

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

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.