

T'or – The Champion of Justice

1 Domain

Called “**The Champion of Justice**,” T'or is also considered the “**Master Lawkeeper**.”

2 History

The factions each have their own beliefs as to what exactly happened on **The Day of Punishment**, with the faction of Righteousness believing that T'or simply grew tired of an unjust world and left a lesser god in charge until he returned later to reclaim his proper place. The faction of True Justice believes that they were able to rebuild his power base and he was forever changed after looking into the minds and their dedication to the ways of T'or. This faction memorializes all Torites that sacrificed their lives on **The Day of the Awakening**.

Many years after the **Day of the Awakening**, another day arrived. Seeing the corruption within the priesthood he had created and the flaw in allowing the priest to choose their own path toward Justice, he brought his Will down upon them. This day is known as the **Day of Enlightenment**. The faction of Righteousness believes this is when the true T'or returned to his proper place, while the faction of True Justice believe this was T'or showing his compassion for the Torites that have stayed in his ranks continuing to fight for True Justice and against corruption.

Regardless of what they believe, after this day, the Torites were forever changed because they now know the “Will of T'or” and, as long as they follow his will, corruption is a thing of the past.

3 Motivation

“**The Will of T'or is our will...**”

The followers of T'or believe that they are each directly in touch with the Will of T'or and that his will must be followed. Through his will, followers know the laws of each land he visits and whether a government is just or unjust according to T'or.

4 Aspects

T'or manifests differently based on the faction to which the Torite belongs. To the faction of Righteousness, T'or generally appears as a warrior in a shining white armor and astride a large white horse. His green eyes glow with the power of lightning and his voice strikes terror into the heart of wrongdoers.

To the faction of True Justice, he is always dressed in a simple white uniform. T'or stands out by the fact that he

has white hair and dark blue eyes. It is said that with the gaze of those blue eyes, T'or can see the truth of all actions.

When T'or does appear, justice is always dealt quickly. He strikes with the speed of light and vanquishes all who are unjust. His justice is always dealt out with his weapon of choice, **The Hammer of Reckoning** for the True Justice faction and a sword that seems to be etched with lightning for the faction of Righteousness.

5 Structure of the Priesthood/Temple

The Enclave (Righteousness) or Stockade (True Justice) holds many groups of people. Inside this fortress, there are various groups of people that reside.

The Adjudicators and Arbitrators: These priests go out and investigate criminal and civil cases. They will follow the laws of the land (assuming they are just) when handing down punishment.

The Eyes of T'or: These priests are the internal police of the priesthood. They investigate any priest that a complaint is issued against and deal out proper punishment. The main job of this group is to ensure priests are following the Will of T'or at all times and eliminate corruption.

The Ready Militia: Generally, this group is located in an Enclave and not a stockade. This is a fighting force that is ready to defend both the Enclave and a region against injustice and evil. The faction of True Justice typically defers this responsibility to the regional government.

The Hands of T'or: These priests are the upper ranks of the priesthood. Both the **Chief Reviewer** and the **Marsal** review all actions taken by each group. These two work in tandem and also review each other's decisions. Either one can be investigated by the **Eyes of T'or** at the request of the other if any type of corruption is suspected. While being investigated, they are relieved of duty.

5.1 Organization

Each Enclave and Stockade has a very defined command structure with a **Marsal** at the top of the structure. The Marsal commands the Chief Reviewer and the Commander. The Chief Reviewer can relieve the Marsal of duty if any corruption is suspected.

There is also a group that is comprised of superb elitist priests of the temple. The group is considered T'or's ultimate justice and is designed to eliminate corruption within the ranks. Members of this group are known to all Torites, wearing a special holy symbol, and they are highly

respected priests. The group is called “**The Eyes of T’or.**” While is group is still part of the command structure, they are allowed to investigate anyone they suspect of corruption and can relieve anyone of their duties with the proper evidence.

5.2 Requirements

Those aspiring to the priesthood must at least have the strength to wield a short sword. They also must be in good health and have no physical disabilities. Both men and woman are accepted into the priesthood.

The faction of Righteousness tends to be significantly more into recruiting than the faction of True Justice and has special agents that focus on recruiting; while the faction of True Justice freely accepts any race, including elves and has more of an open door policy as far as applicants are concerned.

5.2.1 Apprenticeship

T’orite apprenticeship is very cruel and long. For 6 months, trainees are drilled for 14 hours a day. Drill Sergeants teach the new recruits many styles of fighting and how to use different weapons.

The last week of training, the soon to be priest chooses a weapon that will become their first holy weapon and trains with it.

Because of the T’orite’s training in their holy weapon, they may choose a single melee weapon skill that they are purchase at double cost instead of triple cost.

5.2.2 Initiation

When the priests believe an initiate is ready, they present him/her to the Marsal. The Marsal tears the initiate’s sleeve off his/her weapon arm, and then the Commander brands him/her with the first token of grade. They are taught the “**Obey the Law**” spell and can tap into the Will of T’or.

5.2.3 Duties

All priests are required to attend a monthly training exercise. The priests learn new spells and maneuvers. The priests also work on bonding and forming a better unit. The priests are also always ready to be called-to-arms for wartime.

