

Lvl

XP / XP Bank	Qi / Talisman	Karma	Hit Points
			52 (26) (39)

2 WEAPON COMBAT					FLEX
AVAIL	Quality Shawnnee Warclub 1 Superior Dwarven Axe 2		DAM		ME 5 4 / 2 (2-handed 2) Lvl
			OFF		
WARD	Clothes 1 Quality Cloak 2 Symbiotic Armor 3 Mammoth Hair Amulet 1		DEF		
			PROOF		

SHAWNEE WARCLUB					FLEX
AVAIL	Quality Weapon 1		DAM		ME 5 Lvl
			OFF		
WARD	Clothes 1 Quality Cloak 2 Symbiotic Armor 3 Mammoth Hair Amulet 1		DEF		
			PROOF		

DWARVEN AXE					FLEX
AVAIL	Superior Weapon 2		DAM		ME 5 Lvl
			OFF		
WARD	Clothes 1 Quality Cloak 2 Symbiotic Armor 3 Mammoth Hair Amulet 1		DEF		
			PROOF		

MUSKET FRENCH FOWLING PIECE PB 10(+1) S 25(-1) M 50(-3) L 100(-5)					FLEX
AVAIL	Quality Weapon 1		DAM		Lvl
			OFF		
WARD	Clothes 1 Quality Cloak 2 Symbiotic Armor 3 Mammoth Hair Amulet 1		DEF		
			PROOF		

**AWE**

Resolution CHR vs WILL CRR

Casting Time 2 Standard Actions

Zone of Effect 1 Target per Lvl

Duration Unit Phases

Duration CHR+(Lvl x2)Phases (20)

Range (Half WILL+Lvl)Squares

Cost (7+#Targets Affected)Qi

The Caster manifests the terror and majesty of his or her god inspiring awe in the beholder. The Caster makes a single CRR cross indexed with the Will of the intended Targets. If successful the Caster rolls a d6: 1-4 the victim is stupified and stands agog with mouth agape. 5 the victim falls to the ground, cowering and abasing himself. 6 the victim flees, seeking to hide himself from the face of the god. While the effect lasts the victim can perform no Action and attacking the victim breaks the Spell.

**DISPELL**

Resolution WILL vs WILL CRR

Casting Time 2 Short Actions

Zone of Effect

Duration Unit

Duration Single Event

Range (WILL+Lvl)Squares From ZoE

Cost Target Caster's WILL+Lvl

The Caster can stop the manifestation of another Caster's Spell. Dispell does not undo a Spell's affects, it simply ends its continuation. This concept should guide the Caster as to which Spells are subject to Dispell.

**EYES OF GANESH**

Resolution Casting Roll

Casting Time 2 Standard Actions

Zone of Effect Self

Duration Unit Minutes

Duration 1 Hour

Range (Cast Bonus + Lvl)Squares

Cost 10 Qi

The Caster gains the power to see in total darkness. In addition the Caster can see through fog, smoke, and visual obstructions of supernatural origins. This power does not include piercing Illusions or blinding spells.

**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.

**SMITE**

Resolution	Uncontested Cast
Casting Time	2 Extended Actions
Zone of Effect	Single Weapon
Duration Unit	Successful Attacks
Duration	Caster's Discretion
Range	Touch
Cost	(#Attacks x2)Qi

The Caster imbues a weapon with Divine Power, increasing the damage it inflicts. The Devotee invests the weapon with the spell, where it remains until used in battle. The Caster must decide the Duration at the time of casting. The spell grants a  $\text{CHR Mod} + \text{Lvl Damage Bonus}$ . The maximum number of Smites a weapon can contain at any one time is  $\text{Weapon Quality Bonus} + (\text{CHR}/2)$

**SUMMON BEAST**

Resolution	Casting Roll
Casting Time	2 Extended Actions
Zone of Effect	Individual
Duration Unit	Minutes
Duration	Single Event
Range	(WILL x20)Ft. per Lvl
Cost	5 to Summon + 5 per Action sustained

The Caster seeks to call an animal, random or specific, to him. The beast is compelled only to approach and may react violently to the Caster's presence, including attacking if its ZoC is entered. Once released from the spell the beast will act at the GM's discretion. The GM can modify the spell Cost base on circumstances such as the beast's physical and emotional state.

Resolution
Casting Time
Zone of Effect
Duration Unit
Duration
Range
Cost