

Isis Spells

(1) Recover

1 – Recover

Spell Rank: 1-12
Time to Cast: 5 M
Resist Check: 4d6 vs WIL negates
Target: touch
Duration: instantaneous
Area: target
Effect: recover from damage

The caster of this spell lays his hands on the target and goes into a trance for five full minutes. After the five minutes are up, the caster comes out of the trance and the target recovers 1d6 damage points per rank of the spell. The caster cannot use this spell on them, though it can be deferred.

Subdue

Base Cost: 200 Attribute: AGI
Skill Type: Priest(Isis) Extra Dice: non

The user of this skill can use a blunt weapon in a non lethal manner to subdue on opponent. This skill combines three different maneuvers to give the user flexibility in attack. Any **one** of these skills may be used in a round.

Subdue is used to attack an opponent with the intent of knocking them unconscious instead of killing them. This requires a 1d6 check versus the skill. If successful, the user may attack his opponent as normal and damage is figured normally. If the damage done is greater then or equal to the targets remaining DP at the end of the priest's round (after figuring damage from other attacks), the target goes unconscious for 2d6 minutes. If the total is less then the target's remaining DP, the target takes no damage. Upon a failure of the skill, the attack damage is applied normally.

Stun is used to attack an opponent in a way that will stun him for a short amount of time. This requires a 2d6 check versus the skill. If successful, the user then must roll "to strike" his opponent. On a successful hit, the opponent is stunned and can take no actions for 1d6+1 rounds or until they are hit, dealt damage, or forced to make a resistance check. Upon failure of the skill, a normal "to strike" roll is made on the opponent.

Take Down is used to render an opponent immobile in order to remove them from combat. If the opponent is stunned, this can be done with a 3d6 check versus the skill, otherwise a 5d6 check is required. A roll "to strike" is needed unless the opponent is already stunned. If successful, the opponent is knocked to the ground and rendered immobile and unable to perform actions for 2d6 minutes. Upon a failure of the skill, a normal "to strike" roll is made on the opponent (or is an automatic hit if the opponent is stunned).

Revive

Base Cost: 200 Attribute: CSE
Skill Type: Priest(Isis) Extra Dice: Res

If a humanoid creature dies, the user of this skill has a chance to revive them a few minutes after death. The user rolls a number of against their skill. If made, multiply the number dice rolled by 3. If the dead creature has negative DP no less then this total, they may attempt a 3d6 WIL check against their normal, non-magical WIL.

If the WIL check is successful, their DP total is raised to 0. The creature will require a number of days equal to their negative DP total times 5 to fully recover, regardless of any healing. This skill normally works on creatures killed from physical wounds, the GM should decide if it can be used for other forms of death. In addition, the target of this skill may be wounded in such a way that they cannot be revived using this skill (dying from blood loss, for example). The GM will decide on a case-by-case basis if this skill can revive a creature.

First Aid

Base Cost: 75 Attribute: CSE
Skill Type: Priest(Isis) Extra Dice: 4

This skill allows the user the stop the bleeding of the victim of a nasty hit. This action takes around 2 minutes to complete. A 1d6 check allows the user the stop major bleeding. For each die after the first, the player is able to heal the victim 1 DP per extra die. This will only work on wounds that are minutes old.

Sound Mind

Base Cost: 300 Attribute: CSE
Skill Type: Priest(Isis) Extra Dice: Res

This skill shows the priests dedication to having a calm and collected mental state. Priests with this skill tend to remain calm in any situation and never reach out in anger or hate and try to see the good in all people. If the priest does not fit the above requirements either through lack of role-playing, or because of the effect of a spell, this skill is unusable.

Anytime a WIL check is called for and is failed, the priest may reroll the check, subtracting one dice, against this skill. If the skill check is made, it is treated the same as succeeding at the WIL check.

21.2.1 Additional Isis History

Just prior to the Day of Reckoning, Isis was contacted by At'ena and was told that the world of Jaern would be in great peril shortly and only through her assistance could the world be saved from certain destruction. In hearing this and the fate that was about to befall her and the rest of the gods, Isis contacted a priest named Anna on the island of Telamin and told her what must be done. In hearing this, Anna allowed Isis to channel a significant amount of Isis' energy into her body.

Anna's body was unable to contain the amount of divine energy that was being channeled into it and the energy slowly started seeping out of her. At first, this caused the island to prosper by increasing the residence's resistance to illness and increasing crop yields, but it also had a dark side. Isis' power also transformed a minor disease into a divine plague that swept across Jaern. The plague took the lives of many and no cures could be found by mortal or gods alike.

The Day of Reckoning came and, like many of the other gods, Isis was no long present on Jaern, except in Anna. Anna, still exhausted and forgetful from the divine energy running through her mortal body, was surprised to realize she was able to cast spells. She took it upon herself to discover and fix the plague that was threatening the planet.

After finally realizing what had happened to her, Anna performed a ritual to allow the divine energy to escape from her body and return to Isis. Ever through significant resistance, she successfully completes the ritual, which ends by her getting stabbed in the heart. Her body fades away as the divine energy escaping vaporizes it and Isis is returned to power.

Isis fixes the plague by removing her essence from it and it reverts back to the minor curable illness it once was. The time Isis spent in the mortal's body is not forgotten though and forever changes the Mistress of Life. It is also unknown if some part of Anna's soul was combined with Isis' essence.

21.5 Structure of the Priesthood/Temple (Additional)

After her experience, Isis now realizes that protecting life cannot be simply a passive endeavor, but she must have priests actively seeking to protect life in the world as a whole. To this end, she has created a fourth task that a priest may be charged with. A **Migrieiro** is an experienced priest who is called to wander the world to ensure that an attempt is made to preserve life even in the most dire of situations.

21.5.2.3 Duties (Additional)

Those of the **Migrieiro** seek to place themselves in dangerous situations in order to assist in the preservation of life. They are trained in special techniques which allow them to fight without injuring opponents, while still being effective, and with reviving recently fallen individuals. These priests may become lost in a war, part of an adventuring group, or found any place where seemingly pointless deaths are fairly common.

21.5.5.1 Clothing (Additional)

The belts of the **Migrieiro** are black to symbolize the colors red, yellow, and blue joined.

21.7 Holidays & Feast Days (Additional)

The Day of Rebirth is celebrated on the sixteenth day of Irkusk. This was the day Isis returned to Jaern and cured it of the horrible plague in 10048.