5.3 Functions

Constabling is a task assigned to many new priests. They patrol the streets and keep order in the area. They can drag suspected criminals to the Enclave or Stockade for incarceration or deal out the punishment

themselves. There is always an experienced priest of T’or on these patrols.

Members of the **Border Patrol** are organized into small squads to sweep the area around a town. They warn the citizens of impending attacks or troop movements, and seek and destroy brigands and bandits to keep the roads safe.

Internal Security guards and keeps the peace within the Enclave or Stockade, guard prisoners, and assists in investigations involving the priests.

The **Training Staff** is responsible for the training of the initiates, the advanced training of all priests, and the outsider training school. They also run the weekly training missions; priests not destined for command staff often form this cadre.

Also, highly proficient priests who are not of command caliber are often posted to the **Sirma** corp. They are assigned by the Command Staff to guard important people within and outside the Enclave or Stockade.

An Enclave or Stockade also has several **Support Specialists** in areas like smithing, armor fabrication, supply, medicine, military construction, and demolitions. Specialists are usually responsible to a member of the Command Staff and rarely see personal combat.

The **Adjudicators and Arbitration Staff** include investigators, and their assistants. These priests seek the truth in both criminal and civil crimes and disagreements, and dispense justice based on the results of their investigations.

Priests posted as **External Investigators** often pose in other postings and professions. These individuals secretly gather information and report directly to the Command Staff. More often than not, they dispense justice in these situations themselves.

Members of the **Command Staff** make all the important decisions within the Enclave or Stockade. They are the commanders in war-time. They report directly to the Marsal. If any of them suspect corruption in the ranks, they may call upon **The Eyes of T’or** to relieve them of duty and investigate.

5.4 Advancement

A T’orite’s advancement is based on merit. If the Chief Reviewer and Commander agree, they can issue an advancement order for any priest to a higher level. Marsals can step down or be replaced as well. Every two years the Command Staff meets and may choose a new Marsal. This rarely occurs and the Marsal generally remains in command until he steps down.

5.5 Dogma

“Justice above all else.”

As a T’orite, each priest is trained in the **Laws of Justice**. They are brought not only to know them, but also to understand them. Often times, crime passes unnoticed, but the priests of T’or are there to bring those who are guilty to justice and deal out the necessary punishment. Enclaves and Stockades are designed to be a tool for the furthering of Justice in all of its forms. Unless, it is unavoidable, all justice that is enacted should be subject to witness by two or more Torites. Without witnesses, an investigation is always performed.

5.6 Traditions

5.6.1 Clothing

Priests of T’or generally wear a uniform while in public in order so that people will know they are there. The uniform is generally white, each stockades may alter the color based on regional tastes. The weapon arm is never covered and, when in uniform, the T’orite’s holy symbol and rank is always on display.

Some priests of T’or prefer to work undercover and either do not wear a uniform or use spells to disguise their appearance. It is easier to blend in to the population when you don’t stand out.

Torites in the faction of Righteousness rarely use ranged weaponry and prefer the melee combat above all else. The faction of True Justice is slightly more flexible with this requirement, but still believes that anyone justice is served upon must be made aware of their crimes prior to any punishment being served.

5.6.2 Appearance

Priests of T’or may either appear in uniform or in standard street clothes. Their armor generally consists of a T’or war harness. They have their holy weapon either on their side or their back and may also carry a shield. All priests of T’or are expected to be clean and well-dressed regardless of the clothes they are wearing.

5.6.3 Speech and Gestures

The chosen language of the T’orites is Breziak. Commands are always given as concise orders. No recognition is given because it delays the carrying out of the orders. The priest in charge can assume that the order are heard and obey, because T’orites know better than to defy a command issued.

The ranks of command are as follows:

Grade	Commands	Grade Brand
Initiate	none	Light Bolt
Soldat	none	One slash
Trupan	Squad	Two slashes
Kavilir	Troop	Three slashes
SinJOR	Division	Four slashes
Marsal	Enclave	Five slashes

5.7 Factions

The priests of T’or have divided themselves into two separate faction each which the same end goal of upholding justice and the Will of T’or. They simply have slightly different methods of achieving that goal. Each faction has a spell group that is unique to that faction and a Torite must choose a single faction of which to be a part.

The Path of Righteousness - This faction believes that they have the moral high ground on all issues related to carrying out the Will of T’or. They are quick to judge and execute punishment and refuse to let emotion play into their decisions.

The Path of True Justice - This faction believes that true justice can only be served by searching ones emotions and showing compassion and understanding. They do not believe they are better than others, but believe they have lapses in judgment like everyone else.

6.1 Holidays and Feast Days

Day of the Awakening is the anniversary celebrated by the faction of True Justice of when T’or regained his place of power, and blessed the true believers. A mass celebration is held at the place of Rebirth, which is located at the Rougtero Stockade.

Day of the Fallen is the day that all the T’orites take to remember all of the fallen comrades that have died in the line of duty. It is a solemn day for the T’orites, but it reminds them of the price that Justice sometimes demands.

6.2 Ceremonies

There is one major ceremony that is in the priest of T’or Doctrine. It is the Last Rites of the priest. When a priest dies, his weapon is broken released the piece of his soul inside to T’or.

The increasing of rank can be seen as a ceremony. It is a public ceremony in the Stockade and a private ceremony in the Enclave.

