

Lords of Ohran

RMSS Conversions For Priests

Kuor

Sphere : Weather/ Lesser Flows

Profession Bonuses :

Lore~Magical	+5	
Influence		+10
Outdoor~Environmental	+10	
Power~Awareness	+5	
Power~Manipulation	+10	
Power Points Development	+5	
Spell Group	+5	

Skills :

Occupational :

Weather Watching,
Spell Lore

Everyman :

Religion,
Outdoor~Environmental Category
1 Skill in Power~Manipulation
1 Skill in Power~Awareness

Restricted :

Armor Group
Weapon Group

Spell Lists :

Channels
Divine Magic
Holy Element
Holy Wrath
Protections
Spiritual Vision

Prime Requisites :

Constitution or Reasoning

Valris

Sphere : Learning/ Wisdome

Profession Bonuses :

Influence		+10
Lore Group	+10	
Power Points Development	+5	
Science/Analytic Group	+10	
Spell Group	+5	
Technical/Trade Group	+10	

Skills :

Occupational :

Religion

Everyman :

Communication Category
History
10 Skills in Technical/Trade Group
5 Skills in Science/Analytic Group

Restricted :

Armor Group
Weapon Group

Spell Lists :

Channels
Communal Ways
Divine Magic
Holy Trances
Holy Wrath
Proselytizing

Prime Requisites :

Memory

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Reann

Sphere : Night

Profession Bonuses :

Awareness Group	+10	
Power Points Development	+10	
Subterfuge Group	+10	
Spell Group	+10	
Weapon Group		+5

Skills :

Occupational :

Star Gazing
Astronomy
Divination

Everyman :

Religion
Spell Lore
Subterfuge~Stealth Category

Restricted :

None

Spell Lists :

Communal Ways
Proselytizing
Protections
Repulsions
Summons
Spiritual Vision

Special Abilities :

+5 Awareness Group
+10 Subterfuge~Stealth

Prime Requisite :

Reasoning

Eissa

Sphere : Death/ Rebirth

Profession Bonuses :

Influence		+5
Lore Group	+10	
Power~Awareness Category	+5	
Power Points Development	+10	
Spell Group	+10	
Technical/Trade Group	+5	

Skills :

Occupational :

Religion
Midwifery

Everyman :

First Aid
Herb lore
Second Aid
Surgery

Restricted :

None

Spell Lists :

Death Mastery
Life Mastery
Proselytizing
Protections
Spiritual Visions,
Repulsions

Special Abilities :

+5 RR versus Undead Effects

Prime Requisite :

Self Discipline

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Phaon

Sphere : Sun

Profession Bonuses :

Armor Group	+10	
Awareness Group	+5	
Influence		+5
Lore Group	+10	
Power Awareness	+5	
Power Points Development	+5	
Spell Group	+5	
Weapon Group		+5

Skills :

Occupational :

First Aid

Everyman :

Herb Lore
Navigation
Religion
Spell Lore
Outdoor~Environmental

Restricted :

None

Spell Lists :

Communal Ways
Holy Element (Fire)
Holy Wrath
Life Mastery
Protections
Repulsions

Special Abilities :

+15 to all Awareness~Searching Skills

Prime Requisite :

Reasoning

Oriana

Sphere : Love/Fertility

Profession Bonuses :

Awareness Group	+5	
Influence		+20
Lore Group	+5	
Power Point Development	+5	
Self Control	+5	
Spell Group	+10	

Skills :

Occupational :

Herb Lore
Use Prepared Herbs

Everyman :

Religion
Dancing
All skills in Influence category

Restricted :

Body development

Spell Lists :

Divine Magic
Life Mastery
Proselytizing
Protections
Repulsions
Summons

Special Abilities :

+15 to all Influence Skills

Prime Requisite :

Self Discipline

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Cay

Sphere : Strength

Profession Bonuses :

Armor Group	+5	
Athletic Brawn	+10	
Athletic Endurance	+10	
Athletic Gymnastics	+5	
Influence		+5
Power Point Development	+5	
Spell Group	+5	
Weapon Group		+5

Skills :

Occupational :

- 1 Skill in Athletic~Brawn
- 1 Skill in Athletic~Endurance
- 1 Skill in Athletic~Gymnastics

Everyman :

