

Cleric

“We are all but toys of the gods, wandering souls needing guidance. At least, I was this way: now I’m the voice they choose to speak through, the hand that delivers the blow, the divine vessel of their influence. I’m an instrument and I’ll be used, carving the world as they see fit, smiting the unbelievers and the creatures of the dark. I wield the power of men and gods together, as my faith guides me above and beyond.”

Clerics are soldiers of faith, using the power of the gods to accomplish miracles no other mortals can.

NAME

LEVEL

LOOKS

XP

Strength
STR

Dexterity
DEX

Constitution
CON

Weak -1 ☐

Shaky -1 ☐

Sick -1 ☐

Intelligence
INT

Wisdom
WIS

Charisma
CHA

Stunned -1 ☐

Confused -1 ☐

Scarred -1 ☐

ARMOR

HIT POINTS

DAMAGE

d6

(Maximum 8+Constitution)

Origin

Origin

Choose your Homeland:

- ☐ Atisi
- ☐ Gotai
- ☐ Minal
- ☐ Kunla
- ☐ Kidhai
- ☐ Javala
- ☐ Eiman

Heritage/Origin Move

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Alignment

Alignment

Choose an alignment:

- ☐ Good: Help those in need.
- ☐ Neutral: Spread the word of your faith.
- ☐ Evil: Manipulate or harm others to further your deity’s influence.

Bonds

Bonds

Ask the other players the following questions and write down who volunteered.

- * Who despises my god? Why?
- * Who is also religious? Why do we respect each other?
- * Who was seen in visions granted to me by my god? What do they mean?
- * Who seeks atonement for the sins of the past? What have they done?

Gear

Gear

Your load is 10+STR. You start with travel rations (5 uses, 1 weight), a holy symbol (describe it, 0 weight), sacred writings (0 weight), and your deity’s favored weapon. Choose your defenses:

- ☐ Mail armor (2 armor, worn, clumsy, 3 weight) or leather tunic (1 armor, worn, 1 weight)
- ☐ 2 blocks of incense (holy, 1 use, 0 weight) and 2 bottles of Swena’s Silver Beer (1 use, 0 weight, as per page 254)

Choose one:

- ☐ Adventuring gear and travel rations (5 uses, 1 weight)
- ☐ A shield (+1 armor, 2 weight)
- ☐ A bag of books (5 uses, 2 weight) and 2 blocks of divine incense (holy, 1 use, 0 weight)

Select your Initial Move

Choose one of these to start with:

☐ I Want Save Others

When you **use aid or hinder**, if the task is within the purview of your deity's domains, you can roll +WIS instead of +BONDS.

☐ I Saw a Sign

When you **discern realities**, on a 10+ you can instead ask the GM any one question you want, and the GM will describe how your deity conveys this information to you.

☐ I Will Smite the Wicked

You start with **warpriest** and deal +1 damage when using your deity's favored weapon.

Extra Starting Moves

You also start with these moves:

☒ Deity

At the start of the game, choose your deity (see page 96).

When your **deity imposes a task upon you**, mark XP when you complete it.

☒ Divine Favor

Your starting maximum Favor is 3. When you **pray to your deity**, roll +WIS. On a 10+, set your Favor to its maximum. On a 7-9, like 10+ but your maximum Favor is reduced by 1 until you complete a task or provide a suitable sacrifice – the GM will tell you what.

You can spend Favor, 1 for 1, to choose an option:

- * Reduce damage you have taken by 1d4 points.
- * When you or an ally you can see makes a move, if it is related to your deity or its domains in some way, take +1 forward.
- * Over a short period of time, restore 1d6 hit points to a creature you touch.

☒ True Praying

When you **petition your deity to perform a miracle that falls within its domains**, tell the GM what you desire, and the GM will tell you when and where the rite must be performed, as well as what it will require (materials, sacrifices, worshipers etc.).

☒ Rebuke Adversary

Describe a creature you are sworn to defeat in the name of your deity. When you **brandish your holy symbol and call upon your deity to keep its adversaries at bay**, roll +WIS. On a 10+, you or your allies take +1 forward against them and, as long as you brandish your holy symbol and pray, they cannot come within arm's reach of you, unless you or your allies attack. On a 7-9, they cannot come within arm's reach of you unless you or your allies attack or you stop brandishing your holy symbol and praying.

☒ Religious Lore

When you **spout lore about your deity and related legends, people, places, items, and the like**, you can roll +WIS instead of +INT.

☒ Dependency on Iconology

If you **don't have your holy symbol**, you have -1 ongoing to use cleric moves, and at the GM's discretion some moves may not work at all.

