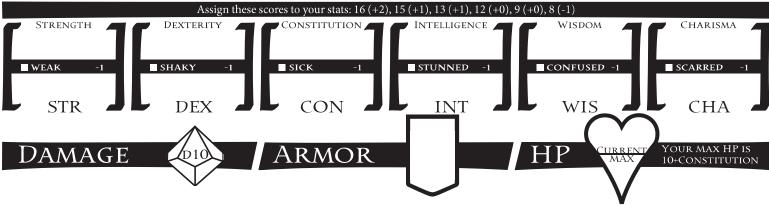
NAME

LOOK

Thaddeus, Augustine, Lux, Cassius, Hadrian, Lucia, Octavia, Regulus, Valeria, Sanguinus, Titanius

Kind Eyes, Fiery Eyes, or Glowing Eyes Helmet, Styled Hair, or Bald Worn Holy Symbol or Fancy Holy Symbol Fit Body, Bulky Body, or Thin Body



## ALIGNMENT

**LAWFUL** 

Deny mercy to a criminal or unbeliever.

□GOOD

Endanger yourself to protect someone weaker than you.

## RACE

You are human, so you get this move.

□HUMAN

When you pray for guidance, even for a moment, and ask, "What here is evil?" the GM will tell you, honestly.

# BONDS

	nvior endangers their very sou
· ·	e in battle and can be truste
completely.	
I respect the beliefs of	but hope they wi
someday see the true way.	
is a brave soul II	have much to learn from them

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

# STARTING MOVES

### LAY ON HANDS (CHA)

When you touch someone, skin to skin, and pray for their well-being, roll+CHA. \*On a 10+ you heal 1d8 damage or remove one disease. \*On a 7–9, they are healed, but the damage or disease is transferred to you.

#### ARMORED

You ignore the clumsy tag on armor you wear.

### I AM THE LAW

When you give an NPC an order based on your divine authority, roll+CHA. \*On a 7+, they choose one:

- Do what you say
- · Back away cautiously, then flee
- · Attack you
- \*On a 10+, you also take +1 forward against them. \*On a miss, they do as they please and you take -1 forward against them.

#### **QUEST**

When you dedicate yourself to a mission through prayer and ritual cleansing, state what you set out to do:

- Slay \_\_\_\_\_, a great blight on the land
- Defend \_\_\_\_\_ from the iniquities that beset them
- Discover the truth of \_\_\_\_\_

Then choose up to two boons:

- An unwavering sense of direction to \_\_\_\_\_
- Invulnerability to \_\_\_\_\_ (e.g., edged weapons, fire, enchantment, etc.)
- · A mark of divine authority
- Senses that pierce lies
- A voice that transcends language
- A freedom from hunger, thirst, and sleep

The GM will then tell you what vow or vows is required of you to maintain your blessing:

- Honor (forbidden: cowardly tactics and tricks)
- Temperance (forbidden: gluttony in food, drink, and pleasure of the flesh)
- Piety (required: observance of daily holy services)
- Valor (forbidden: suffering an evil creature to live)
- Truth (forbidden: lies)
- Hospitality (required: comfort to those in need, no matter who they are)





# **GEAR**

When you gain a level from 6–10, choose from these moves or the level 2–5
moves.
□ EVIDENCE OF FAITH  Requires: Divine Favor  When you see divine magic as it happens, you can ask the GM which deity granted the spell and its effects. Take +1 when acting on the answers.
☐ HOLY SMITE  Replaces: Smite  While on a quest you deal +1d8 damage.
□ EVER ONWARD  Replaces: Charge!  When you lead the charge into combat, those you lead take +1 forward and +2
armor forward.  □IMPERVIOUS DEFENDER  Replaces: Staunch Defender  When you defend you always get +1 hold, even on a 6 When you get a 12+ to defend instead of getting hold the nearest attacking creature is stymied giving
you a clear advantage, the GM will describe it.  TANDEM STRIKE
Replaces: Setup Strike When you hack and slash, choose an ally. Their next attack against your target does +1d4 damage and they take +1 forward against them.
□DIVINE PROTECTION  Replaces: Holy Protection  You get +2 armor while on a quest.
□DIVINE AUTHORITY
Replaces: Voice of Authority  Take +1 to order hirelings. When you roll a 12+ the hireling transcends their moment of fear and doubt and carries out your order with particular effectiveness or efficiency.
□PERFECT HOSPITALLER  Replaces: Hospitaller  When you heal an ally, you heal +2d8 damage.
□ INDOMITABLE  When you suffer a debility (even through Bloody Aegis) take +1 forward against whatever caused it.

□PERFECT KNIGHT

When you quest you choose three boons instead of two.