

Image Credit:Saint George Killing the Dragon, 1434/35, by Bernat Martorell

Many deeds are done by petty liars in the name of something greater, but not you. When you speak for a cause there is real power to your words. You may parlay your divine favor to achieve great feats and bring your will to bear.

You have sought out or been given divine guidance, the messy details are for you to sort out amongst the other mortals. Will you preach and curry favor with the masses? Will your might shape the world to your image? Can you bring the world to kneel before you? Perhaps, but don't forget your benefactor is watching!

Through trials and tribulations leave your mark upon this world, go forth! May the sages speak of your great deeds and your legend grow with every marvelous feat and miracle.

# **BASIC MOVES REFERENCE**

#### HACK AND SLASH

When you attack an enemy in melee, roll+STR. On a 10+, you deal your damage to the enemy and avoid their attack. At your option, you may choose to do +1d6 damage but expose yourself to the enemy's attack. On a 7-9, you deal your damage to the enemy and the enemy makes an attack against you.

#### VOLLEY

When you take aim and shoot an enemy at range, roll+DEX. On a 10+, you have a clear shot - deal your damage. On a 7-9, choose one in addition to dealing your damage.

- You have to move to get the shot, placing you in danger of the GM's choice.
- You have to take what you can get: -1d6 damage.
- You have to take several shots, reducing your ammo by one.

### DEFEND

When you stand in defense of a person, item, or location under attack, roll+CON. On a 10+, hold 3. On a 7-9, hold 1. So long as you stand in defense, when you or the thing you defend is attack you may spend hold, 1 for 1, to choose an option.

- Redirect an attack from the thing you defend to yourself.
- Halve the attack's effect or damage.
- Open up the attacker to an ally, giving that ally +1 Forward against them.
- Deal damage to the attacker equal to your level.

### **DISCERN REALITIES**

When you closely study a situation or person, roll+WIS. On a 10+, ask the GM 3 questions from the list below. On a 7-9, ask 1. Take +1 Forward when acting on the answers.

- What happened here recently?
- What is about to happen?
- What should I be on the lookout for?
- What here is useful to me?
- Who's really in control here?
- What here is not what it appears to be?

### **SPOUT LORE**

When you consult your accumulated knowledge about something, roll+INT. On a 10+, the GM will tell you something interesting and useful about the subject relevant to your situation. On a 7-9, the GM will only tell you something interesting - it's on you to make it useful. The GM might also ask you "How do you know this?" Tell them the truth. now.

#### PARLEY

When you have leverage on a GM character and manipulate them, roll+CHA. Leverage is something they need or want. On a hit, they ask you for something and do it if you make them a promise first. On a 7-9, they need some concrete assurance of your promise, right now.

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### **DEFY DANGER**

When you act despite an imminent threat or suffer a calamity, say how you deal with it and roll. If you do it..

- ..by powering through, +STR.
- ..by getting out of the way or acting fast, +DEX.
- ..by enduring, +CON.
- ..with quick thinking, +INT.
- ..through mental fortitude, +WIS.
- ...using charm and social grace, +CHA.

On a 10+, you do what you set out to do and the threat doesn't come to bear. On a 7-9, you stumble, hesitate, or flinch; the GM will offer you a worse outcome, hard bargain, or ugly choice.

### AID OR INTERFERE

NOTES

When you help or hinder someone, say how you do so and roll with that stat, just like Defy Danger. On a 10+, they take +1 or -2, your choice. On a 7-9 you also expose yourself to danger, retribution, or cost.

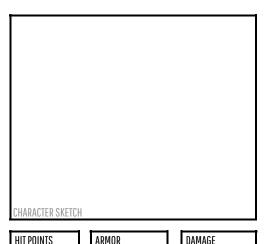
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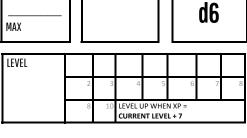
# NO GOOD DEED GOES UNPUNISHED

