

Applied Scripture

1. Patience Defense – level 1

Philippians 4:6

Do not be anxious about anything, but in everything, by prayer and petition, with thanksgiving, present your requests to God.

PA 10 1/day 1 turn

Makes target immune to attacks against patience attacking temptations for 10 turns. This only effects temptations that are <= double of speaker's patience level. Memorizing doubles number of turns in effect.

Exp = 5 in patience per point of damage inflicted against patience.

4. Faithfulness attack – level 1

Exodus 20:3

You shall have no other gods before me.

FA 6 3/day 2 turns

Inflicts damage to a faithfulness attacking temptation = 2 X current faithfulness strength / level of temptation. Memorizing doubles damage caused.

Exp = normal damage against temptation.

2. Peace Defense – level 1

Luke 12:15

“Watch out! Be on your guard against all kinds of greed; a man's life does not consist in the abundance of his possessions.”

PE 10 1/day 1 turn

Makes target immune to attacks against peace attacking temptations for 10 turns. This only effects temptations that are <= double of speaker's peace level. Memorizing doubles number of turns in effect.

Exp = 5 in peace per point of damage inflicted against peace.

5. Healing – level 1

Matthew 11:28

Come to me, all you who are weary and burdened, and I will give you rest.

LO 12 2/day 3 turns

Heals, for a particular target, one random damaged character strength for 3 points X love level of speaker. Memorizing doubles both number of character strengths affected and number of points healed.

Exp = Number of points healed X 10.
Exp = 0 if speaker uses it on her/himself.

3. Multi-Defense – level 1

Colossians 3:12

Therefore, as God's chosen people, holy and dearly loved, clothe yourselves with compassion, kindness, humility, gentleness and patience.

GO, KI, GE, PA 10 1/day 2 turns

Makes target immune to attacks against goodness, kindness, gentleness, and patience attacking temptations for 4 turns. This only effects temptations that are <= double of speaker's level in same character strength. Memorizing doubles number of turns in effect.

Exp = 5 in same strength category per point of damage inflicted.

6. Conqueror – level 1

1 Peter 5:6

Humble yourselves, therefore, under God's mighty hand, that he may lift you up in due time.

GE 10 3/day 1 turns

Doubles angels attack effectiveness and damage for target character for 5 turns. Memorizing quadruples angel's attack effectiveness and damage.

Exp = damage points inflicted by angels.

7. Joy Defense – level 1

Hebrews 13:5

Keep your lives free from the love of money and be content with what you have, because God has said, "Never will I leave you; never will I forsake you".

JO 10 1/day 1 turn

Makes target immune to attacks against joy attacking temptations for 10 turns. This only effects temptations that are <= double of speaker's joy level. Memorizing doubles number of turns in effect.

Exp = 5 in patience per point of damage inflicted against joy.

10. Say it again – level 1

Proverbs 10:23

A fool finds pleasure in evil conduct, but a man of understanding delights in wisdom.

SC 10 1/day 3 turns

Makes any one first level Scripture available to a character. Memorizing will give two first level Scriptures.

Exp = none.

13. Peace attack – level 1

Isaiah 26:3

You will keep in perfect peace him whose mind is steadfast, because he trusts in you.

PE 6 3/day 2 turns

Inflicts damage to a peace attacking temptation = 2 X current peace strength / level of temptation. Memorizing doubles damage caused.

Exp = normal damage against temptation

8. Self-control Defense – level 1

I Thessalonians 5:6

So then, let us not be like others, who are asleep, but let us be alert and self-controlled.

SC 10 1/day 1 turn

Makes target immune to attacks against self-control attacking temptations for 10 turns. This only effects temptations that are <= double of speaker's self-control level. Memorizing doubles number of turns in effect.

Exp = 5 in self-control per point of damage inflicted against self-control.

11. Love attack – level 1

John 15:12

My command is this: Love each other as I have loved you.

LO 6 3/day 2 turns

Inflicts damage to a love attacking temptation = 2 X current love strength / level of temptation. Memorizing doubles damage caused.

Exp = normal damage against temptation.

14. Multi attack – level 1

Ephesians 4:2

Be completely humble and gentle; be patient, bearing with one another in love.

GE 6 3/day 2 turns

Inflicts damage to a Gentleness, Patience, Kindness, or Love attacking temptation = 1 X current strength of attack by temptation / level of temptation. Memorizing doubles damage caused.

Exp = normal damage against temptation

9. Love Defense – level 1

I John 4:18a

There is no fear in love. But perfect love drives out fear . . .

LO 10 1/day 1 turn

Makes target immune to attacks against love attacking temptations for 10 turns. This only effects temptations that are <= double of speaker's love level.

Exp = 5 in patience per point of damage inflicted against love. Memorizing doubles number of turns in effect.

