

BLINDED



Power Level 5

Duration Resist ends (Fail x3 = 1 minute)

Attack

Agility vs. Guard
Creation vs. Guard
Energy vs. Guard
Entropy vs. Toughness

EFFECT

The target cannot see as long as the effect persists. The target automatically fails any Perception rolls based solely on normal sight. Attack rolls and Perception rolls based partially on sight that can be supplemented by another sense suffer disadvantage 5. The target's Guard defense is reduced by 3.

CHARMED



Power Level 3, 4, 6

Duration Resist ends (Fail x3 = 24 hours)

Attack

Influence vs. Resolve

EFFECT

Can only be inflicted via a bane attack.

Minor Charm The target only changes attitude moderately. May stop an attack or make a hesitant person less so.

Major Charm The attacker chooses platonic or romantic.

Power Level 3 - Minor Charm creatures of animal intelligence or lower.

Power Level 4 - Minor Charm humanoid intelligence. Major Charm animal intelligence or lower.

Power Level 6 - Major Charm humanoid intelligence.

DEAFENED



Power Level 5

Duration Resist ends (Fail x3 = 1 minute)

Attack

Agility vs. Guard
Energy vs. Toughness
Entropy vs. Toughness

EFFECT

The target cannot hear as long as the effect persists. The target automatically fails any Perception rolls based solely on hearing. Perception rolls based partially on hearing that can be supplemented by another sense suffer disadvantage 3.

DEATH



Power Level 9

Duration Resist ends (Fail x3 = Permanent)

Attack

Agility vs. Toughness
Entropy vs. Toughness

EFFECT

When the bane is initially applied, the target is immobile (can't move from their current space) and unconscious. They have disadvantage 5 on all perception rolls, and are incapable of moving. As a result of being completely incapable of movement, an incapacitated character can be the victim of a finishing blow.

DEMORALIZED



Power Level 3, 6, 8

Duration Resist ends (Fail x3 = 1 Minute)

Attack

Agility vs. Resolve
Energy vs. Resolve
Entropy vs. Resolve
Influence vs. Resolve
Might vs. Resolve
Persuasion vs. Resolve
Presence vs. Resolve

EFFECT

The affected target has disadvantage on all action rolls.

Power Level 3 Disadvantage 1

Power Level 6 Disadvantage 2

Power Level 8 Disadvantage 3

DISARMED



Power Level 3, 6

Duration Instantaneous

Attack

Agility vs. Guard
Alteration vs. Guard
Energy vs. Guard
Entropy vs. Toughness
Influence vs. Resolve
Might vs. Guard
Movement vs. Guard

EFFECT

Power Level 3 Choose a location within 15' of the target, the item ends up there.

Power Level 6 You can choose to assume control of it. If you do, you are now the wielder.

DOMINATED



Power Level 3, 5, 9

Duration Resist ends (Fail x3 = 1 hour)

Attack

Influence vs. Resolve

EFFECT

Lesser Domination The target obeys one until the end of their next turn.

Greater Domination The target's every action and move is under your control. Each mental order that the attacker gives to the target is a major action.

Power Level 3 Dominate subhuman intelligence with Lesser Domination.

Power Level 5 Dominate subhuman intelligence with Greater Domination, all else Lesser Domination.

Power Level 9 Dominate any with Greater Domination.

FATIGUED



Power Level 5

Duration Special

Attack

Entropy vs. Toughness

EFFECT

This bane has multiple tiers which are applied in succession.

Level 1 Disadvantage 1 on non-attack action rolls.

Level 2 Lose attribute bonuses for defense scores.

Level 3 Disadvantage 1 on all attack rolls.

Level 4 Afflicted with the Slowed bane. Cannot be resisted.

Level 5 Loss of consciousness. Fatigue level drops after 24 hours unless peaceful rest is not possible.

Level 6 Death.

FEAR



Power Level 5

Duration Special

Attack

Creation vs. Resolve
Entropy vs. Resolve
Influence vs. Resolve
Might vs. Resolve

EFFECT

On its turn, the afflicted target must use its entire turn to get as far away as possible from you. It cannot use its actions to do anything other than retreat, and it cannot willingly move closer to you while the bane persists.

