

MASTER POWERS:

BANE OF DEATH (SINGLE, DEBRIEFING)
"HOLY ENDURANCE"

COMPLETE HEALING (SINGLE, INSTANT)
'1000 HOLY HEALING'

DIVINE JUSTICE (SELF, DEBRIEFING)
ALLOWS CHARACTER TO SWING BLUNT WEAPON FOR "HOLY" FLAVOR ONCE PER LEVEL

GIFT OF LIFE (SINGLE, INSTANT)
"HOLY REVIVE 0"

GREATER MASS HEALING (RAPID FIRE, INSTANT)
ONE PACKET/LVL; "6 HOLY HEALING"

GREATER MASS RENDING (RAPID FIRE, INSTANT)
ONE PACKET/LVL; "6 HOLY RENDING"

RAISE DEAD (SINGLE, INSTANT)
"HOLY RAISE 3"

RAVAGE (SINGLE, INSTANT)
"1000 HOLY RENDING"

RISIRR'S ARMOR (SELF, DEBRIEFING)
CHARACTER IS IMMUNE TO ALL RANGED ATTACKS UNTIL STRUCK BY MELEE WEAPON.

RISIRR'S INTANGIBILITY (SELF, INSTANT)
FOR A 10-COUNT PERIOD, CHARACTER IS IMMUNE TO ALL FLAVORS EXCEPT ANCIENT, HOLY, AND MAGIC. TARGET MAY NOT MOVE FEET, USE ANY SKILLS, OR AFFECT THE WORLD AROUND THEM IN ANY WAY OTHER THAN BY STANDING IN PLACE.

RISIRR

ALIGNMENT: NEUTRAL

SACRIFICE: +3 NON-HEALABLE HP

ELEMENT: LUCK

APPRENTICE POWER:

RISIRR'S ANNOYANCE (SELF, INSTANT)
ALLOWS CHARACTER TO RELEASE FROM ANY EFFECTS OR ITEMS WHICH PREVENT MOVEMENT TO THEM. INCLUDES HANDCUFFS, SHACKLES, STRAIGHTJACKETS, BEING TIED TO A CHAIR, GALLOWS, ETC. MAY NOT RELEASE FROM A LOCKED ROOM NOR RELEASE OTHERS.

JOURNEYMAN POWER:

RISIRR'S TRICKERY (TOUCH, WEEKLY)
AFFECTS ONE DOOR-SIZE OR SMALLER OBJECT, MAKING IT LIGHTER (BLUE) OR HEAVIER (GREEN). DATE AND TIME MUST BE MARKED ON THE OBJECT ALONG WITH A CLEAR MARKING OF BLUE OR GREEN TAPE OR CLOTH WITH YELLOW LETTERING 'MD' ON IT. 'LIGHTER' OBJECTS CAN BE EASILY MOVED BY ANYONE. 'HEAVIER' ITEMS REQUIRE SUPERHUMAN STRENGTH TO MOVE.

MASTER POWERS:

RISIRR'S ARMOR (SELF, DEBRIEFING)
CHARACTER IS IMMUNE TO ALL RANGED ATTACKS UNTIL STRUCK BY MELEE WEAPON.

RISIRR'S INTANGIBILITY (SELF, INSTANT)
FOR A 10-COUNT PERIOD, CHARACTER IS IMMUNE TO ALL FLAVORS EXCEPT ANCIENT, HOLY, AND MAGIC. TARGET MAY NOT MOVE FEET, USE ANY SKILLS, OR AFFECT THE WORLD AROUND THEM IN ANY WAY OTHER THAN BY STANDING IN PLACE.

JOURNEYMAN POWERS:
DIVINE HAMMER (SELF, DEBRIEFING)
ALLOWS CHARACTER TO SWING FOR "HOLY" FLAVOR ONCE WITH A BLUNT WEAPON
GREATER HEALING (SINGLE, INSTANT)
'(5 X LVL) HOLY HEALING'
GREATER INTERFERENCE (SELF, DEBRIEFING)
ALL HEALING OR RENDING EFFECTS ARE REDUCED.
GREATER RENDING (SINGLE, INSTANT)
'(5 X LVL) HOLY RENDING'
GREATER STUN (SHOTGUN 5, INSTANT)
"HOLY STUN"
HOLY SHIELD (TOUCH, DEBRIEFING)
NEXT "HOLY" ATTACK ON THE TARGET IS NULLIFIED. TARGET MUST CALL "SHIELD".
MASS HEALING (RAPID FIRE, INSTANT)
ONE PACKET/LVL; "3 HOLY HEALING"
MASS RENDING (RAPID FIRE, INSTANT)
ONE PACKET/LVL; "3 HOLY RENDING"
MASS WEAKENING (SHOTGUN 5, DEBRIEFING)
"HOLY WEAKEN"
RISIRR'S TRICKERY (TOUCH, WEEKLY)
AFFECTS ONE DOOR-SIZE OR SMALLER OBJECT, MAKING IT LIGHTER (BLUE) OR HEAVIER (GREEN). DATE AND TIME MUST BE MARKED ON THE OBJECT ALONG WITH A CLEAR MARKING OF BLUE OR GREEN TAPE OR CLOTH WITH YELLOW LETTERING 'MD' ON IT. 'LIGHTER' OBJECTS CAN BE EASILY MOVED BY ANYONE. 'HEAVIER' ITEMS REQUIRE SUPERHUMAN STRENGTH TO MOVE.

APPRENTICE POWERS:
HEALING (SINGLE, INSTANT)
'(2 X LVL) HOLY HEALING'
HOLY EMPOWERMENT (TOUCH, DEBRIEFING)
TARGET GAINS 10 HP. BONUS HP MAY EXCEED NORMAL MAX HP AND IS HEALABLE. IF AFFECTED BY "HOLY" OR "MAGIC", IMMEDIATELY DROP TO -1 HP.
INTERFERENCE (TOUCH, DEBRIEFING)
NEXT HEALING OR RENDING EFFECT IS REDUCED TO MINIMAL
MINOR MASS HEALING (RAPID FIRE, INSTANT)
ONE PACKET/LVL; "1 HOLY HEALING"
MINOR MASS RENDING (RAPID FIRE, INSTANT)
ONE PACKET/LVL; "1 HOLY RENDING"
PHYSICAL SHIELD (TOUCH, DEBRIEFING)
NEXT PHYSICAL ATTACK IS NULLIFIED. TARGET MUST CALL "SHIELD".
RENDERING (SINGLE, INSTANT)
'(2 X LVL) HOLY RENDING"
RISIRR'S ANNOYANCE (SELF, INSTANT)
ALLOWS CHARACTER TO RELEASE FROM ANY EFFECTS OR ITEMS WHICH PREVENT MOVEMENT TO THEM. INCLUDES HANDCUFFS, SHACKLES, STRAIGHTJACKETS, BEING TIED TO A CHAIR, GALLOWS, ETC. MAY NOT RELEASE FROM A LOCKED ROOM NOR RELEASE OTHERS.
STUN (SINGLE, INSTANT)
"HOLY STUN"
WEAKENING (SINGLE, DEBRIEFING)
"HOLY WEAKEN 3"