Magical Abilities

Torite's combine the control of one's body and mind and use of weapons and defensive techniques into four spell groups. Unlike most spell casters, a number of T'orite spells have very little to no hand motion and speech involved in casting them. In general, every spell with a single round casting time does not have a noticeable verbal or gesturing component to it and cannot be identified. In addition, spells with a * next to their duration are cast when a certain condition is met, as such they do not take a full round to cast. Spells that have a casting time over a single round act as normal spells that can be identified and require two hands and a verbal component to cast. T'or spells cannot be deferred or stored in magic items in any way.

Body – This spell group represents the control that priests of T'or have over their body.

Shield / Defense – This spell group provides the Torite with special defensive techniques.

Weapon / Offensive – This spell group allows a Torite to create a holy weapon and use special combat techniques with it.

Mind – This spell group represents the control that priests of T'or have over their and other creature's minds.

There are also two additional spell groups that correspond with the two different factions of Torites. A priest may only purchase and cast spells from a single faction (this rule cannot be violated under ANY circumstances).

Righteousness – This spell group represents the faction's complete and total devotion to their righteous cause. The spells in group show the priest dedication to not backing down under any circumstance.

True Justice – This spell group represents the faction's devotion to serving justice through blood, sweat, and sacrifice. Only by being in touch with their emotions can true justice be perceived.

1. Body

- 1 Beat Down
- 2 Land on Feet
- 3 Blind Sight
- 4 Lesser Hog Tie
- 5 Back to the Fight
- 6 Dirty Fighting
- 7 Hold Breath
- 8 Lesser Ignore Body
- 9 Hog Tie
- 10 Take Down
- 11 Ignore Body
- 12 Size Doesn't Matter

2. Shield / Defense

- 1 Danger Sense
- 2 Lesser Shield of T'or
- 3 Clean
- 4 Undercover
- 5 Ignore Temperature
- 6 Escape
- 7 Shield of T'or
- 8 Evasion
- 9 Ignore Critical Wound
- 10 Inner Balance
- 11 Armor of T'or
- 12 True Undercover

3. Weapon / Offensive

- 1 Create Holy Weapon
- 2 Arm
- 3 Harm
- 4 Throw
- 5 Lesser Flashing Blast
- 6 Summon Weapon
- 7 Ghost Killer
- 8 Harmful
- 9 Deplete EU
- 10 Summon T'orite
- 11 Flashing Blast
- 12 Mayhem

4. Mind

- 1 Obey the Law
- 2 Good Cop
- 3 Lesser Locate
- 4 Bad Cop
- 5 Trance
- 6 Memorize
- 7 Watchfulness
- 8 Blending
- 9 Locate
- 10 Lure
- 11 Copy Cat
- 12 Purify Self

5. Righteousness

- 1 Parry
- 2 Endure
- 3 Loyalty
- 4 Fast
- 5 Disarm
- 6 Consciousness
- 7 Subdual
- 8 Ignore Armor
- 9 Distract
- 10 Pin
- 11 Retry
- 12 Fight On

6. True Justice

- 1 Quick Burst
- 2 Furious Insult
- 3 Quiet Assault
- 4 Fast Attack
- 5 Share Fate
- 6 Defenseless Attack
- 7 Calming
- 8 Lay Down the Law
- 9 Carefree Attack
- 10 Flash Attack
- 11 Mulligan
- 12 Refresh

T'or Spells

Body

1 – Beat Down

Time to Cast: 1R*
Resist Check: none
Target: touch
Duration: instantaneous
Area: single target
Effect: increase punch

The T'orite may activate this spell as they are pummeling someone or something. The thing being pummeled takes 1d6 more damage if the caster made his Pummeling skill or Wrestling skill (for Pummel). This leaves creatures with a black eye or a bloody nose.

2 – Land on Feet

Time to Cast: 1R*
Resist Check: none
Target: caster
Duration: instantaneous
Area: self
Effect: prevent falling damage

Whenever the T'orite would take damage from falling, they may activate this spell. The T'orite takes no impact damage from falling nor does anything that the T'orite falls on. When the T'orite lands, he will be on his feet and in his proper fighting stance. If he falls less than 20', the T'orite may make a single attack or take one-fifth of this movement rate.

3 – Blind Sight

Time to Cast: 1R
Resist Check: none
Target: caster
Duration: 2 + 1/F hours
Area: self
Effect: see in the dark

The caster can see as if they are in ample sunlight regardless of the current lighting conditions or if the T'orite has been blinded by physical or magical effects.

4 – Lesser Hog Tie

Time to Cast: 1R*
Resist Check: 4d6 vs. STR frees
Target: touch
Duration: instantaneous
Area: single target
Effect: tie up target

In the immediate free round after tackling someone, the T'orite may activate this spell. Ropes appear in the caster's hands and bind the hands or feet of the target. It takes a 4d6 vs. STR to get break free of them.

5 – Back to the Fight

Time to Cast: 1R
Resist Check: none
Target: caster
Duration: instantaneous
Area: self
Effect: heal T'orite

The T'orite is healed for 4d6 DP, but he looks to be just as hurt as before. Many T'orites wash or sew wounds closed right after this stating that it was not as bad as it seems.