FORCED MOVE



Power Level 2, 4, 6, 8

Duration Instantaneous

Attack

Agility vs. Guard
Energy vs. Guard
Might vs. Guard
Movement vs. Guard

EFFECT

The target is moved a distance against their will, as determined by the bane's power level. The ending location is chosen by the attacker.

Power Level 2 The target is moved 5'.

Power Level 4 The target is moved 10'.

Power Level 6 The target is moved 15'.

Power Level 8 The target is moved 20'.

IMMOBILE



Power Level 1

Duration Resist ends (Fail x 3 = 1 minute)

Attack

Agility vs. Toughness
Alteration vs. Toughness
Creation vs. Toughness
Energy vs. Toughness
Entropy vs. Toughness
Influence vs. Resolve
Might vs. Toughness

EFFECT

Your target cannot move from its current space. If you invoked the bane with a Might roll, then both you and the target are immobile in your current space for the duration of the bane (locked in a grapple).

INCAPACITATED



Power Level 5, 7, 9

Duration Resist ends (Fail x 3 = 1 minute)

Attack

Agility vs. Toughness
Entropy vs. Toughness
Influence vs. Resolve

EFFECT

The target is immobile and unconscious. They have disadvantage 5 on all perception rolls. Can be the victim of a finishing blow.

Power Level 5 The effect can be broken by a moderate disruption like a firm shove, a kick, loud bang, etc.

Power Level 7 The effect can only be broken by damage.

Power Level 9 Only a resist roll can end the effect.

KNOCKDOWN



Power Level 1

Duration Instantaneous

Attack

Agility vs. Guard
Energy vs. Guard
Might vs. Guard

EFFECT

The target falls prone. Prone targets have disadvantage 1 on all attacks they make. Melee and area attacks against prone characters gain advantage 1. Projectile attacks against prone targets suffer disadvantage 1. To stand up from prone, the target can expend a move action to both stand up and also move half their speed, rounded down.

MEMORY ALTERATION



Power Level 5, 6, 8

Duration Instantaneous

Attack

Influence vs. Resolve

EFFECT

Can only be inflicted with a bane attack.

Power Level 5 Modify a minor aspect.

The target regains the lost memory and realizes their confusion 1 hour later.

Power Level 6 Permanently erase or alter the last 5 minutes of memory. Multiple uses progressively erase consecutive 5 minute increments.

Power Level 8 Erase or alter memories from any time.

MIND DREDGE



Power Level 2, 4, 6, 8, 9

Duration Instantaneous

Attack

Prescience vs. Resolve

EFFECT

Power Level 2 Target animal intelligence or lower. Gain access to current thoughts

Power Level 4 Current thoughts of any intelligence.

Power Level 6 See 1 day of memories per successive round.

Power Level 8 See 1 year of memories per successive round, or see memories associates with a particular place, object, or event.

Power Level 9 See all memories.

NULLIFY



Power Level 1, 2, 3, 4, 5, 6, 7, 8, 9

Duration Instantaneous

Attack

Protection vs. Resolve

EFFECT

You nullify boons affecting the target of a maximum Power Level equal to the Power Level of this bane.

Power Level 1 You can cancel boons that must be actively invoked. In addition, the target cannot invoke that boon again for 1 minute.

Power Level 6 You can cancel boons that are permanent, passive, or inherent to the target. In the absence of other rules, assume that the target can re-activate the boon as a major action.

PERSISTENT DAMAGE



Power Level 2, 4, 6, 8, 9

Duration Resist ends (Fail x3 = 1 minute)

Attack

Agility vs. Guard
Energy vs. Guard
Entropy vs. Toughness

EFFECT

At the beginning of the target's turn, before they take any actions, the target suffers damage determined by the power level of the bane.

Power Level 2 1d4 damage per round.

Power Level 4 1d6 damage per round.

Power Level 6 1d8 damage per round.

Power Level 8 1d10 damage per round.

Power Level 9 2d6 damage per round.