NO GOOD DEED GOED
NAME: Examples: Amand, Anastasia, Bede, Cajetan, Dymphna, Eligius, Germaine, Magnus, Notburga, Pantaleon, Severus, Tatiana, Vitus, Walstan, Yves, Xavier, Cyril, George, Kinga, Thérèse
LOOK Choose one
Choose one for each, or write your own:  EYES: Pure, Vengeful, Crazed, Zealous, Hopeful,  HAIR: Styled, Wild, Balding, Braided, Hooded,  CLOTHING: Simple, Intricate, Tattered, Sacerdotal  BODY: Bony, Sculpted, Stout, Withered, Looming  RACE: Human, Elf, Dwarf, Halfling, Gnome, Orc,
DRIVE Choose one
☐ CHARITY: Aid another at some personal cost. ☐ PILGRIM: Seek a holy place or object. ☐ PROSELYTIZE: Preach to the masses or convert another to worship your deity. ☐
A HIGHER CALLING
Some are called, some seek out divine blessing. How did you come to be in the good graces of your deity? Did you join a temple or did your god find you another way? Your connection is strong and your influence sometimes manifests in small ways. When you call upon your deity's power, describe how their Domains affects your surroundings:
Small birds appear, Flowers & plants bloom, Shadows lengthen, Mist rises from the ground, Mysterious tones play, Colors fade or brighten, Stars stand still, Objects become warm or cold, Time slows,
GIFTED
Your deity has given you a special talent, choose one:  MESSENGER: Your words can sway those that would listen, when you speak of your deity's Domains or Desires, you have everage to Parley.  VESSEL: You are wise beyond your years and have extensive knowledge of those who came before. When you successfully
Spout Lore, take +1 Favor.  ☐ SHIELD: You are a shepherd that protects his or her flock, when you Defend another they take 1d6 temporary hitpoints and you take +1 armor while you have at least 1 hold.
BONDS
Fill in the name of one of your companions in at least one, but
's actions are an affront to my beliefs, I will convince them to act in a more appropriate manner.
looks like a easy convert, I will show them the power of my god to add them to my flock.
was revealed to me in a vision, I will travel with them to

has earned Favor with my Deity, they may have a lesson

to teach me





-3 -2 -1 FAVOR +1 +2 +3

1 1---

STR Mod	<b>DEX</b> Mod	CON MOD
SCORE	SCORE	SCORE
WEAK (-1)	SHAKY (-1)	SICK (-1)
INT Mod	WIS MOD	CHA MOD

Assign these starting scores to your stats: **16 (+2), 15 (+1), 13 (+1), 12 (0), 9 (0), 8 (-1)** Your **maximum** HP is 6+Constitution.

# STARTING MOVES

You start with these moves:

### COMMUNE

When you perform a rite or ritual to your deity roll **+WIS**:10+ You gain their attention, choose 1; 7-9 GM chooses 1 instead:

- You are granted some useful knowledge or a boon; the GM will tell you what.
- Your deity imposes on you a Quest; mark XP if you complete it.
- Your god smiles upon you, take +1 Favor.

The time you spend preparing your rites and rituals allows you to focus on your purpose. Choose your level+1 Invocations you know. On a 6- you may not chose new Invocations and expend a Rite and Ritual supply.

### INVOCATION

When you call upon your deity's power, choose an invocation you know and roll+WIS. On a 7+, your deity's power flows through you and the effect comes to pass, but you must choose a consequence from the list. On a 7-9, the GM chooses.

- You draw unwelcome attention or put yourself in a spot. The GM will tell you how.
- Divine power overwhelms you. Take -1 forward to Invocation.
- Your Invocation is flawed, take -1 Favor.

For each ongoing Invocation take -1 to use Invocation again. You can end an ongoing Invocation whenever you wish.

### **FAVOR**

You are a fount of divine power, your deity grants you supernatural abilities as you prove yourself capable to wield them. You may prove a useful instrument and gain **Favor** with your deity or prove yourself a burden and lose Favor. Actions you take are judged on a rubric you may never comprehend, but you have an image of a scale in your mind. When you start your career you have +1 Favor, you may accumulate up to +/- 3 **Favor**. Adjust your Favor when a move instructs or the GM tells you.

### MIRACLE

When you petition your deity to perform a miracle that pertains to their **Domains**, tell the GM what you desire. Roll **+Favor** :10+ Your god deigns to grant your prayers, to demonstrate your devotion choose your **Penance**, 7-9 GM chooses up to 3 from the list below.