6 – Dirty Fighting

Time to Cast: 1R*
Resist Check: none
Target: touch
Duration: instantaneous
Area: single target
Effect: greatly increase punch

The T'orite may activate this spell as they are pummeling someone or something. They take 3d6 more damage if the caster made his Pummeling skill or Wrestling skill (for Pummel). This leaves creatures with a black eye or a bloody nose.

7 – Hold Breath

Time to Cast: 1R
Resist Check: none
Target: caster
Duration: 2 + 1/F hours
Area: self
Effect: need not breathe

The T'orite acts as if he is holding his breath and the need to breathe goes away for the spell's duration.

8 – Lesser Ignore Body

Time to Cast: 1R*
 Resist Check: none
 Target: caster
 Duration: 12 + 3/F hours
 Area: self
 Effect: help resist effects

This spell allows the priest to ignore all pain and pleasure effects. He is aware that the feeling is there, but can block its effects. If an effect would make the caster sleep, go unconscious, become paralyzed, run away in fear, or physically lose control of their body, they may lower the check by **one** die. This spell does not stack with other spells that reduce resistance checks. This spell can be activated when an effect that this spell protects against occurs to the T'orite prior to attempting any resistance checks.

9 – Hog Tie

Time to Cast: 1R*
 Resist Check: 5d6 vs. STR frees
 Target: touch
 Duration: instantaneous
 Area: single target
 Effect: tie up target

In the immediate free round after tackling someone, the T'orite may activate this spell. Ropes appear in the caster's hands and bind the hands or feet of the target. It takes 5d6 vs. STR to get break free of them.

10 – Take Down

Time to Cast: 1R*
 Resist Check: 5d6 vs. HEA resists
 Target: touch
 Duration: instantaneous
 Area: single target
 Effect: knock out target

The T'orite may activate this spell as they are pummeling someone or something. They take 5d6 more damage if the caster made his Pummeling skill or Wrestling skill (for Pummel). In addition, if the target fails the RC, they fall unconscious.

11 – Ignore Body

Time to Cast: 1R*
 Resist Check: none
 Target: caster
 Duration: 12 + 3/F hours
 Area: self
 Effect: help resist effects

This spell allows the priest to ignore all pain and pleasure effects. He is aware that the feeling is there, but can block its effects. If an effect would make the caster sleep, go unconscious, become paralyzed, run away in fear, or physically lose control of their body, they may lower the check by **two** dice. This spell does not stack with other spells that reduce resistance checks. This spell can be activated when an effect that this spell protects against occurs to the T'orite prior to attempting any resistance checks.

12 – Size Doesn't Matter

Time to Cast: 1R*
 Resist Check: none
 Target: caster
 Duration: instantaneous
 Area: self
 Effect: remove size penalties

As the T'orite uses a skill vs. a target, he may activate this spell. When used, the size of the skill's target does not impact what happens in anyway. Pummeling the target makes it fall down and the caster can tackle a giant. The size of the target still has an impact on grapple attempts.

1 – Danger Sense

Time to Cast: 1R*
 Resist Check: none
 Target: caster
 Duration: instantaneous
 Area: self
 Effect: eliminate surprise

When the GM calls for a surprise roll, the T'orite may activate this spell. Instead, the T'orite has one free action prior to the surprise roll. The T'orite may also use this spell if someone attempts an assassination on them or someone they are guarding. The assassination attempt will be three dice more difficult and will most likely fail unless the assassin took it into account.

2 – Lesser Shield of T'or

Time to Cast: 4R
 Resist Check: none
 Target: caster
 Duration: 12 + 3/F hours
 Area: self
 Effect: provide defense

If the caster is wearing a T'or war harness, street wear or less, This spell adds +3 to all of their defense values.

A T'or War Harness is the same as leather armor.

3 – Clean

Time to Cast: 1R
 Resist Check: 4d6 vs. PWR negates
 Target: caster
 Duration: instantaneous
 Area: self
 Effect: remove debris

This spell will remove all dirt, acid, bugs and any other unwanted stuff off of the caster's person. Lice, leeches and other living beings get a 4d6 vs. PWR check to stay on. This spell also affects people that happen to be grappling the target.

4 – Undercover

Time to Cast: 1R
 Resist Check: none
 Target: caster
 Duration: 30 + 10/F minutes
 Area: self
 Effect: takes targets pain

The caster gains a chameleon-like hiding ability as long as they are wearing a T'or war harness or street wear. It will require a four die harder PER check (does stack with hiding and Shadowing skills) to see them.

5 – Ignore Temperature

Time to Cast: 4R
 Resist Check: none
 Target: caster
 Duration: 12 + 3/F hours
 Area: self
 Effect: resist temperatures

When this spell is active, if something would make the caster take damage from fire/heat or cold/ice, he will take 6 less damage. All checks against heat/cold based magic are reduced by two dice. In addition, the caster feels completely comfortable in all temperatures up to the boiling point and down to freezing point of water. This spell does not stack with other spells that reduce resistance checks.

