TABLE III.2–6: AUGMENT ADDITIONAL EFFECTS

EFFECTS	DIFFICULTY MOD
Divine Health (Divine Only): The target increases their wound threshold by a value equal to the character's ranks in Knowledge for the duration of the spell.	+◆
Haste: Targets affected by the spell can always perform a second maneuver during their turn without spending strain (they may still only perform two maneuvers a turn).	+◆
Primal Fury (Primal Only): The target adds damage equal to the character's ranks in Knowledge to unarmed combat checks, and their Critical rating for unarmed combat checks becomes 3.	+◆
Range: Increase the range of the spell by one range band. This may be added multiple times, increasing the range by one range band each time.	+◆
Swift: Targets affected by the spell ignore the effects of difficult terrain and cannot be immobilized.	+◆
Additional Target: The spell affects one additional target within range of the spell. In addition, after casting the spell, you may spend A to affect one additional target within range of the spell (and may trigger this multiple times, spending A each time).	+◆◆

AUGMENT

Concentration: Yes
Skills: Divine, Primal

This is using magic to enhance people. A character selects one target they are engaged with (which can be themself), then makes a Primal or Divine skill check. The default difficulty of the check is **Average (◆◆)**. If the check is successful, until the end of your character's next turn, the target increases the ability of any skill checks they make by one (in effect, this means they add ◆ to their checks).

A character may not be affected by more than one Augment spell at the same time (so no stacking effects).

Before making an augment check, choose any number of additional effects listed on **Table III.2–6: Augment Additional Effects**. These effects are added to the check.

COMMONLY USED SPELLS