### **PENANCE**

- Remuneration: Your work is never done, set your Favor to -1. Your Favor may not exceed 2.
- Quest: A difficult task is bestowed upon you, take -1 ongoing unless working towards that task.
- Poverty: Mundane possessions are unworthy, lose all gp, gear, and weapons. Holy objects are worthy.
- Pacifism: Violence is unbecoming, you can not attack another mortal creature.
- Offering: A worthy tribute is taken by your god, an item from you or your party leaves this plane.
- ☐ Humility: When you Commune you roll +nothing.
- DEpitimia: Take 1 debility. This mark of your devotion may only be removed by your deity.
- ☐ Balance: Your god's intervention presents an opportunity to their anathema.

### **ATONEMENT**

When you Commune, if you have 2 or 3 Favor add to the list: Spend 2 Favor to remove one Penance. When your Favor changes and you are -2 or less, roll +Favor, 7+ choose 1 additional Penance.

# **ADVANCED MOVES**

When you gain a level from 2-5, choose from these moves:

### ☐ HOLY BRAND

When you brandish a mundane weapon, it becomes empowered by your divine connection and gains the Holy tag. Add damage equal to the absolute value of your Favor. If your Favor is negative, defy danger before wielding the weapon in combat.

### □ VERSED IN LEGEND

When you successfully **Spout Lore**, tell or describe a legendary tale or mythical figure that relates to the subject. Take +1 forward when acting on the answer.

### **□ MY WILL BE DONE**

When you **Parley** and present your desires as that of your patron's, roll +Favor instead. On a hit take -1 Favor.

### □ CHASTISE

When you berate an intelligent being for beliefs or actions that oppose your **Ideals**, roll CHA+: 10+ Choose 2, 7-9 choose 1:

- Add +1 to the next move taken against this being
- Draw their whole and undivided attention
- Add a new concept to your deity's list of Ideals
- They are not angered by your challenge

### ☐ SPEAKER FOR THE DEAD

When you Eulogize a fallen friend or follower roll +CHA. On a 10+ hold 2, on a 7-9 hold 1. Spend 1 hold to:

- Recruit a follower with +1 loyalty and no coin cost
- Impress or attract the attention of a notable NPC
- Take +1 forward when you Parley with someone in attendance Characters who have a **Bond** with the fallen mark xp when they successfully **Aid** the eulogy.

### □ FIERY PULPIT

The favor of the divine is evident in your words and appearance. When you roll +CHA, add +1 for each Penance you bear. If you roll +CHA 12+, remove 1 Penance and set your Favor to 1.

### □ CHARITY

When you **Carouse**, your coin may instead go to a charitable cause. Add to the list: An NPC becomes a worshipper of your deity.

### □ TRANSGRESSION

When you strike, smite, or curse a foe, on a 10+ you may choose a Penance you bear and apply its effect to your foe. Ask the GM what happens.

### **□ SHARE THE LOAD**

When you deal damage to a foe, add 1d4 for each active Penance you bear.

### ☐ ETERNAL SERVITUDE

Your soul has been marked by your patron. When you would take your **Last Breath**, instead roll +Favor. 10+ by divine will or perhaps luck you are still alive, but in a bad spot. 7-9 your patron appears to you and offers a **hard bargain** for your continued service in this plane. 6- your patron has claimed your soul, you may not be resurrected without your patron's permission.

### MASTER MOVES

You may choose from these moves when you gain a level from 6-10:

#### ☐ RIGHTEOUS INSTRUMENT

Requires: Holy Brand

The weapon you wield reflects your Penance. For each Penance you bear, add a tag from the list below. Describe how the weapon transforms while in your grasp. Forceful, Fiery, Messy, Reach, Far, Precise, Thrown, Returning,

### □ HEAD CANON

Requires: Versed in Legend

Name a historical figure of your religion and describe one of their feats or miracles. Anyone hearing your sage wisdom takes +1 forward when acting on a result. On a 6-, you may spend 1 Favor to reroll the dice.

### ☐ IT WILL BE DONE

Requires: My Will be Done

Your deity guarantees your word is your bond. When you **Parley**, on a 7-9 your deity provides the concrete assurance.

### **□ EXULTANT POWER**

When divine power overwhelms you, embrace the power and choose two:

- The effect of the Invocation is doubled.
- The number of targets or area is doubled.
- Remove one debility or heal target 2d6.

Take -1 ongoing to Invocation until you have time to take a short rest.