- Religion
- All skills in Athletic~Brawn
- All skills in Athletic~Endurance
- All skills in Athletic~Gymnastics

Restricted :

None

Spell Lists :

- Death Mastery
- Holy Elements
- Holy Symbol
- Holy Weapon
- Holy Wrath
- Repulsions

Special Abilities :

- +15 to Resistance Rolls versus undead effects

Prime Requisite :

Constitution

Iloura

Sphere : Earth

Profession Bonuses :

Awareness Group	+10	
Influence		+5
Lore Group	+5	
Power~Awareness	+5	
Power Point Development	+5	
Spell Group	+10	
Technical/Trade~General	+5	

Skills

Occupational :

- Oriculture
- Herb Lore

Everyman :

- History
- Religion
- Ennis-Sokal Writen

Restricted :

None

Spell Lists :

- Divine Magic
- Faith Shield
- Holy Element (Earth)
- Natures Domination
- Protections
- Summons

Special Abilities :

- +25 Awareness Maneuvers involving Earth Stones

Prime Requisite :

Memory

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Shaal

Sphere : Sea

Profession Bonuses :

Armor Group	+5	
Awareness Group	+5	
Influence		+5
Lore Group	+5	
Outdoor~Environmental	+15	
Power Points Development	+5	
Spell Group	+5	
Weapon Group		+5

Skill Bonuses :

Occupational :

Swimming

Everyman :

Rope Mastery
Sailing
Boat Piloting
Religion
All skills in
Outdoor~Environmental

Restricted :

None

Spell Lists :

Aquatic Forms
Channels
Communal Ways
Holy Elements (Water)
Proselytizing
Protections

Special Abilities :

+25 to awareness Maneuvers
while underwater
Watervision 50'

Prime Requisite :

Memory

Jaysek

Sphere : Magic/Visual Arts

Profession Bonuses :

Influence		+5
Lore~Magical	+15	
Power~Awareness	+5	
Power~Manipulation	+5	
Power Point Development	+10	
Spell Group	+10	

Skill Bonuses :

Occupational :

Spell Lore

Everyman :

Religion
Acting
1 Skill in Power~Manipulation
1 Skill in Spell Group

Restricted :

Armor Group
Body Development
Weapon Group

Spell Lists :

Communal Ways
Holy Element (Essaence *)
Proselytizing
Protections
Repulsions
Summons

Special Abilities

+10 to Influence
+5 to Power~Manipulation

Prime Requisite :

Reasoning

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Kieron

Sphere : Festival/Arts

Profession Bonuses :

Artistic Group	+15
Crafts	+10
Athletic~Gymnastics	+5
Awareness~Senses	+5
Power Points Development	+5
Spell Group	+5
Subterfuge~Stealth	+5

Skills :

Occupational :

1 skill in the Artistic Group

Everyman :

All skills in the Artistic Group

1 Skill in Crafts

Restricted :

None

Spell Lists :

Communal Ways
Divine Magic
Holy Elements
Protections
Sprirtual Visions
Summons

Special Abilities

Can make a sense reality maneuver
to detect illusion

Prime requisite :

Reasoning

Teris

Sphere : Messenger of Gods

Profession Bonuses :

Armor~Light	+10	
Communication		+5
Artistic Group	+5	
Influence		+10
Lore Group	+5	
Power Points Development	+5	
Spell Group	+5	
Weapon Group		+5

Skills :

Occupational :

None

Everyman :

All Skills in Communication

All Skills in Influence

Heraldry

Restricted :

None

Spell Lists :

Communal Ways
Divine Aura
Holy defenses
Holy Elements (Wind)
Proselytizing
Protections

Special Abilities :

None

Prime Requisite :

Self Discipline

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Iorak

Sphere : The Smith/ Metalworking

Profession Bonuses :

Armor Group	+10	
Crafts	+10	
Influence		+5
Lore Group	+5	
Power Points Development	+5	
Spell Group	+5	
Weapon Group		+10

Skills :

Occupational :

1 Metalcrafting Skills

Everyman :

All skills in Craft category that
involve metal
Foraging
Religion

Restricted :

None

Spell Lists :

Ceremonies
Channels
Divine magic
Faith's Shield
Holy Element (Metal)
Holy Weapon

Special Abilities :

+10 to any lore involving
armors , weapons or metal
+5 to Artifact Lore

Prime Requisite :

Constitution