PHANTASM



Power Level 1, 2, 3, 6

Duration Resist ends (Fail x3 = 10 minutes)

Attack

Influence vs. Resolve

EFFECT

You create a phantasm of your choosing. Add power levels together when combining senses.

Power Level 1 Taste

Power Level 2 Sound, Smell, Touch

Power Level 3 Sight

Power Level 6 All Senses

Size is determined by invoker's Influence attribute:

1 - 5' cube **3** - 10' cube **5** - 15' cube

7 - 20' cube **8** - 30' cube **9** - 40' cube.

POLYMORPH



Power Level 5, 6, 8, 9

Duration Resist ends (Fail x3 = 1 hour)

Attack

Alteration vs. Toughness

EFFECT

Target uses Might, Agility, Fortitude, and Perception of new creature. Damage remains with character through transformation.

Power Level 5 Polymorph same size. Can reduce attributes by up to 2.

Power Level 6 Polymorph double or half size. Can reduce attributes by up to 3.

Power Level 8 Polymorph quadruple or quarter size. Can reduce attributes by up to 5.

Power Level 9 Polymorph any size. Can reduce attribute by up to 7.

PROVOKED



Power Level 4, 5, 6, 7, 8, 9

Duration Resist ends (Fail x3 = 1 minute)

Attack

Creation vs. Resolve
Deception vs. Resolve
Energy vs. Resolve
Influence vs. Resolve
Might vs. Resolve
Persuasion vs. Resolve
Presence vs. Resolve

EFFECT

Any attacks that do not include you as a target suffer disadvantage.

Power Level 4 Disadvantage 1

Power Level 5 Disadvantage 2

Power Level 6 Disadvantage 3

Power Level 7 Disadvantage 4

Power Level 8 Disadvantage 5

Power Level 9 Disadvantage 6

SCRYING



Power Level 5

Duration 10 minutes

Attack

Presence vs. Resolve

EFFECT

You can scry on a person or area that you are familiar with. If successful, you can see and hear everything that goes on within a 60' radius of your target. Anyone within the targeted area who has a Resolve defense score higher than your Prescience action roll to invoke this bane becomes aware of an unseen presence in the area (regardless of whether or not you succeed at the roll).

CR 20 1 mile or less.

CR 22 100 miles or less.

CR 24 Same dimension or plane.

CR 28 Any dimension or plane of reality.

SICKENED



Power Level 3

Duration Resist ends (Fail x3 = 1 minute)

Attack

Entropy vs. Toughness

EFFECT

The target suffers disadvantage 2 to all action rolls.

SILENCED



Power Level 2

Duration Resist ends (Fail x3 = 1 minute)

Attack

Agility vs. Toughness
Alteration vs. Toughness
Entropy vs. Toughness
Might vs. Toughness

EFFECT

If Might, Agility, or Entropy is used to inflict this bane, then the character is suffering strangulation and unable to speak. If the bane is inflicted using Alteration, then all sound within 5' of the target is magically suppressed, making their footsteps and the usual clank of belongings they are carrying inaudible.

SLOWED



Power Level 1

Duration Resist ends (Fail x3 = 1 minute)

Attack

Agility vs. Guard
Energy vs. Guard
Entropy vs. Toughness
Might vs. Guard
Movement vs. Guard

EFFECT

The afflicted target's speed is reduced to half its current speed, rounded down to the nearest 5' increment. This applies to all movement that is physical (flight, walking, climbing, etc.). If the target is currently under a magical effect that increases speed, the two effects are canceled for the duration that both affect the target.

STUNNED



Power Level 4

Duration Resist ends (Fail x3 = 1 minute)

Attack

Agility vs. Toughness
Energy vs. Toughness
Entropy vs. Toughness
Might vs. Toughness

EFFECT

During its turn, the target is limited to either a single major action, a single move action, or a single minor action. It cannot take all three, nor can it take a focus action. Note that a target expending its move action to Resist this bane will receive the remainder of their usual actions if the Resist roll succeeds. Thus they will have their usual Major and Minor actions available this round.

