

# Spiritualist Studies

Taps into the powers of the Spiritualist

Modification Point cost: 2

# Prerequisites

1. Seeker Studies: "[Magical Prowess](#)"

# Communion

Spiritualist can communicate with a spirit in the form of feelings.

Modification Point cost: 2

**Area of Effect:** 1space (5') x your awareness.

**Avoidance-roll:** avoidance-roll vs. “Faith”. No luck can be used for this avoidance-roll. If successful, this will indicate there is a spirit in the “Area of Effect” (other wise there is no spirit present to communicate with).

**Casting time:** 3 turns (15 seconds)

**Damage:** None.

**Duration:** 1 turn (5 seconds) +1 turn per level of the caster advanced above level 0

**Effect time:** 1 turn (5 seconds)

**Explanation:** This spell will enable the Spiritualist to communicate with spirits in the form of feelings

**Hand movement:** Two hands.

**Healing:** None.

**Immunities:** Only spirits

**Maximum adjustment:** Not applicable.

**Notes:** None.

**Range:** See: “Area of Effect”

**Resting time:** 1 turn (5 seconds)

**Special:** None.

**Spell Preparation:** None.

**Spell-points to cast:** 2

**Susceptibilities:** If the GM knows that there is a spirit within the “Area of Effect” of this spell, it will work automatically with no avoidance-roll vs. “Faith” needed.

**Value:** Scroll: 7,000 white-gold / **Spell-rune:** 70 white-gold

# Spirit of The Keeper

This spell calls in a wisp-like spiritual substance that will circle the caster, like a wisp of luminescent light.

Modification Point cost: 2

**Area of Effect:** Caster only.

**Avoidance-roll:** None.

**Casting time:** 1 turn (5 seconds)

**Damage:** None.

**Duration:** 1 turn (5 seconds) +1 turn per level advanced

**Effect time:** Instant.

**Explanation:** This spell calls in a wisp-like spiritual substance that will circle the caster, like a wisp of luminescent light. When commanded verbally, this spiritual substance will preform one of the two following services for the caster: **#1:** Heal caster of Blood-point, Damage-point, or Oxygen-point loss. The amount healed will be 1 point + 1 per level advanced above level 0 (in one single area). **#2:** Act as an Undead shield against 1 touch/drain attack if an avoidance-roll vs. "Faith" is successful (no luck can be used for this avoidance-roll).

**Hand movement:** Two hands.

**Healing:** See: "Explanation" note #1

**Immunities:** None.

**Maximum adjustment:** None.

**Notes:** None.

**Range:** Caster only.

**Resting time:** 1 turn (5 seconds)

**Special:** None.

**Spell Preparation:** None.

**Spell-points to cast:** 2

**Susceptibilities:** None.

**Value:** Scroll: 14,000 white-gold / **Spell-rune:** 140 white-gold