

Enhance Blood Ability



Alteration, Evocation

Level: 3

Range: Touch

Components: V, S, M

Casting Time: 2

Duration: 3 rds. + 1 rd./level

Area of Effect: Creature touched

Saving Throw: None

This spell enables a creature to tap the essence of its bloodline directly to temporarily increase the power of one blood ability. The caster must know the bloodline derivation, blood ability, and ability power (minor or major) to be affected. When the spell is cast, the chosen blood ability improves one power - minor to major - for the duration of the spell. Blood abilities of maximum level gain no benefit from the spell and blood abilities that have only one level of power cannot be enhanced.

At the end of the spell's duration, the blood ability returns to normal. The recipient then may not use the previously enhanced blood ability for one turn (he has stretched it beyond its limbs).

The material components are two similar objects--one large and one small- representing the bloodline derivation of the target (See the animal affinity blood ability description in the BIRTHRIGHT rulebook for a list of totems.) The wizard breaks the smaller of the two totems during the casting of the spell.

Notes: Common in the BIRTHRIGHT setting; virtually unknown elsewhere.