STUPEFIED



Power Level 7

Duration Resist ends (Fail x3 = 1 minute)

Attack

Influence vs. Resolve

EFFECT

The target is in a state of mental fog, lowering their mental defenses. While stupefied, the character's Resolve defense is reduced to 10. In addition, the character has the approximate intelligence of a child. If attacked, it will defend itself until the attack ceases using its natural weapons, but the target will never employ any kind of complex tactic or ability, such as spellcasting. If the target sees fire, it will run away. If it feels pain, it will flee.

SURPRISED



Power Level 0

Duration 1 Round

Attack

N/A

EFFECT

All attackers gain advantage 1 against surprised characters. Surprised characters cannot take any actions that are interrupt actions.

TRUTHFULLNESS



Power Level 5

Duration 10 minutes

Attack

Influence vs. Resolve

EFFECT

The target answers any question asked with honesty, to the best of their knowledge. When compelled to reveal something they would not reveal outside of duress, the target makes a Will roll and you make an Influence roll. If the target's roll is higher than yours, then they resist the bane and the effect ends.

ABSORB OBJECT



Power Level 4

Duration Permanent

Invocation Time 1 Major Action

Attributes Alteration, Movement

EFFECT

The object remains in place, completely hidden from the perception of others, until you summon or recall it (automatically) as a minor action. If anything happens to cancel this boon (such as the Nullify bane), the object is immediately shunted out of your target's body as if the object had been withdrawn.

ANIMATION



Power Level 6, 8

Duration Permanent

Invocation Time 8 Hours

Attributes Creation, Entropy

EFFECT

Make an action roll at the end of the ritual. Creation invokes living creatures, Entropy invokes undead.

Power Level 6 Animate a single creature.

No attributes may exceed the invoking attribute. Comes into existence under Minor Charm.

Power Level 8 Animate 10 creates with max attribute 2, 5 creature max attribute 3, or 2 creatures with max attribute of 5. Comes into existence under Major Charm.

AURA



Power Level 4, 6, 8

Duration Sustain Persists

Invocation Time 1 Major Action

Attributes Alteration, Creation, Energy, Entropy, Influence, Movement, Presence, Prescience, Protection

EFFECT

Choose a single bane or boon.

Banes All creatures except the target that enter the area of the aura suffer a bane attack.

Boons Target and all allies within the aura automatically gain the chosen boon. Leaving the area immediately removes the boon.

Power Level 4 5' radius

Power Level 6 10' radius

Power Level 8 15' radius

BARRIER



Power Level 3, 5, 7, 9

Duration Sustain Persists

Invocation Time 1 Major Action

Attributes Creation, Energy, Entropy, Protection

EFFECT

PL3 1 prop: Damaging (1d4), Obscuring, Hinderling

PL5 2 props: Damaging (1d8), Baneful, Mobile

PL7 3 props: Damaging (1d10), Impassable

PL9 4 props: Damaging (2d6)

Damaging On entrance

Obscuring Sight limited to 10'

Hinderling Speed halved

Impassable No movement

Baneful Bane attack PL < Barrier

Mobile Action to move barrier 30'

BLINDSIGHT



Power Level 5

Duration Sustain Persists

Invocation Time 1 Major Action

Attributes Alteration, Entropy, Perception, Prescience

EFFECT

The Blinded bane does not adversely affect your target and they are able to see normally even in conditions of little or no light. Blindsight can also potentially counter invisibility, though the GM will have to decide if the source creating the blindsight is appropriate to counter the source creating the invisibility.

BOLSTER



Power Level 5

Duration Sustain Persists

Invocation Time 1 Major Action

Attributes Alteration, Entropy, Perception, Prescience

EFFECT

Choose a single attribute. The target gains advantage on their action rolls with that attribute according to the Power Level of the boon.

Power Level 3 Advantage 1

Power Level 6 Advantage 2

Power Level 8 Advantage 3

DARKNESS



Power Level 1, 2, 3, 4, 5, 6, 7, 8, 9

Duration Sustain Persists

Invocation Time 1 Major Action

Attributes Entropy, Influence

EFFECT

Choose a space or object within range. Darkness emanates from the target to a radius of five feet per power level of the boon. This cancels the effect of all natural light within its radius of effect and creatures that depend on light for vision have the blinded bane. If the darkness area overlaps an area affected by the Light boon, then the one of greater power level supersedes the other. If equal, then they cancel each other out.

