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GRIMOIRE

BOOK OF AVA

Power Push: Make a **Spellcast Roll** against a target within Melee range. On a success, they're knocked back to Far range and take **d10+2** magic damage using your Proficiency.

Tava's Armor: Spend a **Hope** to give a target you can touch a +1 bonus to their Armor Score until their next rest or you cast Tava's Armor again.

Ice Spike: Make a **Spellcast Roll (12)** to summon a large ice spike within Far range. If you use it as a weapon, make the Spellcast Roll against the target's Difficulty instead. On a success, deal **d6** physical damage using your Proficiency.

