

7 5	SKILLS		
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11.			
Item Loc. Weight	Spell Skill Drain Range		
255 1034	Spell Skill Drain Range Smite Holy Rolling 2 Tou		
Must be cast on a weapon. For the duration of the spell the weapon's damage is increased by +2 (+4 with a raise).			
Duration = 3 rounds.			
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	Deflection Holy Rolling a T		
	Deflection Holy Rolling 2 To	ouc <u>h</u>	
	With a standard success attackers subtract 2 from all Fig.	ahting.	
Shooting, or other attack rolls directed at the user. On a raise,			
attackers-subtract 4. Duration: 3 rounds			
TOTAL SPELL POINTS: 10.			
See Low Life pp 38-39 for more info on Jeezle Freaks.			
See Low Life p. 44 for more info on Holy Rollers.			
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NOTES	1	CLAMS	
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		Wght Carried	
		Wght Limit	
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		Enc. Penalty	
	Injuries		