DETECTION



Power Level 1

Duration Sustain Persists

Invocation Time 1 Major Action

Attributes Prescience

EFFECT

When calling on this boon, you must choose holy, unholy, life, death, or magic. Your target can perceive invisible auras pertaining to the chosen type of force and have an approximate sense of their strength (from weak to overwhelming). These auras are usually based on an action that is deliberate, so an otherwise kind shopkeeper would radiate an aura of death for a time after poisoning or killing someone.

FLIGHT



Power Level 5, 6, 8

Duration Sustain Persists

Invocation Time 1 Major Action

Attributes Alteration, Movement

EFFECT

Power Level 5 The target gains a flight speed of 10' with low maneuverability.

Power Level 6 Power Level 6 - The target gains a flight speed of 30' and is highly maneuverable.

Power Level 8 The granted flight speed increases to 60'.

If the boon is dispelled while the target is still in flight, they plummet to the ground immediately.

GENESIS



Power Level 3, 7, 9

Duration Instantaneous

Invocation Time Special

Attributes Creation

EFFECT

Create something from nothing.

Power Level 3 Simple non-sentient (plants, dirt, water, vines, etc.). Food for 1 or 1 ft³. One hour invocation.

Power Level 7 Organically complex or dense non-sentient (gems, iron, marble). Value no more than a WL 2 item. Eight hour invocation.

Power Level 9 Create crafted items (craftsman still needed for exceptional quality). One hour per cubic foot invocation.

HASTE



Power Level 2, 4, 6, 8

Duration Sustain Persists

Invocation Time 1 Major Action

Attributes Alteration, Movement

EFFECT

Power Level 2 The target's speed increased by 10'.

Power Level 4 The target's speed is increased by 15' and gains +2 to Guard.

Power Level 6 The target's speed is increased by 20' and gains +3 to Guard. One extra major action per turn with disadvantage 2.

Power Level 8 The target's speed is increased by 30' and gains +4 to Guard. One extra major action with disadvantage 2 or two extra major actions with disadvantage 4.

HEAL



Power Level 1, 2, 3, 4, 5, 6, 7, 8, 9

Duration Instantaneous

Invocation Time 1 Major Action

Attributes Alteration, Creation, Learning, Logic, Presence

EFFECT

The target is healed a number of hit points equal to the total roll. Does not heal lethal damage.

Power Level 1 Heal 1d4

Power Level 2 Heal 1d6

Power Level 3 Heal 1d8

Power Level 4 Heal 1d10

Power Level 5 Heal 2d6

Power Level 6 Heal 2d8

Power Level 7 Heal 2d10

Power Level 8 Heal 3d8

Power Level 9 Heal 3d10

INSUBSTANTIAL



Power Level 7

Duration Sustain Persists

Invocation Time 1 Major Action

Attributes Alteration, Entropy

EFFECT

The target can pass freely through all physical barriers. Can also move horizontal or vertical freely at their normal normal movement speed. If the boon ends while inside a solid structure, the target is transported to the plane they were traveling in. The target becomes immune to all attacks that target Guard or Toughness but also cannot deliver attacks to Guard or Toughness.

INVISIBLE



Power Level 5, 6

Duration Sustain Persists

Invocation Time 1 Major Action

Attributes Alteration, Influence

EFFECT

The target is translucent but still slightly distorts light.

Power Level 5 Advantage 3 to hide while moving, 6 while still. +3 Guard vs ranged and melee attacks but not area attacks. -2 to Guard for target's that cannot see you.

Power Level 6 Advantage 5 to hide while moving, 10 while still. +5 to Guard vs range and melee attacks but not area attacks. -4 to Guard for target's that cannot see you.

LIFE DRAIN



Power Level 5

Duration Sustain Persists

Invocation Time 1 Major Action

Attributes Entropy

EFFECT

While this boon persists, the target heals half (round up) of the damage they inflict with each attack. If an attack damages multiple foes, the target of this boon heals based on the total damage inflicted against all foes.