12. Joy attack – level 1

I Thessalonians 5:16-18a

Be joyful always; pray continually; give thanks in all circumstances, for this is God's will for you . . .

JO 6 3/day 2 turns

Inflicts damage to a joy attacking temptation = 2 X current joy strength / level of temptation. Memorizing doubles damage caused.

Exp = normal damage against temptation.

15. Goodness attack – level 1

2 Thessalonians 1:11b

. . . that by his power he may fulfill every good purpose of yours and every act prompted by your faith.

GO 6 3/day 2 turns

Inflicts damage to a goodness attacking temptation = 2 X current goodness strength / level of temptation. Memorizing doubles damage caused.

Exp = normal damage against temptation

16. Multi-Healing – level 2

James 5:16

Therefore confess your sins to each other and pray for each other so that you may be healed. The prayer of a righteous man is powerful and effective.

LO 20 2/day 3 turns

Heals, for a particular target, all damaged character strength for 3 points (X love level / 2 of speaker). Memorizing doubles points healed.

Exp = Number of points healed in each strength category X 10.
Exp = 0 if speaker uses it on her/himself.

19. Noise Stopper – level 2

John 14:27

Peace I leave with you; my peace I give you. I do not give to you as the world gives. Do not let your hearts be troubled and do not be afraid.

PE 16 2/day 1 turn

This vanquishes all visible Harpies and removes the special attack of all visible Banshees. Memorizing will vanquish all visible Banshees.

Exp = All of the experience points of every affected temptation, as if they had been vanquished.

17. Multi-Faithfulness attack – level 2

Hebrews 12:3

Consider him who endured such opposition from sinful men, so that you will not grow weary and lose heart.

FA 12 3/day 2 turns

Inflicts damage to multiple faithfulness attacking temptation(s) = 2 X current faithfulness strength / level of temptation(s). All damage is done to the first target first. If the first target is eliminated, any remaining damage will be inflicted upon the second target, etc. Memorizing doubles damage caused.

Exp = normal damage against temptation(s).

20. Multi-Kindness attack – level 2

Ephesians 4:32

Be kind and compassionate to one another, forgiving each other, just as in Christ God forgave you.

KI 12 3/day 2 turns

Inflicts damage to multiple kindness attacking temptation(s) = 2 X current kindness strength / level of temptation(s). All damage is done to the first target first. If the first target is eliminated, any remaining damage will be inflicted upon the second target, etc. Memorizing doubles damage caused.

Exp = normal damage against temptation(s).

18. Multi-Joy attack – level 2

James 1:2-3

Consider it pure joy, my brothers, whenever you face trials of many kinds, because you know that the testing of your faith develops perseverance.

JO 12 3/day 2 turns

Inflicts damage to multiple joy attacking temptation(s) = 2 X current joy strength / level of temptation(s). All damage is done to the first target first. If the first target is eliminated, any remaining damage will be inflicted upon the second target, etc. Memorizing doubles damage caused.

Exp = normal damage against temptation(s).

21. Fearless – level 2

Romans 8:38-39

For I am convinced that neither death nor life, neither angels nor demons, neither the present nor the future, nor any powers, neither height nor depth, nor anything else in all creation, will be able to separate us from the love of God that is in Christ Jesus our Lord.

LO 16 2/day 1 turn

This vanquishes all visible skeletons and removes the special attack of all visible Skeleton Warriors. Memorizing will vanquish all visible Skeleton Warriors.

Exp = All of the experience points of every affected temptation, as if they had been vanquished.

22. Multi-Patience attack – level 2

Psalm 27:14

Wait for the Lord; be strong and take heart and wait for the Lord.

PA 12 3/day 2 turns

Inflicts damage to multiple patience attacking temptation(s) = 2 X current patience strength / level of temptation(s). All damage is done to the first target first. If the first target is eliminated, any remaining damage will be inflicted upon the second target, etc. Memorizing doubles damage caused.

Exp = normal damage against temptation(s).

25. Multi-Gentleness attack – level 2

Matthew 5:5

Blessed are the meek, for they will inherit the earth.

GE 12 3/day 2 turns

Inflicts damage to multiple gentleness attacking temptation(s) = 2 X current gentleness strength / level of temptation(s). All damage is done to the first target first. If the first target is eliminated, any remaining damage will be inflicted upon the second target, etc. Memorizing doubles damage caused.

Exp = normal damage against temptation(s).

23. Targeted Healing – level 2

I Peter 2:24

He himself bore our sins in his body on the tree, so that we might die to sins and live for righteousness; by his wounds you have been healed.

LO 20 2/day 5 turns

Heals, for a particular target, any one character strength for 3 points X love level of the speaker. Memorizing doubles number of characters strengths affected and number of points healed.

