

GEAR • You start with this stuff, plus basic clothing.

Your holy symbol (0 wt) _____

Rations (5 uses ○○○○○○, 1 wt)

2d6+Luck silver pieces (sp)

Roll 1d6:

1-2 ☐ Staff (1d4, *close*, *2-handed*, 1 wt)

3-4 ☐ Mace (1d6, *close*, *forceful*, 1 wt)

5-6 ☐ Warhammer (1d6, *close*, 1 pierce, 1 wt)

Roll 1d6:

1-2 ☐ Shield (+1 armor, 2 wt)

3-4 ☐ Leather armor (1 armor, 1 wt)

5-6 ☐ Chainmail (2 armor, 3 wt)

SILVER (100sp=1 weight)

In hand _____

Stash (100sp=1 box)

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A better life awaits!

Load (STR+8) _____ **Weight carried** _____ ☐ Encumbered (-1 ongoing)

ADDITIONAL GEAR

NOTES

CLERIC

Name _____ **Gender** _____ **Level** ____ **XP** _____

Appearance _____

Traits _____

Ability scores • Roll 3d6 in order and swap 2 scores of your choice.

ABILITY	MAX/CURRENT	MODIFIER	VALUE	MOD
Strength	____/____	STR ____	3	-3
Dexterity	____/____	DEX ____	4-5	-2
Constitution	____/____	CON ____	6-8	-1
Intelligence	____/____	INT ____	9-12	0
Wisdom	____/____	WIS ____	13-15	+1
Charisma	____/____	CHA ____	16-17	+2
Luck	____/____	LUC ____	18	+3

Armor _____ **Hit Die** d8 **Max HP** (Hit die +CON) _____

Current HP _____

Heritage • Roll 1d12.

1-7 ☐ **Human:** +1 to 2 different ability scores of your choice, excluding Luck.
When you *succumb to a Vice*, take +1 forward.

8 ☐ **Halfling:** +2 Luck.
When you *eat 1 more ration than necessary*, take +1 forward.

9-11 ☐ **Dwarf:** +2 Strength or +2 Constitution.
When you *sniff the air*, the Judge will tell you if there is gold nearby.

12 ☐ **Elf:** +2 Dexterity or +2 Wisdom or +2 Charisma.
When you *move*, you have perfect balance and a feather-light step.

Alignment • Roll 1d12.

1-3 ☐ **Evil:** Inflict physical or emotional harm on others for personal gain.

4-5 ☐ **Chaotic:** Sow discord, or destroy a symbol of order.

6-7 ☐ **Neutral:** Refuse to take a side when given the opportunity.

8-9 ☐ **Lawful:** Maintain order in the face of forces that would undo it.

10-12 ☐ **Good:** Help those in need at your own expense.

STARTING MOVES • You start with all of these moves.

Disciple

You are a vessel of your god's will. Name your **deity**, write 1 **tenet** by which you are expected to abide ("Always help those in need," etc.), and describe the holy symbol you carry. Your deity has the same Alignment as you, and holds sway over 1 **domain**—choose it according to your Alignment:

Deity _____		Tenet _____		
Evil	Chaos	Neutral	Law	Good
☐ Death	☐ Destruction	☐ Nature	☐ Creation	☐ Life
☐ Darkness	☐ Deceit	☐ Shadow	☐ Truth	☐ Light

Pray

When you **take the time to commune with your deity**, roll +CHA: **on a 10+**, your prayers are heard—gain 1d4 favor; **on a 7-9**, gain 1 favor. You may spend favor, 1-for-1, to take +1 forward to any Cleric move or roll on the Test of Faith table. The maximum favor you may hold at any time is equal to your level +CHA.

Sacrifice

When you **make a sacrifice appropriate to your deity**, gain 1 favor. 25 silver coins, 5HP, or an equivalent count as 1 sacrifice, and you may make more than 1 at a time. Sacrifices of material good must be tithed, destroyed, or given away.

