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- **Lords of Ohran**

## Religions - Lords of Ohran

dimanche 15 octobre 2000, par [Guillaume](#)

<b>Kuor</b>	<b>Sphere</b> : Weather/ Lesser Flows
<b>Profession Bonuses</b> Lore~Magical +5 Influence +10 Outdoor~Environmental +10 Power~Awareness +5 Power~Manipulation +10 Power Points Development +5 Spell Group +5	<b>Skills</b> <i>Occupational</i> : Weather Watching, Spell Lore <i>Everyman</i> : Religion, Outdoor~Environmental Category 1 Skill in Power~Manipulation 1 Skill in Power~Awareness <i>Restricted</i> : Armor Group Weapon Group
<b>Prime Requisites</b> Constitution or Reasoning	<b>Spell Lists</b> Channels Divine Magic Holy Element Holy Wrath Protections Spiritual Vision

<b>Prime Requisites</b> Memory	<b>Spell Lists</b> Channels Communal Ways Divine Magic Holy Trances Holy Wrath Proselytizing
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<b>Reann</b>	<b>Sphere</b> : Night
<b>Profession Bonuses</b> Awareness Group +10 Power Points Development +10 Subterfuge Group +10 Spell Group +10 Weapon Group +5	<b>Skills</b> <i>Occupational</i> : Star Gazing Astronomy Divination <i>Everyman</i> : Religion Spell Lore Subterfuge~Stealth Category <i>Restricted</i> : None
<b>Special Abilities</b> +5 Awareness Group +10 Subterfuge~Stealth <b>Prime Requisite</b> Reasoning	<b>Spell Lists</b> Communal Ways Proselytizing Protections Repulsions Summons Spiritual Vision

<b>Valris</b>	<b>Sphere</b> : Learning/ Wisdom
<b>Profession Bonuses</b> Influence +10 Lore Group +10 Power Points Development +5 Science/Analytic Group +10 Spell Group +5 Technical/Trade Group +10	<b>Skills</b> <i>Occupational</i> : Religion <i>Everyman</i> : Communication Category History 10 Skills in Technical/Trade Group 5 Skills in Science/Analytic Group <i>Restricted</i> : Armor Group Weapon Group

<b>Eisa</b>	<b>Sphere</b> : Death / Rebirth
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<b>Profession Bonuses</b> Influence +5 Lore Group +10 Power~Awareness Category +5 Power Points Development +10 Spell Group +10 Technical/Trade Group +5	<b>Skills</b> <i>Occupational :</i> Religion Midwifery <i>Everyman :</i> First Aid Herb lore Second Aid Surgery <i>Restricted :</i> None
<b>Special Abilities</b> +5 RR versus Undead Effects  <b>Prime Requisite</b> Self Discipline	<b>Spell Lists</b> Death Mastery Life Mastery Proselytizing Protections Spiritual Visions, Repulsions

<b>Profession Bonuses</b> Awareness Group +5 Influence +20 Lore Group +5 Power Point Development +5 Self Control +5 Spell Group +10	<b>Skills</b> <i>Occupational :</i> Herb Lore Use Prepared Herbs <i>Everyman :</i> Religion Dancing All skills in Influence category <i>Restricted :</i> Body development
<b>Special Abilities</b> +15 to all Influence Skills  <b>Prime Requisite</b> Self Discipline	<b>Spell Lists</b> Divine Magic Life Mastery Proselytizing Protections Repulsions Summons

<b>Phaon</b>	<b>Sphere : Sun</b>
<b>Profession Bonuses</b> Armor Group +10 Awareness Group +5 Influence +5 Lore Group +10 Power Awareness +5 Power Points Development +5 Spell Group +5 Weapon Group +5	<b>Skills</b> <i>Occupational :</i> First Aid <i>Everyman :</i> Herb Lore Navigation Religion Spell Lore Outdoor~Environmental <i>Restricted :</i> None
<b>Special Abilities</b> +15 to all Awareness~Searching Skills <b>Prime Requisite</b> Reasoning	<b>Spell Lists</b> Communal Ways Holy Element ( Fire ) Holy Wrath Life Mastery Protections Repulsions

<b>Oriana</b>	<b>Sphere : Love / Fertility</b>
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<b>Cay</b>	<b>Sphere : Strenghth</b>
<b>Profession Bonuses</b> Armor Group +5 Athletic Brown +10 Athletic Endurance +10 Athletic Gymnastics +5 Influence +5 Power Point Development +5 Spell Group +5 Weapon Group +5	<b>Skills</b> <i>Occupational :</i> 1 Skill in Athletic~Brawn 1 Skill in Athletic~Endurance 1 Skill in Athletic~Gymnastics <i>Everyman :</i> Religion All skills in Athletic~Brawn All skills in Athletic~Endurance All skills in Athletic~Gymnastics <i>Restricted :</i> None
<b>Special Abilities</b> +15 to Resistance Rolls versus undead effects <b>Prime Requisite</b> Constitution	<b>Spell Lists</b> Death Mastery Holy Elements Holy Symbol Holy Weapon Holy Wrath Repulsions