Exp = 10 X number of points healed in the character strength that was healed.
Exp = 0 if speaker uses it on her/himself.

26. Multi-Self-Control attack – level 2

Titus 3:11-12

For the grace of God that brings salvation has appeared to all men. It teaches us to say, “No” to ungodliness and worldly passions, and to live self-controlled, upright and godly lives in this present age, . . .

SC 12 3/day 2 turns

Inflicts damage to multiple self-control attacking temptation(s) = 2 X current self-control strength / level of temptation(s). All damage is done to the first target first. If the first target is eliminated, any remaining damage will be inflicted upon the second target, etc. Memorizing doubles damage caused.

Exp = normal damage against temptation(s).

24. Multi-Goodness attack – level 2

Romans 8:28

And we know that in all things God works for the good of those who love him, who have been called according to his purpose.

GO 12 3/day 2 turns

Inflicts damage to multiple goodness attacking temptation(s) = 2 X current goodness strength / level of temptation(s). All damage is done to the first target first. If the first target is eliminated, any remaining damage will be inflicted upon the second target, etc. Memorizing doubles damage caused.

Exp = normal damage against temptation(s).

27. Second Shot – level 3

Philippians 3:14

I press on towards the prize for which God has called me heavenward in Jesus Christ.

GO 22 1/day 1 turn

Gives the angels of the speaker the following ability: If they miss their first target on a ranged attack, they may attempt to hit another target (within range) behind the first along the Exact Line in the same turn. This ability will last until the end of the day. Memorizing will give a third chance.

Exp = None.

30. Say Them Again – level 3

I Peter 1:13

Therefore, prepare your minds for action; be self-controlled; set your hope fully on the grace to be given you when Jesus Christ is revealed.

SC 25 1/day 6 turns

Makes any two level 1 Scriptures, or one level 2 Scripture available to a character. Memorizing will give double the number of Scriptures.

Exp = none.

28. Spiritual Scouting – level 3

Hebrews 11:6

And without faith it is impossible to please God, because anyone who comes to him must believe that he exists and that he rewards those who earnestly seek him.

PE 22, PA 22 8/day 2 turns

Allows a character's angelic team to learn what Temptations reside (only if previously unknown) in one adjacent map room/area. Memorizing will result in twice the experience points earned.

Exp = 3 X level of Temptation per temptation learned in the matching character strength.

31. Regeneration – level 3

II Corinthians 4:16

Therefore we do not lose heart. Though outwardly we are wasting away, yet inwardly we are being renewed day by day.

LO 25 1/day 10 turns

Enables a character to heal one point of damage per 10 turns, in a specific character strength. When said, the speaker must identify the target character, and a currently undamaged character strength for regeneration. This will last to the end of the day. Memorizing will allow the speaker to identify two character strengths.

Exp = none, if target is the speaker.
Exp = 10 per point regenerated if the target is not the speaker.

29. View Enemy HP – level 3

I John 5:18a

We know that anyone born of God does not continue to sin;

FA 25 15/day 1 turn

Allows a character's angelic team to learn what a Temptations hit points are. Will only affect Temptations up to one level higher than the matching character strength level. Memorization will affect two temptations.

Exp = 5 X level of Temptation in the matching character strength.

32. Bank shot – level 3

John 17:23

I in them and you in me. May they be brought to complete unity to let the world know that you sent me and have loved them even as you have loved me.

JO 20 1/day 1 turn

Allows the Speakers angelic team to bounce their ranged attacks off walls following the General Line rules. This ability will last until the end of the day. Memorizing causes this ability to apply to an additional character.

Exp = none.

33. Lower Enemy Defense – level 3

Luke 16:13

No servant can serve two masters. Either he will hate the one and love the other, or he will be devoted to the one and despise the other. You cannot serve both God and Money.

KI 25 15/day 2 turns

Lowers a Temptations defense by 2 X the speaker's Kindness level. Memorizing doubles lowering the defense.

Exp = 5 per defense points lowered.

34. Multi-Strength Boost – level 3

Matthew 11:29

Take my yoke upon you and learn from me, for I am gentle and humble in heart, and you will find rest for your souls.

GE 30 1/scenario 1 turn

Raises all of a target character's character strengths by 1 X Gentleness level for a scenario. Memorizing doubles the effect.

Exp = 0 if used on speaker.

Exp = 8 X number of points raised in each character strength category.

35. Battle Speed – level 3

Isaiah 40:31

But those who hope in the Lord will renew their strength. They will soar on wings like eagles; they will run and not grow weary; they will walk and not be faint.

PA 27 1/day 1 turn

Doubles the speaker's angel's movement points during battles. This effect lasts to the end of a day. Memorizing quadruples movement.

Exp = none.
