

**Lay on Hands**

**Focus 1**

**Uncommon, Healing, Necromancy, Positive**

**Traditions:** Divine

**Cast:** [1] somatic

**Range:** touch

**Targets:** 1 willing living creature or 1 undead creature

**Attack Bonus:** +5

Your hands become infused with positive energy, healing a living creature or damaging an undead creature with a touch. If you use *lay on hands* on a willing living target, you restore 6 Hit Points; if the target is one of your allies, they also gain a +2 status bonus to AC for 1 round. Against an undead target, you deal 1d6 damage and it must attempt a basic Fortitude save; if it fails, it also takes a –2 status penalty to AC for 1 round.

**Heightened (+1)** The amount of healing increases by 6, and the damage to an undead target increases by 1d6.