

MASTER POWERS:

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

**BANE OF LIFE (SINGLE, INSTANT)**  
"HOLY SMITE"

**BANISHMENT (SINGLE, INSTANT)**  
'HOLY BANISH'.

**FREEZING HAMMER (SINGLE, DEBRIEFING)**  
ALLOWS CHARACTER TO SWING BLUNT WEAPON FOR  
"HOLY ICE" ONCE PER LEVEL OF THE CHARACTER

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

**GREATER MASS RENDING (RAPID FIRE, INSTANT)**  
ONE PACKET/LVL WITH THE CALL "6 HOLY RENDING"

**ISIKIL'S VENGEANCE (TOUCH, DEBRIEFING)**  
NEXT MELEE HIT IS NULLIFIED. TARGET MUST CALL  
"ABSORBED". NEXT MELEE STRIKE TARGET MAKES  
AFTER HIT WILL USE SAME CALL THAT WAS NULLIFIED.

**ISIKIL'S WILL (SELF, DEBRIEFING)**  
AS LONG AS FEET ARE NOT MOVED, CHARACTER  
CALLS "REBOUND" TO ALL PACKET- AND WEAPON-  
DELIVERED CALLS. NO SKILLS ARE USABLE WHILE  
THIS POWER IS IN EFFECT. THIS POWER ALSO ACTS AS  
A "NET: BODY" EFFECT ON THE TARGET FOR THE  
DURATION OF THE POWER.

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

**RAVAGE (SINGLE, INSTANT)**  
"1000 HOLY RENDING"

# ISIKIL

ALIGNMENT: EVIL

SACRIFICE: "SHIELD HOLY"

ELEMENT: ICE

APPRENTICE POWER:

**CHILLING TOUCH (SINGLE, INSTANT)**  
CHARACTER MAY THROW ONE PACKET WITH THE  
CALL "(1 X LEVEL) HOLY BREAK {ITEM}"

JOURNEYMAN POWER:

**TOUCH OF HATE (SINGLE, INSTANT)**  
CHARACTER MAY THROW ONE PACKET WITH THE  
CALL "(3 X LEVEL) HOLY BREAK {ITEM}"

MASTER POWERS:

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"ABSORBED". NEXT MELEE STRIKE TARGET MAKES  
AFTER HIT WILL USE SAME CALL THAT WAS  
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AS A "NET: BODY" EFFECT ON THE TARGET FOR THE  
DURATION OF THE POWER.

JOURNEYMAN POWERS

**CHILLING HAMMER (SINGLE, DEBRIEFING)**  
ALLOWS CHARACTER TO SWING FOR "HOLY  
ICE" ONCE WITH A BLUNT WEAPON

**GREATER MAIM (RAPID FIRE 5, INSTANT)**  
"HOLY MAIM {TARGET LIMB}"

**GREATER RENDING (SINGLE, INSTANT)**  
"(5 X LVL) HOLY RENDING"

**GREATER STUN (SHOTGUN 5, INSTANT)**  
"HOLY STUN"

**GUIDANCE OF ICE (TOUCH, DEBRIEFING)**  
NEXT ATTACK WITH BLUNT WEAPON DOES "+4  
PIERCING ICE".

**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"

**REBOUND (SELF, DEBRIEFING)**

NEXT WEAPON TO HIT TARGET WILL BE NULLI-  
FIED. TARGET MUST CALL "REBOUND".

**TOUCH OF HATE (SINGLE, INSTANT)**  
"(3 X LEVEL) HOLY BREAK {ITEM}"

APPRENTICE POWERS

**CHILLING TOUCH (SINGLE, INSTANT)**  
"(1 X LEVEL) HOLY BREAK {ITEM}"

**DELAYED ICE STRENGTH (TOUCH, DEBRIEFING)**  
TARGET MAY CHOOSE TO HAVE ONE ATTACK WITH  
A BLUNT WEAPON BE CHANGED TO "MASSIVE  
ICE"

**HOLY RESONANCE (SELF, DEBRIEFING)**  
DOUBLE THE AMOUNT OF ANY ONE INSTANT  
PRAYER USED.

**MAIM (SINGLE, INSTANT)**  
"HOLY MAIM {TARGET LIMB}"

**MINOR MASS HEALING (RAPID FIRE, INSTANT)**  
ONE PACKET/LVL; "1 HOLY HEALING"

**MINOR MASS RENDING (RAPID FIRE, INSTANT)**  
ONE PACKET/LVL; "1 HOLY RENDING"

**MINOR REBOUND (TOUCH, DEBRIEFING)**  
NEXT RANGED WEAPON TO HIT TARGET WILL BE  
NULLIFIED. TARGET MUST CALL "REBOUND".

**RENDING (SINGLE, INSTANT)**  
"(2 X LVL) HOLY RENDING"

**STUN (SINGLE, INSTANT)**  
"HOLY STUN"

**WEAKENING (SINGLE, DEBRIEFING)**  
"HOLY WEAKEN 3"