LIGHT



Power Level 1, 2, 3, 4, 5, 6, 7, 8, 9

Duration Sustain Persists

Invocation Time 1 Minor Action

Attributes Creation, Energy

EFFECT

Choose a space or object within range. Extraordinary light emanates from the target to a radius equal five feet per power level of the boon. If the light area overlaps an area affected by the Darkness boon, then the one of greater power level supersedes the other. If the power level of both is equal, then they cancel each other out.

PRECOGNITION



Power Level 1, 3, 5, 7

Duration 1 round

Invocation Time 1 Minute

Attributes Prescience

EFFECT

You peer into the future to gain insight into a course of action, an event, a person, or a place.

Power Level 1 Ask a question about a course of action in the next five minutes and receive a vague symbol, impression, or word.

Power Level 3 Question about the next hour, receive vague answer.

Power Level 5 Question about event, decision, person, place and receive a meaningful but brief explanation.

Power Level 7 Your target begins to have extraordinary encounters.

READING



Power Level 5, 6, 7, 8, 9

Duration Sustain Persists

Invocation Time 1 Major Action

Attributes Prescience

EFFECT

Gain information from an object or place within range as follows:

Power Level 5 Vague impressions of what took place in the past hour.

Power Level 6 Vivid vision of events within the last hour.

Power Level 7 Can see owners and recent people involved. Ability to use Scrying on those identified.

Power Level 8 Visions of the most recent significant event.

Power Level 9 Access all memories impressed upon an object or plane. This takes extra time as per the GM.

REGENERATION



Power Level 1, 3, 5, 7, 9
Duration Sustain Persists
Invocation Time 1 Major Action
Attributes Alteration, Creation

EFFECT

The target heals hit points at the beginning of each of the boon invoker's turns. This does not heal lethal damage.

Power Level 1 Heal 1d4
Power Level 3 Heal 1d6
Power Level 5 Heal 1d8
Power Level 7 Heal 1d10
Power Level 9 Heal 2d6

RESISTANCE



Power Level 3, 5, 7, 9
Duration Sustain Persists
Invocation Time 1 Major Action
Attributes Alteration, Energy, Movement, Protection

EFFECT

Choose between precise, forceful, fire, cold, lightning, acid, influence, and entropy.

Power Level 3 Defenses increased by 3 against chosen attack type.
Power Level 5 Defenses increased by 6 against chosen attack type.
Power Level 7 Defenses increased by 9 against chosen attack type.
Power Level 9 Immune to damage and harmful effects from the chosen attack type.

RESTORATION



Power Level 1, 2, 3, 4, 5, 6, 7, 8, 9
Duration Instantaneous
Invocation Time 1 Major Action
Attributes Creation, Protection

EFFECT

You can dispel all banes of a Power Level less than or equal to the level at which you invoke this boon.

Special You can dispel even higher level banes, but your roll total must be double the banes normal Power Level. So, a Power Level 9 bane can be dispelled on a roll of 46. This is only possible if the boon is invoked by a dice roll.

SEEING



Power Level 4, 5, 6
Duration Sustain Persists
Invocation Time 1 Major Action
Attributes Prescience

EFFECT

For as long as you concentrate, you can see through the eyes of the target, a willing ally. The target can be any friendly creature, including animals, beasts, and humanoids. The distance of the connection depends on your Prescience score.

Power Level 4 Range 100'
Power Level 5 Range 1 mile.
Power Level 6 The ally must be anywhere on same plane of existence.

Special Cannot target ally for 1 hour after failing the roll to invoke.

SHAPESHIFT



Power Level 2, 3, 4, 5, 6, 7, 8
Duration Sustain Persists
Invocation Time 1 Major Action
Attributes Alteration

EFFECT

Extraordinary stats except Alteration drop to 0. Gain Agility, Fortitude, Might, and Perception of new form. HP loss retained. Cannot drop below 1 HP on change.

Power Level 2 Same shape, physiology, form of movement.
Power Level 3 Half or double size, gain any non-flight movement.
Power Level 4 Quarter or quadruple size.
Power Level 5 Can gain flying movement.
Power Level 6 Different physiology.
Power Level 7 Gain all extraordinary attributes of the new form.
Power Level 8 Any creature, any size.

