

Holy

This Divine Favor is a power highly sought after by the righteous. The mantle of "Holy" will bless any who obtain it the following adjustments and abilities:

Modification Point cost: 200

1. Holy Damage: Inflict +1-D10 damage vs. UnHoly creatures (mental, physical, or spiritual). This ability is passive, and is always in effect.
2. Holy Wrath: +1 attack per turn added to the current number of attacks per turn you have.

Adjusted damage: +1-D20 damage per 5 levels advanced.
Duration: 1 turn (5 seconds) per 3 levels advanced.
Ability-points to invoke: 50

3. Prayer: Gives a 1% x his or her current level to bring down the blessings of Shaylan, causing x2 damage vs. UnHoly creatures.

Ability-points to invoke: 100

4. UnHoly Detection: Detect UnHoly creatures with a strong feeling of discomfort. The exact location will not be known, but the Holy one will know assuredly that UnHoly is near.

Range: 1 space (5') per 10 levels advanced.
Duration: 1 turn (5 seconds) per level advanced.
Ability-points to invoke: 50

Origin:

Jahtha: Shaylan
Ruler of: Holiness
Race type: Human
Gender: Male