Advanced Moves

When you gain a level from 2–5, choose from these moves.

☐ Bless You

You can give a creature you touch one or more Favor. They can spend it as if they have the **divine favor** move, but if they act in a manner opposed by your deity this Favor is immediately lost and you take -1 ongoing until you perform a task or provide a sacrifice as demanded by your deity.

☐ Divine Insight

When you **use religious lore**, you always get the 10+ result, and when you **spout lore**, if you spend a few moments praying to your deity, you can roll +WIS instead of +INT.

☐ Divine Intervention

When you **petition your deity for aid that is within its domains**, roll +WIS. On a 10+, your deity intervenes on your behalf. On a 7-9, like 10+ but choose one:

- * You get a lesser or different result – the GM will tell you which.
- * You need to spend 1 or more Favor.
- * You'll need to perform a task or sacrifice something to your god – the GM will tell you what.

☐ Divine Wrath

When you **call upon your deity's wrath to smite a creature up to near range**, describe it and roll +WIS. On a 10+, deal 1d8 damage, ignoring armor. On a 7-9, like 10+ but choose one:

- * Roll damage twice and choose the lesser result.
- * You must spend 1 Favor.
- * You draw unwelcome attention or put yourself in a spot – the GM will describe how.

☐ Favored Soul

Increase your maximum Favor to 5.

☐ Flagellant

When you **deal 1d6 damage to yourself**, ignoring armor, gain 1 Favor. Damage taken this way can only be healed naturally.

☐ Hallowed Ground

When you **use rebuke adversary**, they are repelled to *near* range.

☐ Lay on Hands

When you **spend Favor to heal a creature**, you instead restore 2d6 hit points.

☐ Last Rites

You can affect undead normally, even if it would usually require special conditions or materials. When you **reduce an undead creature to 0 or fewer hit points**, it never returns.

☐ On The Third Day

You recover from all of your debilities in three days, whether or not you rest.

☐ Purity of Body

You are immune to all poisons and disease.

☐ Shepherd

When you **order followers that worship the same deity as you**, you can roll +WIS instead of +Loyalty.

☐ Shield of Faith

As long as **you have Favor**, take +1 armor. If you aren't wearing any armor or carrying a shield, you instead have 2 armor. When **you spend Favor to reduce damage you have taken**, you instead reduce it by 1d6 points.

☐ Smite Adversary

You deal +1d6 damage against your deity's adversaries, and your attacks gain the *agonizing* tag.

☐ Suffer Not the Heretic

When you **discern realities**, the GM will tell you if any adversaries are nearby, even on a miss.

☐ Warpriest

You ignore the *clumsy* tag when wearing armor.

☐ Watch Over Us

When you or an ally **takes watch**, you can spend 1 Favor to take or have them take the 10+ result.

When you gain a level from 6–10, choose from these moves or the level 2–5 moves.

☐ Apocalypse

Requires: Divine Wrath

When you **use divine wrath**, it can have the *area* and *1 piercing* tags, and on a 12+ it deals 2d8 damage instead of 1d8.

☐ Blessed Ye Shall Be

Replaces: Favored Soul

Increase your maximum Favor to 7.

☐ Cleansing Touch

Requires: Purity of Body

You can spend 1 Favor to cure a creature or object touched of disease, poison, corruption, and similar afflictions.

☐ Faith Healing

Replaces: Lay on Hands

When you **spend Favor to heal a creature touched**, you heal +2d6 damage and the effect happens instantly.

☐ Improved Smite

Replaces: Smite Adversary

Against your deity's adversaries, deal +1d8 damage and your attacks gain the *agonizing* and *ignores armor* tags.

☐ Miracle

Requires: Divine Intervention

When you **use divine intervention**, on a 12+ your deity's assistance goes beyond the scope of your need or request.

☐ Only Mostly Dead

When you or a creature you see **takes its last breath**, you can spend one or more Favor to have the recipient roll +Favor Spent. In addition, on a 12+ the target's hit points are set to an amount equal to your cleric level.

☐ Purge the Unclean

Requires: Hallowed Ground

When you **use turn adversary**, on a 10+ *near* enemies suffer 2d8 damage, and on a 7-9 they suffer 1d8 damage.

☐ Sanctuary

Requires: Shield of Faith

As long as **you have Favor**, you and all allies within arm's reach have +1 armor. You can also spend Favor to reduce the damage that allies take.

☐ Spiritual Weapon

As long as **you have Favor**, you can conjure your deity's favored weapon. When you **hack and slash or volley with it**, you can roll +WIS.

☐ The Lion's Den

When you **encounter your adversaries**, they cannot act to harm or impede you unless you harm or impede them first.

