

Name

Race

Look

Choose a name or make your own:

Durga, Aelfar, Gerda, Rurgosh, Bjorn, Drummond
Wesley, Brinton, Jon, Sara, Hawthorn, Elise, Siggrun
Clarke, Lenore, Piotr, Dahlia, Carmine, Helga, Freya

Choose a race or make your own:

Human, Elf, Dwarf, Halfling, Half-Elf
Lizardfolk, Orc, Gnome, Goblin, Hobgoblin
Tiefling, Catfolk, Kobold, Aasimar, Naga

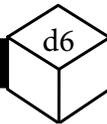
Choose one for each or make your own:

Kind Eyes, Sharp Eyes, Sad Eyes, _____
Tonsure, Strange Hair, Bald, _____
Flowing Robes, Habit, Common Garb, _____

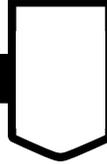
Assign these scores to your stats: +2, +1, +1, +0, +0, -1

Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
STR	DEX	CON	INT	WIS	CHA

Damage



Armor



HP



Your Max HP is 20

Drive

Choose your race, and then choose one background.

PROTECT THE MEEK

Endanger yourself to heal another.

FAITH IS MY ROCK

Endanger yourself following the precepts of your god.

DISPLAY DIVINE POWER

Harm another to prove the superiority of your god.

Deity

You serve and worship some deity or power which grants you divine power.

Choose your deity's name: (maybe Helferth, Zorica or Krugon the Bleak)

Choose your deity's domain or make your own:

- Healing and Restoration, Bloody Conquest, Civilization, Light and Flame
- Knowledge and Hidden Things, Darkness and Night, Insanity and Chaos
- The Sky Above, Order and Law, Trickery and Luck, Pain and Suffering
- The Downtrodden and Forgotten, What Lies Beneath, Death and Entropy

Choose one precept of your religion or make your own:

- Your religion preaches the sanctity of suffering, add *Petition: Suffering*
- Your religion is cultish and insular, add *Petition: Gaining Secrets*
- Your religion has important sacrificial rites, add *Petition: Offering*
- Your religion believes in trial by combat, add *Petition: Personal Victory*
- Your religion spreads far and wide, add *Petition: Evangelism*
- _____

Bonds

Fill in the name of one of your companions in at least one:

_____ has insulted my deity; I do not trust them.

_____ is a good and faithful person; I trust them.

_____ is in constant danger, I will keep them safe.

I am working on converting _____ to my faith.

Starting Moves

You start with these moves:

CHANNEL DIVINITY

When you harness the power of your deity to aid you or an ally in a time of need, choose a target and one blessing below.

- *Protect* (Receive protection from something within your deity's domains, *Near*)
- *Shield* (+3 armor forward, *Reach*)
- *Restore* (Heal 1d6 damage, *Close*)
- *Empower* (Next successful attack is magical and deals +1d4 damage, *Hand*)

Then roll+WIS.

*On a 10+: Your deity grants your blessing. Describe how.

*On a 7-9+: As a 10+, but something goes wrong. Choose one.

- You draw unwelcome attention or put yourself in a spot. The GM will tell you how.
- Your deity exacts a heavy toll. Suffer a debility you don't currently have of your choice.
- The power drains you. Take -1 ongoing to Channel Divinity until you Commune.

DIVINE WRATH

When you unleash the power of your deity on an enemy of you or your god, choose a target and one bane below.

- *Blast* (1d6 damage, *Forceful, Near*)
- *Curse* (target's armor becomes 0, *Reach*)
- *Cripple* (-1d6 to target's damage, *Close*)
- *Doom* (target is momentarily stunned and defenseless, *Hand*)

Then roll+WIS.

*On a 10+: Your deity's power flows through you. The effect happens. Describe it.

*On a 7-9+: As a 10+, but something goes wrong. Choose one.

- You draw unwelcome attention or put yourself in a spot. The GM will tell you how.
- Your deity exacts a heavy toll. Suffer a debility you don't currently have of your choice.
- The power drains you. Take -1 ongoing to Divine Wrath until you Commune.

COMMUNE

When you spend uninterrupted time (an hour or so) in quiet communion with your deity, remove one debility and any -1 ongoing you are suffering.

DIVINE GUIDANCE

When you petition your deity according to a precept of your religion, you are granted some useful knowledge or boon related to your deity's domain. The GM will tell you what.



