

## Leadership(Ra)

This spell group is special in that it is both capped at the priests leadership skill, and that all those who follow a command given during the casting receives the benefit. Allies is defined as people following the order given, who the caster doesn't view as oppositional. Magically modified voices do not effect the radius of this spell

### 1 – Double Time

Time to Cast: 1 round  
Resist Check: willing targets  
Target: caster  
Duration: 6 + 2/F hours  
Area: clear hearing  
Effect: double time

After this spell is cast, the caster and all willing allies within hearing range can move at 50% of the movement rate of the caster for the spell's duration without tiring. If Tireless Running, or another spell that prevents the caster from getting tired, is in effect, the effect applies to all willing allies as well and they can move at the full movement rate of the caster for the duration. The spell ends when the duration expires, or when the caster stops moving a full speed. This spell cannot being used in a combat situation.

### 2 – At Attention

Time to Cast: 1 round  
Resist Check: willing targets  
Target: caster  
Duration: 10 + 5/F minutes  
Area: clear hearing  
Effect: give orders

All those who become quiet during the duration of this spell gain a perfectly implanted memory of the commands given during the duration.

### 3 – Form Up

Time to Cast: 1 round  
Resist Check: willing targets  
Target: caster  
Duration: 6 + 2/F hours  
Area: clear hearing  
Effect: work together

This spell affects all those who move to a formation set up ahead of time. All those who comply act as if they succeeded at a Tactics check to work well together.

### 4 – Incoming

Time to Cast: 1 round  
Resist Check: willing targets  
Target: caster  
Duration: 4 + 2/F rounds  
Area: clear hearing  
Effect: warn of threat

When the caster notices a threat to his allies mounting he may warn them of the result he believes will occur. If the result comes to pass during the spell's duration, the allies take one die off the resistance check to avoid this threat. (i.e. a fire mage begins casting Comet, the Raite gains a chance to give warning casting this spell, all allies take a dice off of the resist check. )

### 5 – MEDIC!!

Time to Cast: 1 round  
Resist Check: willing targets  
Target: caster  
Duration: 1 + 1/F minutes  
Area: clear healing  
Effect: targeted healing

All attempts to heal the noted ally during the duration result in an additional 25% of the amount healed.

### 6 – On Your Guard

Time to Cast: 1 round  
Resist Check: willing targets  
Target: caster  
Duration: 4 + 2/F rounds  
Area: clear hearing  
Effect: form a shield wall

All allies who go defensive gain an additional 1 + 1/F to all their defensive values, for the duration. If the ally has a shield they double the defense values gained.

### 7 – Covert Ops

Time to Cast: 1 round  
Resist Check: willing targets  
Target: caster  
Duration: 10 + 5/F minutes  
Area: clear hearing  
Effect: tactical stealth

All willing allies may take two dice off all stealth checks they attempt during the duration. This only works on individuals that already have ranks in said skills.

### 8 – Take Cover

Time to Cast: 2 rounds  
Resist Check: willing targets  
Target: caster  
Duration: 4 + 2/F rounds  
Area: clear hearing  
Effect: become tougher

All willing allies gain a 3 + 3/F damage point shield for the duration. This shield takes damage before the ally would, and is dispelled if it reaches zero. This spell does not stack with other effects that increase maximum damage points.

### 9 – Artillery

Time to Cast: 1 round  
Resist Check: willing targets  
Target: caster  
Duration: instantaneous  
Area: clear hearing  
Effect: fire on order

This spell is used to coordinate an attack of ranged weapons. At the end of the casting time, the order is given to fire and all allies may fire their weapons or cast spells during the same round as the spell is cast. All weapons and spells that fire upon the command gain +6 light damage. The caster can announce this spell during an initiative round prior to other actions taking place.

### 10 – Safe Retreat

Time to Cast: 1 round  
Resist Check: willing targets  
Target: caster  
Duration: 1 + 1/F minutes  
Area: clear hearing  
Effect: get away from fight

All willing allies who choose to retreat from the battlefield gain 10 to all their defense values and take a die off of resistance checks from enemies that continue to attack them. Once an ally chooses to retreat, they may not perform offensive actions against enemies for the duration unless prevented from retreating.

### 11 – Priority Target

Time to Cast: 1 round  
Resist Check: willing targets  
Target: caster  
Duration: 4 + 2/F rounds  
Area: clear hearing  
Effect: mark for death

All allies who choose to attack (with a weapon or a spell) a named target do an additional 7 points damage. This damage is only applied once per attacking ally per round. Since this damage is added to a spell, the original spell's resistance check applies to this damage as well. If the named target makes a resistance check of 5 dice against PWR, they ignore this effect.

### 12 – Shrug It Off

Time to Cast: 1 round\*  
Resist Check: single target  
Target: LOS 120 + 30/F'  
Duration: instantaneous  
Area: clear hearing  
Effect: keep ally going

The caster uses this spell in reaction to an ally failing a resistance check, attribute check, or unconsciousness roll that would kill them, knock them unconscious, or cause them to lose control of their mind. The ally can reattempt the check at one die less (or in the case of a consciousness check, automatically succeed). The caster may only use this spell on a single ally during a round.