Lv1)Squares

Cost 5 + (#Attacks x2)Qi

The Devotee can manifest the Divine Power of his god in the form of an arm that can strike Targets at a distance. As the arm is a sympathetic manifestation the Devotee must be in melee combat to use this spell. At the end of his Attack, regardless of success, the Caster makes a second Attack Roll modified by the difference between his melee Prof. Lv1 and his spell Lv1. If the Attack hits damage is inflicted using the Devotee's WILL to determine the D.C. The Caster can strike any visible Target in range, except the one he is actively fighting in melee, and can change Targets at will.