The Cleric

Level
XP

Your load is 10+STR. Your starting gear is:

- Dungeon Rations (5 uses, 1 weight)
- Adventuring gear (5 uses, 1 weight)
- Bandages (3 Uses, *Slow*, 0 Weight)
- Some symbol of the divine, **describe it** (0 weight)
- Chainmail (1 armor, 1 weight)

Choose your armament:

- Large Warhammer (*Forceful, Two-Handed*, 2 weight)
- Staff (*Close, Two-Handed*, 1 weight)
- Morningstar (*Close*, 1 weight) and Shield (+1 armor, 2 weight)

Advanced Moves

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

INVIGORATE

When you **heal someone**, they take +2 **forward** to their damage.

DIVINE INTERVENTION

When you **Commune**, you get 1 **hold** and lose any hold you already had. Spend that hold when you or an ally takes damage to call on your deity. They intervene with an appropriate manifestation (a sudden gust of wind, a lucky slip, a burst of light) and negate the damage.

MY FAITH IS MY SHIELD

When you **wear no armor or shield**, you get 2 armor.

GODLY WARRIOR

Get one move from the **Paladin** class. Treat your level as one lower for choosing the move.

TURN UNDEAD

When you **hold your holy symbol aloft and call on your deity for protection**, roll+WIS.

***On a 7-9:** So long as you brandish your holy symbol and pray, no undead may come within *Reach* of you.

***On a 10+:** As 7-9 but you also momentarily daze intelligent undead and cause mindless undead to flee.

Aggression breaks the effect, and intelligent undead can still attempt to circumnavigate the effect or throw items at you.

TRANSCENDENCE

When you **Commune**, remove **all debilities** and heal to max HP.

RESTORATION

When you **heal someone with Channel Divinity**, you heal +1d6 damage.

INVOKER

You are a beacon of divine might. When you **use Divine Wrath**, you may **choose two banes** instead of one.

CONDUIT

The connection with your deity is strong. When you **use Channel Divinity**, you may **choose two blessings** instead of one.

THY WILL BE DONE

When you **use your divine authority to convince a believer to do something**, roll+CHA.

***On a 10+:** They do it without question and to the best of their abilities.

***On a 7-9:** As a 10+ but choose one.

- You put yourself in a spot. The GM will tell you how.
- Your authority is called into question.
- Something terrible happens to those you convinced.

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

APOTHEOSIS

You are able to establish a one-time connection to your god via extended prayer, a bountiful sacrifice, or other appropriate tenets of your faith. **Choose a feature associated with your deity** (rending claws, wings of sapphire feathers, an all-seeing third eye, etc...). Your deity bestows this gift upon you as a permanent mark of your faith and devotion.

EMPOWER

When you **Channel Divinity or Divine Wrath**, on a 10+ you have the option of choosing from the 7–9 list. If you do, you may choose one of these effects as well:

- The effects are doubled
- The targets are doubled

DIVINATION

When you **spend time in a quiet place and make time to pray to your deity**, name a person, place, or thing you want to learn about. Your deity grants you visions of the target, as clear as if you were there.

MIRACLE

You may select *Miracle* when selecting a **blessing** for **Channel Divinity**.

- *Miracle* (Choose one single event in the target's past. All effects of that event, including damage, poison, disease, and magical effects, are ended and repaired. Limbs regrown, HP and diseases are healed, poisons are neutralized, magical effects are ended, *Hand*)

SEVER

You may select *Sever* when selecting a **bane** for **Divine Wrath**.

- *Sever* (Choose an appendage on the target such as an arm, tentacle, or wing. The appendage is magically severed from their body, causing no damage but considerable pain. Missing an appendage may, for example, keep a winged creature from flying, or a bull from goring you on its horns, *Close*)

STORM OF DAMNATION

When you **spend several hours invoking the terrible might of your deity**, roll+WIS.

***On a 10+:** Your deity brings the unnatural weather of your choice to pass. Rain of blood or acid, clouds of souls, wind that can carry away buildings, or any other weather you can imagine: ask and it shall come.

***On a 7-9:** As a 10+ but the power of the storm spirals out of control.

TRUE SIGHT

Your vision is opened to the true nature of everything you lay your eyes on. You pierce illusions and see things that have been hidden. The GM will describe areas before you ignoring any illusions and falsehoods, magical or otherwise.