6 – Escape

Time to Cast: 1R*
 Resist Check: none
 Target: touch
 Duration: instantaneous
 Area: self
 Effect: escape bindings

The caster can bend and move his joints and bones to wriggle out of any binding. They get 4 dice off of any escape attempt or can add 4 + 2/F dice to any attempt to break free from a grapple. This spell is activated when the T'orite attempts to escape or break free and does stack with any skill or magic that assists the T'orite in escaping.

7 – Shield of T'or

Time to Cast: 4R
 Resist Check: none
 Target: caster
 Duration: 12 + 3/F hours
 Area: self
 Effect: provide defense

If the caster is wearing a T'or war harness, street wear or less, This spell adds +5 to all of their defense values.

A T'or War Harness is the same as leather armor.

8 – Evasion

Time to Cast: 1R*
 Resist Check: none
 Target: caster
 Duration: instantaneous
 Area: self
 Effect: avoid projectile

When the T'orite is hit with a projectile (missile or linear) weapon, they may activate this spell. Before damage is determined, the attack is considered a miss and no damage is done.

The T'orite can use this spell only once per round.

9 – Ignore Critical Wound

Time to Cast: 1R*
 Resist Check: none
 Target: caster
 Duration: instantaneous
 Area: self
 Effect: ignore critical hit

When the T'orite is critically struck with either a weapon or a grapple, they may activate this spell. Instead of the critical, it is simply a successful attack.

The T'orite can use this spell only once per round.

10 – Inner Balance

Time to Cast: 1R*
 Resist Check: none
 Target: caster
 Duration: instantaneous
 Area: self
 Effect: mind over magic

When the T'orite must make a CSE or WIL resistance check, they may activate this spell instead of attempting the resistance check. They can ignore anything that would have resulted from them failing such a check for a single effect.

The T'orite can use this spell only once per round.

11 – Armor of T'or

Time to Cast: 4R
 Resist Check: none
 Target: caster
 Duration: 12 + 3/F hours
 Area: self
 Effect: provide defense

If the caster is wearing a T'or war harness, street wear or less, This spell adds +7 to all of their defense values.

A T'or War Harness is the same as leather armor.

12 – True Undercover

Time to Cast: 4R
 Resist Check: 6d6 vs. PER sees
 Target: caster
 Duration: 12 + 3/F hours
 Area: self
 Effect: make unseen

The caster cannot be seen as light bends around him. This effect is not true invisibility and can be made out with a 6d6 vs. PER check. This spell does not stack with any other spell or power, but skills that allow the T'orite to hide can increase the PER check to see through the spell. Whenever the caster attacks someone, for each hit, that target may attempt a new resist check at one die less.

1 – Create Holy Weapon

Time to Cast: 1 H
 Resist Check: 4d6 vs. PWR negates
 Target: touch
 Duration: instantaneous
 Area: single weapon
 Effect: make holy weapon

This spell, along with the correct ritual, allows the T'orite to make a weapon holy which will place a small piece of the Torite's soul within it. The holy weapon counts as magical when hitting things that require a magical weapon to hit. As long as the Torite is alive, the weapon can never be broken nor become bent.

A T'orite can never have more than one holy weapon at a time. If this spell is cast on another weapon, it will move the soul into the new weapon. Magical weapons need to fail the PWR check. Once a weapon is made holy, it cannot be turned into a holy weapon again by the same T'orite, even if the T'orite's soul is moved out of it.

2 – Arm

Time to Cast: 1R
 Resist Check: none
 Target: LOS or 60'
 Duration: instantaneous
 Area: holy weapon
 Effect: rearm self

The caster can call upon his holy weapon to summon it from any distance as long as you see it or it is within 60 ft. It will fly into his hand or appear in it if there are intervening objects.

3 – Harm

Time to Cast: 1R*
 Resist Check: none
 Target: touch
 Duration: 10 + 5/F minutes
 Area: holy weapon
 Effect: increase damage

When the T'orite attacks with his holy weapon, he may activate this spell. The caster's holy weapon gets an additional +1 to damage and to hit. This spell does not stack with any other spells that increase damage, including itself.

4 – Throw

Time to Cast: 1R
 Resist Check: none
 Target: touch
 Duration: instantaneous
 Area: holy weapon
 Effect: throw weapon

A priest can throw his holy symbol at an opponent with intent to harm. When the priest throws his holy weapon, he may use this spell. He then uses his combat instead of his missile modifier for the throw. Damage inflicted will be the striking damage, not the thrown damage of the holy weapon. The distance a T'orite can throw his holy weapon is equal to his STR times 5 feet.

5 – Lesser Flashing Blast

Time to Cast: 1R*
 Resist Check: none
 Target: touch
 Duration: instantaneous
 Area: holy weapon
 Effect: add divine damage

The next time the T'orite hits an opponent with his holy weapon, he can activate this spell to add 2d6 points of divine light damage to a single hit. The T'orite can do this damage only once per round.

6 – Summon Weapon

Time to Cast: 1R
 Resist Check: none
 Target: caster
 Duration: instantaneous
 Area: self
 Effect: call holy weapon

The T'orite can call upon his holy weapon to summon it from any distance or dimension. The weapon will appear in his hand at the end of the round.

7 – Ghost Killer

Time to Cast: 1R*
 Resist Check: none
 Target: touch
 Duration: 10 + 5/F minutes
 Area: holy weapon
 Effect: hit extra-planar beings

When the T'orite attacks with his holy weapon, he may activate this spell. The caster can hit ethereal creatures with their holy weapon and ignores the spirit armor of a target creature.

