

MASTER POWERS:

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

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

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

**BLAST OF SON D (SINGLE, INSTANT)**  
"(10 X LEVEL) HOLY"

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

**DIVINE JUSTICE (SELF, DEBRIEFING)**  
ALLOWS CHARACTER TO SWING A BLUNT WEAPON FOR "HOLY" ONCE PER LEVEL OF THE CHARACTER

**DIVINE WRATH (TOUCH, DEBRIEFING)**  
TARGET GAINS 25 HP AND WILL INFLICT MASSIVE DAMAGE WITH A BLUNT MELEE WEAPON. BONUS HP MAY EXCEED BEYOND THE MAX HP AND IS HEALABLE. IF AFFECTED BY ANY HOLY, MAGIC, OR BARDIC FLAVOR, IMMEDIATELY DROP TO -1 HP.

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

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

**WAVE OF SON D (RAPID FIRE, INSTANT)**  
ONE PACKET/LVL; "(3X LEVEL) HOLY STUN"

# SON D

ALIGNMENT: GOOD

SACRIFICE: "2 HOLY"

ELEMENT: LIGHT

APPRENTICE POWER:

**TOUCH OF SON D (SINGLE, INSTANT)**  
"(3 X LEVEL) HOLY"

JOURNEYMAN POWER:

**LIGHT OF SON D (RAPID FIRE, INSTANT)**  
ONE PACKET/LVL; "(3 X LEVEL) HOLY"

MASTER POWERS:

**WAVE OF SON D (RAPID FIRE, INSTANT)**  
ONE PACKET/LVL; "(3X LEVEL) HOLY STUN"

**BLAST OF SON D (SINGLE, INSTANT)**  
"(10 X LEVEL) HOLY"

**JOURNEYMAN POWERS:**  
**COMPLETE REGENERATION (SINGLE, INSTANT)**  
"HOLY REGENERATE FULL"  
**DIVINE HAMMER (SELF, DEBRIEFING)**  
ALLOWS CHARACTER TO SWING FOR "HOLY"  
ONCE WITH A BLUNT WEAPON  
**GREATER HEALING (SINGLE, INSTANT)**  
'(2 X LVL) HOLY HEALING'  
**GREATER MAIM (RAPID FIRE 5, INSTANT)**  
"HOLY MAIM {TARGET LIMB}"  
**GREATER STUN (SHOTGUN 5, INSTANT)**  
"HOLY STUN"  
**HOLY GUIDANCE (TOUCH, DEBRIEFING)**  
NEXT ATTACK WITH BLUNT MELEE WEAPON  
DOES "+4 PIERCING".  
**HOLY SHIELD (TOUCH, DEBRIEFING)**  
NEXT HOLY ATTACK IS NULLIFIED. TARGET MUST  
CALL "SHIELD".  
**LIGHT OF SON D (RAPID FIRE, INSTANT)**  
ONE PACKET/LVL; "(3 X LEVEL) HOLY"  
**MASS WEAKENING (SHOTGUN 5, DEBRIEFING)**  
"HOLY WEAKEN"  
**REBOUND (SELF, DEBRIEFING)**  
NEXT WEAPON HIT WILL BE NULLIFIED. TARGET  
MUST CALL "REBOUND".

APPRENTICE POWERS:  
**BURNING BLOOD (SINGLE, INSTANT)**  
"HOLY DISPEL: POISON"  
**FIRM GRIP (TOUCH, DEBRIEFING)**  
GRANTS THE ABILITY TO RESIST ONE DISARM  
EFFECT, CALLING "RESIST"  
**HEALING (SINGLE, INSTANT)**  
'(2 X LVL) HOLY HEALING'  
**HOLY EMPowerMENT (TOUCH, DEBRIEFING)**  
TARGET GAINS 10 HP. BONUS HP GRANTED MAY  
EXCEED NORMAL MAX HP AND IS HEALABLE. IF  
AFFECTED BY "HOLY" OR "MAGIC" FLAVOR,  
IMMEDIATELY DROP TO -1 HP.  
**MAIM (SINGLE, INSTANT)**  
"HOLY MAIM {TARGET LIMB}"  
**MINOR REBOUND (TOUCH, DEBRIEFING)**  
NEXT RANGED WEAPON HIT WILL BE NULLIFIED.  
TARGET MUST CALL "REBOUND".  
**PHYSICAL SHIELD (TOUCH, DEBRIEFING)**  
NEXT PHYSICAL ATTACK IS NULLIFIED. TARGET  
MUST CALL "SHIELD".  
**SPIRITUAL AWARENESS (SINGLE, INSTANT)**  
"HOLY DETECT UNDEAD"  
**STUN (SINGLE, INSTANT)**  
"HOLY STUN"  
**TOUCH OF SON D (SINGLE, INSTANT)**  
"(3 X LEVEL) HOLY"