Bless

When you **call upon your deity to empower or protect someone or something**, describe the boon you wish to bestow, how it falls within your deity's domain, and roll +CHA: **on a 10+**, the blessing is granted and has duration 3; **on a 7-9**, the blessing is granted and has duration 1; **on a 6-**, mark XP, and roll on the Test of Faith table, below.

Curse

When you **call upon your deity to hinder or afflict someone or something**, describe the bane you wish to deliver, how it falls within your deity's domain, and roll +CHA: **on a 10+**, you may perma-burn 1 Charisma to make the curse permanent, or it has duration 3; **on a 7-9**, the curse takes hold, but has only duration 1; **on a 6-**, mark XP, and roll on the Test of Faith table.

1d12 Test of Faith

- 1 You have fallen from grace, and lose all your Cleric moves until you prove yourself. Ask the Judge what that means.
- 2 Marked by the test: perma-burn 1 ability point of the Judge's choice.
- 3 You are unworthy: burn 1d4 Wisdom and 1d4 Charisma.
- 4 Reduce favor to 0, and take -1 ongoing to Pray until you make a Sacrifice.
- 5 Your deity singles out one of the unfaithful (ask the Judge who). Take -1 ongoing until you convert that individual, or until you perform last rites over them.
- 6 Until you convert at least 1 new follower, you may hold no more than 1 favor.
- 7 You are unable to heal or regain ability points until you atone by making a Sacrifice.
- 8 You take -1 ongoing to Pray until you satisfy your tenet.
- 9 You take -1 ongoing to Test of Faith rolls until you satisfy your tenet.
- 10 You suffer a minor and temporary affliction related to your deity's domain.
- 11 You must atone for your sins, right now, in a way that draws unwanted attention.
- 12 Your deity is merciful—treat the result of the move that triggered this roll as a 7-9.

ADVANCED MOVES • Choose 1 of these moves each time you reach an odd-numbered level (3, 5, etc.)

☐ Lay On Hands

When you **call upon the power of your deity to heal another**, place both hands upon them, and roll +CHA: **on a 10+**, you heal them for 1d6+CHA points; **on a 7-9**, you must burn 1 Constitution to heal them for 1d6 points. Points healed must be in a single ability or hit points, your choice. You may not Lay Hands on a creature of opposite Alignment (Good opposes Evil; Law opposes Chaos).

☐ Smite

When you **deal damage to an enemy of your faith in hand-to-hand combat**, deal your damage, plus damage equal to your current favor. Then, spend 1 favor.

☐ Pray for Guidance

When you **Pray**, on a 7+ you may also ask your deity the best course of action, and the Judge will tell you the answer.

☐ Holy Vessel

When you **surrender your physical self to your deity**, describe your goal and roll +CHA: **on a 10+**, choose 1 from the list below; **on a 7-9**, choose 2; **on a 6-**, mark XP, and all 3 apply. While you are in pursuit of your goal, you take +1 ongoing and roll +CHA in place of all other ability modifiers. The divine spirit leaves you when you meet your goal or when you're incapacitated, whichever comes first.

- * When the spirit leaves you, burn a number of ability points equal to 2d6 minus your current level (minimum 1)
- * As soon as you have 0 favor, the spirit leaves you and you must roll on the Test of Faith table
- * While the spirit is in you, you must adhere to your deity's agenda at all costs

☐ Inspire

When you **stand fast before a clear threat in the name of your deity**, roll +CHA: **on a 10+**, all allies who bear witness take +1 ongoing in the face of that threat; **on a 7-9**, they take +1 forward against it.

☐ Ascetic

When you **Make Camp and decline food and water in the interest of spiritual purity**, gain 1 favor.

☐ Proselytize

When you **spend 1 day spreading the teachings of your faith among the townsfolk**, gain 1 favor and take +1 forward to Recruit one of the faithful.

☐ Crusader [min. STR +1 and level 5; must be Good, Lawful, Chaotic, or Evil]

If you **have demonstrated your devotion by slaying many enemies of your faith in hand-to-hand combat**, you may begin multiclassing as a Fighter, and gain those Starting Moves right now.