8 – Harmful

Time to Cast: 1R*
 Resist Check: none
 Target: touch
 Duration: 10 +5/F minutes
 Area: holy weapon
 Effect: increase damage

When the T'orite attacks with his holy weapon, he may activate this spell. The caster's holy weapon gets an additional +3 to damage and to hit. This spell does not stack with any other spells that increase damage, including itself.

9 – Deplete EU

Time to Cast: 1R*
 Resist Check: none
 Target: touch
 Duration: 4 + 2/F rounds
 Area: holy weapon
 Effect: drain EU

When the T'orite strikes a target with his holy weapon, he may activate this spell. Whenever holy weapon of the caster strikes a target and they fall a 5d6 vs. PWR resistance check, the target loses 2d6 + 3 elemental units. This effect will only trigger on a target once per round.

10 – Summon T'orite

Time to Cast: 1R
 Resist Check: none
 Target: LOS 5000'
 Duration: instantaneous
 Area: holy weapon
 Effect: teleport self

If the T'orite can see his holy weapon and is within 5000', he can teleport himself to it using this spell.

11 – Flashing Blast

Time to Cast: 1R*
 Resist Check: none
 Target: touch
 Duration: instantaneous
 Area: holy weapon
 Effect: add divine damage

The next time the T'orite hits an opponent with his holy weapon, he can activate this spell to add 4d6 points of divine light damage to a single hit. The T'orite can do this damage only once per round.

12 – Mayhem

Time to Cast: 1R*
 Resist Check: none
 Target: touch
 Duration: instantaneous
 Area: holy weapon
 Effect: critically strike target

The T'orite activates this spell as he successfully strikes a target with his holy weapon. This attack is considered a critical hit and any negative result from the critical hit is treated as double damage. This spell cannot be used with any skills or other spells.

T'or Spells

Mind

1 – Obey the Law

Time to Cast: 1 day
Resist Check: none
Target: caster
Duration: permanent
Area: self
Effect: know the law

The T'orite gets in touch with the "Will of T'or". He knows the law of the land he is currently in and if the government is just or unjust. A T'orite must purchase this spell first to become a T'orite. Once a T'orite casts this spell on himself, it is ALWAYS up as long as the priest can still cast spells.

2 – Good Cop

Time to Cast: 1R
Resist Check: 3d6 vs. PER negates
Target: caster
Duration: 2 + 1/F hours
Area: LOS
Effect: seem trustful

After casting this spell, the T'orite looks harmless and trustful. People viewing the T'orite will only get the RC if the T'orite acts out of character for the spell effect. This spell may give bonuses to attempts to persuade people into doing things for the T'orite.

3 – Lesser Locate Opposition

Time to Cast: 1R
Resist Check: 3d6 vs. WIL negates
Target: caster
Duration: 10 + 5/F minutes
Area: 120' radius
Effect: locate opposition

Any person whom the caster perceives as opposed to him cannot approach without the priest being aware of his presence unless they succeed at the RC.

4 – Bad Cop

Time to Cast: 1R
Resist Check: 3d6 vs. PER negates
Target: caster
Duration: 2 + 1/F hours
Area: LOS
Effect: seem dangerous

After casting this spell, the T'orite looks mean and dangerous. People viewing the T'orite will only get the RC if the T'orite acts out of character for the spell effect. This spell may give bonuses to attempt to persuade people into doing things for the T'orite.

5 – Trance

Time to Cast: 1R
Resist Check: none
Target: caster
Duration: 2 + 1/F hours
Area: self
Effect: increase thought

For the duration of the spell, the T'orite can take one dice of all INT based checks.

6 – Memorize

Time to Cast: 1R
Resist Check: none
Target: caster
Duration: 10 + 5/F minutes
Area: self
Effect: remember events

For the duration of the spell, any events the caster observes are permanently imprinted in the caster's mind. He will not forget them through normal means.

7 – Watchfulness

Time to Cast: 1R
Resist Check: none
Target: caster
Duration: single resting period
Area: self
Effect: stay awake

The priest uses this spell prior to going to sleep for the night. Instead of sleeping, the T'orite falls into a trance where he is aware of the events happening around him. He may come out of this trance at any time. If he is in the trance for the full rest period, he gains all of the effects from sleeping, such as DP and unit regeneration.

8 – Blending

Time to Cast: 1R
 Resist Check: 5d6 vs. CSE negates
 Target: caster
 Duration: 10 + 5/F minutes
 Area: self
 Effect: disguises T'orite

When the T'orite casts this spell, he appears to anyone failing the RC not to be dressed as a T'orite. Anyone failing the RC would see what would be expected to be found in the environment. The spells “Bad Cop” and “Good Cop” would impact what the target thinks it sees.

9 – Locate Opposition

Time to Cast: 1R
 Resist Check: 5d6 vs. WIL negates
 Target: caster
 Duration: 10 + 5/F minutes
 Area: 120' radius
 Effect: locate opposition

Any person whom the caster perceives as opposed to him cannot approach without the priest being aware of his presence unless they succeed at the RC.