SUMMON CREATURE



Power Level 4, 5, 6, 7, 8, 9
Duration Sustain Persists
Invocation Time 1 Focus Action
Attributes Alteration, Creation, Entropy, Energy

EFFECT

Assign attribute among Agility, Fortitude, Might, Perception, Energy, and Entropy. Can act on your initiative the turn after being summoned.

PL 4 HP: 4, Defenses: 11, Attributes: 2, 1, 1
PL 5 HP: 5, Defenses: 12, Attributes: 3, 2, 2
PL 6 HP: 6, Defenses: 13, Attributes: 4, 3, 3
PL 7 HP: 7, Defenses: 14, Attributes: 5, 4, 4
PL 8 HP: 8, Defenses: 15, Attributes: 6, 5, 5
PL 9 HP: 9, Defenses: 16, Attributes: 7, 6, 6
Special Disadvantage 2 per creature summoned after first. Invoking causes other summoned minions to be dispelled.

TELEKINESIS



Power Level 4, 6, 8
Duration Sustain Persists
Invocation Time 1 Major Action
Attributes Movement

EFFECT

Immediately upon invoking the boon, and again each round when you sustain the boon, you may move the target object up to 30'. As part of moving an object, you may also manipulate it. A new invocation must be attempted whenever you wish to target a different object.

Power Level 4 Object must be smaller or lighter than a fist-sized rock.
Power Level 6 Object must be smaller or lighter than a large humanoid creature.
Power Level 8 Object must be smaller or lighter than a small building, such as a hut or shed.

TELEPATHY



Power Level 3, 5, 6, 7
Duration Sustain Persists
Invocation Time 1 Major Action
Attributes Prescience

EFFECT

Can communicate with the target through thought. Cannot bypass language or intellect barriers.

Power Level 3 Single creature of animal intelligence or lower.
Power Level 5 Single creature of humanoid intelligence.
Power Level 6 Create a mental relay between up to five other creatures.
Power Level 7 Communicate telepathically with any number of creatures you can see.

TELEPORT



Power Level 3, 5, 7, 9
Duration Instantaneous
Invocation Time 1 Move Action
Attributes Movement

EFFECT

Power Level 3 Teleport target to any unoccupied space in sight within 5 feet per Movement attribute.

Power Level 5 Can teleport to unseen spaces. If an occupied space is chosen, the target lands in the nearest adjacent space and is stunned for 1 round.
Power Level 7 For each minute of invocation the target can be teleported 1 mile up to the invoker's Movement attribute.
Power Level 9 No range limit provided you have seen the destination personally.

TONGUES



Power Level 5, 6

Duration Sustain Persists

Invocation Time 10 Minutes

Attributes Prescience

EFFECT

Power Level 5 Your target can understand and speak a language of your choice.

Power Level 6 Your target can read a language of your choice.

TRANSMUTATION



Power Level 3, 5, 7, 8, 9

Duration Sustain Persists

Invocation Time 1 Minute

Attributes Alteration

EFFECT

Temporary must be sustained every round and lasts 1 hour per your Alteration attribute score. **Permanent** does not have to be sustained but can be canceled.

Power Level 3 Temporary transmutation, same size and weight.

Power Level 5 Temporary transmutation. Size or weight may vary by 50%.

Power Level 7 Permanent transmutation, same size and weight or temporary, size or weight may vary by 200%.

Power Level 8 Temporary transmutation between living and non-living objects of the same size, or temporary of any size.

TRUESIGHT



Power Level 5, 7, 9

Duration Sustain Persists

Invocation Time 1 Major Action

Attributes Prescience

EFFECT

Power Level 5 Can see normally in natural or magical darkness up to 30'.

Power Level 7 Sight pierces through all illusory effects, allowing you to see an illusion for what it is. Sight extends to 60'.

Power Level 9 Can peer into alternate planes or dimensions. Can see into dimensional pockets and other planes that overlap with your current one. Sight extends to 100'