### □ ADMONISH

Requires: Chastise

When you use Chastise, 12+: Hold 3. Also add these options:

- Allies take +1 armor against this opponent
- Allies deal +1d4 damage against this opponent

### □ MESSIAH

Your piety lends providence to your teachings. When you roll +WIS, add +1 for each Penance you bear. If you roll +WIS 12+, remove 1 Penance and set your Favor to 1.

### □ BEACON

When you summon a divine beacon, roll +CHA. Describe the beacon and choose at least one **Dominion** to incorporate into physical form. 10+ Choose 3 effects that persist while **near** the beacon, 7-9 choose 2:

- Foes are dismayed and the most cowardly flee
- Allies and worshippers feel drawn here from afar
- Allies roll damage twice, take the better outcome
- Foes roll their damage twice, take the lesser outcome
- Your beacon does not draw unwelcome attention

### ☐ FRIENDS IN HIGH PLACES

Requires: Eternal Servitude

When your companion takes their **Last Breath**, prior to their roll your deity has a quick chat with Death. You may spend 1-3 Favor to add to their roll 1 for 1. On a hit, your deity may make a request of your companion

### **GFAR**

Your load is 10+STR. You start with:

- Symbol of the Divine (0 weight), describe it
- Rite and Ritual Supplies (3 uses, 1 weight) □ □ □
- Dungeon Rations (5 uses, 1 weight) □ □ □ □ □
- 2d6 Coin

Choose your defenses:

- ☐ Pious Robes (worn, 2 uses, 1 armor, 0 weight)
- ☐ Chainmail (worn, 1 armor, 1 weight)
- ☐ Shield (+1 armor, 2 weight)

Choose your weapon:

- Staff (close, two-handed, 1 weight)
- ☐ Mace (close, 1 weight)
- Spear(reach, thrown, 1 weight)

- Choose one:

  ☐ Bandages (3 uses, slow, 0 weight) ☐ ☐ ☐

ITEMS	WEIGHT	VALUE
COINS & TREASURE	LOAD	
ICUINS & IREASURE	LOAD	

### **□ ASCENSION**

Take this move when you perish and leave the mortal plane forever. Name the miracles you will be remembered for and become the patron saint of \_\_\_\_\_\_\_. Memorialize your final Favor. When someone petitions your aid regarding \_\_\_\_\_\_, r +Favor. 7+ add +1 to their roll as Aid.

MAX

□ BULWARK Ongoing	Level 1
You lend your Deity's favor to armor ongoing.	an ally. They gain +1
□ VOICE Ongoing	Level 1
Your voice carries over twice a bard! Describe how others per effect lasts until you end this I	rceive your voice, this
☐ CURE LIGHT WOUNDS Touch	Level 1
At your touch wounds scab an Heal an ally you touch of 1d8 of	
☐ MINOR INTERCESSION Ongoing	Level 1
Your deity's attention grants y another needs it most. Gain 1 add +1 a dice roll.	•
☐ LESSER ORACLE You perform your rites and rit divine flow into your body. Yo to answer a question posed by provides an answer in a numb level.	ur deity acts through you another. The GM
☐ ENTWINE  When two characters stand b your deity an oath they will ke souls become entwined. Each existing bond or writes a new While both these bonds are ac innately knows the location of	ep to one another, their character chooses an bond with the other. ctive, each character
☑ VISION Lev When you next Make Camp, future your deity desires of an NPC, or monster you name. Do the GM for conditions for you Gain 3 hold, spend 1 hold for your vision to pass. If you fail to desired future to fruition choose	organization, notable escribe that future and ask r vision to come to pass. 14 when you act to bring to bring your deities
Awake! Le You perform your rites and rit	

Level 3

You direct divine anger into a concentrated volley. Deal

1d6 damage that ignores armor. Describe how this negative attention affects a small area immediately

□ IRE

around the target.