<b>Iloura</b>	<b>Sphere : Earth</b>
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<b>Profession Bonuses</b> Awareness Group +10 Influence +5 Lore Group +5 Power~Awareness +5 Power Point Development +5 Spell Group +10 Technical/Trade~General +5	<b>Skills</b> <i>Occupational :</i> Oriculture Herb Lore <i>Everyman :</i> History Religion Enris-Sokal Writen <i>Restricted :</i> None
<b>Special Abilities</b> +25 Awareness Maneuvers involving Earth Stones <b>Prime Requisite</b> Memory	<b>Spell Lists</b> Divine Magic Faith Shield Holy Element ( Earth ) Natures Domination Protections Summons

<b>Profession Bonuses</b> Influence +5 Lore~Magical +15 Power~Awareness +5 Power~Manipulation +5 Power Point Development +10 Spell Group +10	<b>Skills</b> <i>Occupational :</i> Spell Lore <i>Everyman :</i> Religion Acting 1 Skill in Power~Manipulation 1 Skill in Spell Group <i>Restricted :</i> Armor Group Body Development Weapon Group
<b>Special Abilities</b> +10 to Influence +5 to Power~Manipulation <b>Prime Requisite</b> Reasoning	<b>Spell Lists</b> Communal Ways Holy Element ( Essaence *) Proselytizing Protections Repulsions Summons

<b>Shaal</b>	<b>Sphere :</b> Sea
<b>Profession Bonuses</b> Armor Group +5 Awareness Group +5 Influence +5 Lore Group +5 Outdoor~Environmental +15 Power Points Development +5 Spell Group +5 Weapon Group +5	<b>Skills</b> <i>Occupational :</i> Swimming <i>Everyman :</i> Rope Mastery Sailing Boat Piloting Religion All skills in Outdoor~Environmental <i>Restricted :</i> None
<b>Special Abilities</b> +25 to awareness Maneuvers while underwater Watervision 50' <b>Prime Requisite</b> Memory	<b>Spell Lists</b> Aquatic Forms Channels Communal Ways Holy Elements ( Water ) Proselytizing Protections

<b>Kieron</b>	<b>Sphere :</b> Festival/Arts
<b>Profession Bonuses</b> Artistic Group +15 Crafts +10 Athletic~Gymnastics +5 Awareness~Senses +5 Power Points Development +5 Spell Group +5 Subterfuge~Stealth +5	<b>Skills</b> <i>Occupational :</i> 1 skill in the Artistic Group <i>Everyman :</i> All skills in the Artistic Group 1 Skill in Crafts <i>Restricted :</i> None
<b>Special Abilities</b> Can make a sense reality maneuver to detect illusion <b>Prime requisite</b> Reasoning	<b>Spell Lists</b> Communal Ways Divine Magic Holy Elements Protections Spritual Visions Summons

<b>Jaysek</b>	<b>Sphere :</b> Magic/Visual Arts
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<b>Teris</b>	<b>Sphere :</b> Messenger of Gods
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<b>Profession Bonuses</b> Armor~Light +10 Communication +5 Artistic Group +5 Influence +10 Lore Group +5 Power Points Development +5 Spell Group +5 Weapon Group +5	<b>Skills</b> <i>Occupational</i> : None <i>Everyman</i> : All Skills in Communication All Skills in Influence Heraldry <i>Restricted</i> : None
<b>Special Abilities</b> None  <b>Prime Requisite</b> Self Discipline	<b>Spell Lists</b> Communal Ways Divine Aura Holy defenses Holy Elements ( Wind ) Proselytizing Protections

<b>Iorak</b>	<b>Sphere</b> : The Smith/ Metalworking
<b>Profession Bonuses</b> Armor Group +10 Crafts +10 Influence +5 Lore Group +5 Power Points Development +5 Spell Group +5 Weapon Group +10	<b>Skills</b> <i>Occupational</i> : 1 Metalcrafting Skills <i>Everyman</i> : All skills in Craft category that involve metal Foraging Religion <i>Restricted</i> : None
<b>Special Abilities</b> +10 to any lore involving armors, weapons or metal +5 to Artifact Lore <b>Prime Requisite</b> Constitution	<b>Spell Lists</b> Ceremonies Channels Divine magic Faith's Shield Holy Element ( Metal ) Holy Weapon