

## Enhance Rating



### Alteration, Reversible

Level: 3

Range: 10 yds.

Components: V, S, M

Casting Time: 3

Duration: 1d4 rds. + 1 rd./level

Area of Effect: 1 spelljammer helmsman

Saving Throw: None

This spell can be cast only upon an individual using a major or minor spelljamming helm. This spell will raise the ship rating (SR, a measure of speed) of the spelljamming ship by 1-2 points for the duration of the spell. Only one enhance rating spell can be used at a time. A helmsman cannot cast it on himself. The spellcaster must be able to see the helmsman upon whom the spell is to be cast. The spell will not work if the helmsman is hidden.

The material component of this spell is a small ivory arrow, which is pointed upward as the spell is cast.

The reverse of this spell, decrease rating, reduces the SR of the spelljamming helm and its user by 1 - 2 points for the duration of the spell. The helmsman is allowed a saving throw vs. spell to avoid the effect.

The material component is the same, but the ivory arrow is broken as the spell is completed.

Notes: Common for spellcasters from a spelljamming culture; otherwise rare.