10 –Lure

Time to Cast: 1R
 Resist Check: 5d6 vs. CSE negates
 Target: LOS 30'
 Duration: 4 + 2/F rounds
 Area: single target
 Effect: lure target

This spell attracts an opponents' attention and fills him full of hate for the caster. If the target fails the RC, the target cannot take any actions other than trying to harm the caster for the duration of the spell.

11 – Copy Cat

Time to Cast: 1R
 Resist Check: 5d6 vs. PWR negates
 Target: touch
 Duration: 2 + 1/F hours
 Area: single being
 Effect: mimic target

When this spell is cast on a creature, if the creature fails the RC, the caster takes on the target's appearance.

12 – Purify Self

Time to Cast: 1R
 Resist Check: none
 Target: caster
 Duration: instantaneous
 Area: self
 Effect: remove all effects

This spell allows the T'orite to purify his body, mind, and soul of all active magical and physical effects that aren't the “Will of T'or.” All poisons are negated, all diseases are cured, and all active spell effects that aren't from T'or are removed.

T'or Spells

Righteousness

1 – Parry

Time to Cast: 1R*
Resist Check: none
Target: caster
Duration: instantaneous
Area: self
Effect: cause attack to miss

When a Torite is wielding his holy weapon and is hit with a melee attack, he may activate this spell to increase his CDV for a single attack by 2. If this changes the result of the hit to a miss, then the attack misses the Torite.

2 – Endure

Time to Cast: 1R*
Resist Check: none
Target: caster
Duration: special
Area: self
Effect: continue STR feat

When the Torite performs a feat of strength (i.e. any check against STR or any skill based on STR), the Torite may continue the task without having to make any further checks against it by activating this spell. This could include holding a heavy door open, swimming very long distances, or climbing a rope. The spell stays in effect until the Torite stops performing the action.

3 – Loyalty

Time to Cast: 1R*
Resist Check: none
Target: caster
Duration: instantaneous
Area: self
Effect: take hit

When the Torite is standing next to an ally that is hit with a targeted spell effect or attack, the Torite may activate this spell. Instead of the intended target, the Torite is hit with the spell effect or attack and must make any resistance check required and will take all of the damage. The Torite may not use any other T'or spells on this incoming attack.

4 – Fast

Time to Cast: 2R
Resist Check: none
Target: caster
Duration: 4 + 2/F hours
Area: self
Effect: go faster

When the Torite casts this spell, his movement rate is multiplied by 2 + 1 for every 2 fesses. In addition, the Torite's metabolism increases by that amount which will shorten the effect of non-magical poisons, potions, and drugs in his system.

5 – Disarm

Time to Cast: 1R*
Resist Check: none
Target: caster
Duration: instantaneous
Area: self
Effect: disarm opponent

When the Torite successfully hits a target with his holy weapon, he may activate this spell. Instead of the taking damage on the hit, the target must roll a contested STR check against the Torite with the Torite getting 2 extra dice. If the Torite wins, the target is disarmed (if possible) and his weapon is thrown 1d20 feet in a random direction. If the Torite gets a critical hit, the number of extra dice is multiplied by the critical multiplier, but nothing else occurs as a result of the critical hit.

6 – Consciousness

Time to Cast: 1R*
Resist Check: none
Target: caster
Duration: instantaneous
Area: self
Effect: stay conscious

Anytime the Torite would go unconscious through physical or magical means, the Torite may activate this spell. They can ignore the effect that would have caused them to lose consciousness.

7 – Subdual

Time to Cast: 1R*
 Resist Check: none
 Target: touch
 Duration: instantaneous
 Area: holy weapon
 Effect: subdue opponent

When the Torite attacks a target with his holy weapon, he may activate this spell. The Torite then makes a single attack against the target using a blunt part of his weapon. The Torite does not get combat modifier on this attack, but may use other spells in combination with this attack. On a successful hit, the target must make a contested roll with the opponent using his HEA and the Torite using his STR + 2 extra dice. If the Torite wins, the target is knocked to the ground and unconscious (if possible) for 1d6 + 2/F minutes. If a critical hit is rolled, it is rolled on the blunt chart with multipliers applying to the duration and also to the Torite's extra dice on the contested roll.

8 – Ignore Armor

Time to Cast: 1R*
 Resist Check: none
 Target: touch
 Duration: instantaneous
 Area: holy weapon
 Effect: ignore defense

When the Torite makes an attack with his holy weapon, he may activate this spell. For a single attack, the Torite may ignore all armor, including natural armor, of his opponent. The Torite may use other spells in combination with this spell including Mayhem.

9 – Distract

Time to Cast: 1R*
 Resist Check: none
 Target: caster
 Duration: special
 Area: self
 Effect: win initiative

Prior to the end of any combat round, the Torite may activate this spell. His opponents are momentarily distracted and the Torite (and his party) automatically wins the next initiative round. If multiple competing groups use this spell, their initiative is rolled as normal.

10 – Pin

Time to Cast: 1R*
 Resist Check: none
 Target: caster
 Duration: special
 Area: self
 Effect: pin opponent

When the Torite successfully grapples a target, he may activate this spell. When the target attempts to break the Torite may roll 4 + 2/F additional dice on the contested STR roll for as long as he has the target grappled.

