

Paladin Base List 10.46

GERSE'S INVOCATION

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Calm I	1 target	1 min/lvl	100'	Fm
2)	Warcry I *	self	1 rnd/lvl	self	U
3)	Stunning I	1 target	1 rnd/10 fail	100'	Fm
4)	Aura of Gerse I	1 target	1 rnd/lvl	50'	U
5)	Aura of Calm	20'R	1 min/lvl	self	Fm
6)	Voice	self	1 rnd/lvl	self	U
7)	Inspirations III *	20'R	1 rnd/lvl	self	U
8)	False Invocation	20'R	1 rnd/lvl	100'	E
9)	Stunning II *	1 target	1 rnd/5 fail	100'	Fm
10)	Inspirations IV *	20'R	1 rnd/lvl	self	U
11)	Aura of Courage	20'R	1 min/lvl	self	Fm
12)					
13)					
14)					
15)					
16)					
17)					
18)					
19)	Warcry II *	self	1 rnd/lvl	self	U
20)	Invocation	—	varies	—	E

1. Calm I — Target will take no aggressive/offensive action and will fight only if attacked.

2. Warcry I — Caster screams at the top of his lungs and go into a holy combat against the enemies of Gerse. He gets a +5 bonus to his offensive actions for each level, but the bonus will diminish by 10 for each round, i.e if this spell is cast by a 2nd lvl character, it will provide +10 OB for the first round and nothing for the second round. If cast by a 8th lvl caster it will provide +40 OB for the first round, +30 for the second round, +20 for the third round and so on... The bonus is for this spell is limited to +50, even if casters level exceeds 10.

3. Stunning I — Target is stunned for 1 round per 10 failure.

4. Aura of Gerse — For the duration of this spell, enemies must make an RR vs 1st lvl Fear or be unable to attack. Even if they make their RR they will be at -10 to all attacks vs target.

5. Aura of Calm — All that enters the 20' radii around the caster must RR vs his level or be calmed (as per Calm I). The effect will last for as long as the target(s) are within the area of effect.

6. Voice — Caster doubles the amplitude of his voice, enabling him to shout out loud and be heard over large distances (depending on weather etc). For the duration of the spell caster will have a +20 bonus to all *Public Speaking* and *Leadership* skills. If this spell is active when a Warcry I spell is used, all within 20'R from caster will have to make an RR versus level 2 or be stunned for 1 round per 10 failure.

7. Inspirations III — As *Inspirations III*, on the Paladin Base List 2.5.6 – Inspiring Ways.

8. False Invocation — Caster summons forth an illusion of Gerse and his soldiers rising from the ground as ghosts. The exact maneuvers of these "ghosts" is determined by the GM, but they are only illusions and unable to harm anyone. Yet it

is a frightful sight for enemies of Gerse and all enemies that observes the scene (within 100') must make an RR vs casters level (Fear) or flee the general area for 1 min/10 failure. This illusion includes vision, movement and sound, if caster so wishes.

9. Stunning II — As *Stunning I*, except that this spell is quick and target is stunned for 1 rnd per 5 failure.

10. Inspirations IV — As *Inspirations IV*, on the Paladin Base List 2.5.6 – Inspiring Ways.

11. Aura of Courage — All that enters the 20' radii around the caster must resist or .

19. WarCry II — As *Warcry I*, except caster gets +100 OB and the bonus will diminish by 20 for each round. I.e caster will receive +100 OB for the first round, +80 for the second round, +60 for the third round and so on...

20. Invocation — The caster summons the spirit of Gerse to his aid. Details are up to the GM, but John Gerse's spirit's behavior will differ depending on the casters motives.

SPECIAL NOTES

1) The spells on this list is usable only when caster is within a 5 mile radius from the Temple of Gersebroc.