11 – Retry

Time to Cast: 1R*
 Resist Check: none
 Target: caster
 Duration: instantaneous
 Area: self
 Effect: attempt skill again

If the Torite attempts a skill check and fails, he may activate this spell. He may reroll the skill check taking the second result. This spell can also be used on contested rolls the Torite has to make when using a T'or spell to reroll them.

The T'orite can use this spell only once per round.

12 – Fight On

Time to Cast: 1R*
 Resist Check: none
 Target: caster
 Duration: special
 Area: self
 Effect: continue after death

If the Torite is killed while fighting, he may activate this spell upon himself at the moment of death. With this spell in effect, he may continue fighting after death, but must spend 6 divine units per round to keep this effect up. If the Torite is victorious prior to running out of divine units, his damage points are reset to 0 and he falls unconscious unless his body is damaged in such a way that it cannot remain alive.

T'or Spells

True Justice

1 – Quick Burst

Time to Cast: 1R*
Resist Check: none
Target: caster
Duration: instantaneous
Area: self
Effect: act first

The Torite activates this spell prior to initiative being rolled. The Torite goes first in the combat round regardless of other “quick” abilities (except for another Torite also using this spell). The Torite cannot use any offensive T'or spells during this round of action.

2 – Furious Insult

Time to Cast: 1R
Resist Check: none
Target: caster
Duration: instantaneous
Area: self
Effect: infuriate target

While casting this spell, the Torite directs an insult at an opponent. The opponent is so taken aback by the insult that they must direct their next combat round of action at the Torite.

3 – Boring Action

Time to Cast: 1R*
Resist Check: special
Target: caster
Duration: special
Area: self
Effect: make action boring

The Torite activates this spell while performing a single action. Anyone that observes the action must make a 5d6 vs. WIL resistance check or they will have no interest in the action regardless of what it is and ignore it. Examples include breaking a window, bludgeoning someone, or dropping poison into someone's drink.

4 – Fast Attack

Time to Cast: 1R
Resist Check: none
Target: caster
Duration: special
Area: self
Effect: speeds to opponent

The Torite casts this spell and can move double his full movement rate toward an opponent and may attack with full fury when they get to them even if it is past their fifth movement rate. The effect lasts for as long as the Torite is moving directly toward the designated opponent.

5 – Share Fate

Time to Cast: 1R*
Resist Check: none
Target: caster
Duration: 10 + 5/F minutes
Area: self
Effect: mirror damage

The Torite activates this spell when they are hit by a non-magical attack (before damage is rolled) from an opponent. All damage done to the Torite is also done to the opponent that did the damage to him. This is only effective on the first attack that does damage per round, but the effect continues for the duration of the spell for any opponent that damages the Torite with a non-magical attack (the weapon itself can be magical).

6 – Courageous Attack

Time to Cast: 1R
Resist Check: none
Target: caster
Duration: 4 + 2/F rounds
Area: self
Effect: sacrifice DV for MOD

When casting this spell, the Torite chooses an amount of DV to sacrifice. For the duration of the spell, all of the Torite's DVs are reduced by this amount, but a single modifier of his choice is increased by the same amount. The DVs that are sacrificed CAN come from active spell effects including other T'or spells.

7 – Calming

Time to Cast: 1R
Resist Check: 5d6 vs. WIL negates
Target: touch
Duration: 30 + 10/F minutes
Area: single target
Effect: calms fear

The Torite simply touches a target and casts this spell. If the target is willing or fails the resistance check all of their fears, forebodings, and frights are calmed for the duration of the spell allowing them to act rationally.

8 – Lay Down the Law

Time to Cast: 2R
 Resist Check: 5d6 vs. WIL negates
 Target: hearing
 Duration: 10 + 5/F minutes
 Area: all targets
 Effect: shape behavior

All within hearing of the Torite that casts this spell and fails the resistance check will obey the law as dictated by the Torite. The Torite can state actions and such that the affected targets must follow, but all actions must be within both the law of the land and within the “Will of T’or.”

9 – Risky Attack

Time to Cast: 1R*
 Resist Check: none
 Target: touch
 Duration: instantaneous
 Area: holy weapon
 Effect: force critical

The Torite activates this spell before attempting to strike an opponent with his holy weapon. If he successfully hits, the hit is considered a critical hit. If he misses, the magic backfires causing him to suffer an edged critical hit for 1d6 of damage.

10 – Flash Attack

Time to Cast: 1R
 Resist Check: none
 Target: caster
 Duration: instantaneous
 Area: self
 Effect: get to opponent

The Torite uses this spell on any opponent that he can either see or otherwise sense the exact distance and direction. The Torite then appears in front of the opponent and may take a full round of action.

11 – Mulligan

Time to Cast: 1R*
 Resist Check: none
 Target: caster
 Duration: instantaneous
 Area: self
 Effect: retry resistance

If the Torite attempts a resistance check and fails, he may cast this spell. He may attempt the resistance check a second time.

The T’orite can use this spell only once per round.

12 – Refresh

Time to Cast: 2R
 Resist Check: none
 Target: caster
 Duration: instantaneous
 Area: self
 Effect: heal self

After combat the Torite can cast this spell to heal 10d6 points of damage and replace any limbs or other body parts they may have been lost during the fight.