☐ SACRAMENTS Level 3 Perform your rites and rituals with the food and and drink you share with your companions and followers. Fellow worshippers take +1 forward, followers take +1 Quality forward. BOUNTY Level 3 Ongoing A consumable item you touch replenishes itself endlessly, allowing many to share the same meal or fuel to last beyond natural means. Unconsumed portions disappear when this invocation ends. ☐ SPIRIT VESSEL Level 5 Ongoing You breathe life into an inanimate symbol, statue, or form of your Deity. This vessel is a monster which follows your commands, but shares your: hit points, damage die, and armor. For each Favor you have choose from the list below: ■ The golem is loyal, it adds +1 to your basic moves ■ The golem is tireless, it can carry you and 10 load ■ The golem is vengeful, it returns damage you take in kind ■ The golem is protective, reduce damage to you by 1d6 When this invocation ends, you reagin half your max hp. ☐ GREATER BULWARK Level 5 Onaoina Your Deity's favor extends to fellow worshippers and your companions. For each bond or loyalty point an ally has with you, they take +1 armor while in combat. **□** INTERCESSION Level 5 Ongoing Your deity tips the scales of fate in your favor. Gain 1 hold. Spend this hold to flip one die to the opposite side. Describe how your deity affects the outcome. ☐ CURE MODERATE WOUNDS Level 5 present and lingering wounds, diseases, curses or

You staunch bleeding and set bones through magic. Heal

In one hand you hold power over one of your deity's **Dominions**, in the other you hold the opposite power. Name those Dominions and the GM will tell you a move for each. You make one move now and the other move

soon after. If you fail to use the moves one after the

Level 5

Onaoina.

soul.

an ally you touch of 2d8 damage.

other, take the Balance penance.

■ DEXTER & SINISTER

Danaerous

Near

☐ MASS AWAKENING Level 7 You pace out an area around where you Make Camp and then conduct your rites and ritual. As your ritual completes, all beings in the prescribed area fall asleep and awaken transported to where your deity needs you. □ DAMNARF Level 7 Near Choose a Penance you bear or have borne previously. Your deity accepts your judgement and applies that Penance to the target. Ask the GM what happens. □ WRATH Level 7 Danaerous You channel the scorn of your deity into a fearsome ranged attack. Deal 2d6 damage that ignores armor. Describe the form your deity's wrath takes and how that affects the area near your target. □ AVATAR Level 7 Ongoing Shed your your material form to assume the mantle of a great avatar; describe the form your body takes. Tell the GM the Ideal you choose to embody and they will tell you a number of moves equal to your INT. You can make these moves freely while you control the avatar, but each time you do, mark a debility; it takes effect when you return to your normal form. If you mark a debility that is already active, ask the GM what happens. ☐ INTERVENTION Level 9 Ongoing Your deity will see your will done. Gain hold up to your present Favor. If you spend 1 hold when you make a Basic Move, your deity completes that move through you as though it were a 10+ roll. □ RESTORATION Level 9 Hand What mortals have wrought, will be undone. Cure all

enchantments caused by mortal means. Scars heal,

limbs and vitals regenerate, mental clarity reigns. This restoration works on anything that you touch that has a □ PATH Level 9 Ongoing

The divine have their own pathways through the world, by which they move exceedingly quickly or entirely unseen by mortals. Name a destination and open a path to travel there:

Immediately and conspicuously or

Far.

■ Completely unperceived at a mundane pace This invocation ends when you reach the end of the

Deity In	sert	

Aliases:

# **Domains**

What aspects describe this being, where does it have power, what does it control?

### **Dominions**

Describe what they control

### Ideals

Describe what ideas or concepts they represent or are a patron of

# **Symbols**

Describe holy symbols, marks, or forms taken by the deity

# Worshippers

Who follows this deity, what is their organization, who has power?

# Holy Sites & Places of Power

Places of fable and myth, locations of temples, origin or destination

# Myths and Legends

Stories passed down through the ages of heroes and villains

's Favor: -3 -2 -1 0 1 2 3	's Favor: -3 -2 -1 0 1 2 3
's Favor: -3 -2 -1 0 1 2 3	's Favor: -3 -2 -1 0 1 2 3
's Favor: -3 -2 -1 0 1 2 3	's Favor: -3 -2 -1 0 1 2 3

# **Desires**

What motivations does your deity have. What do mortals do to petition your deity?

# Rituals & Offerings

Describe how you connect with your deity. What complicates your prayer?

## **Pleasures**

When your deity watches this realm, what brings them satisfaction?

# **Precepts**

Traditions of your deity outline your moral code, what do they entail?

# Quests

Your deity often purposes you to act upon their will, what must you do?

# Anathema

Your deity strives against causes, a principle, or a being . What are they?



EXAMPLE SHEET

Aliases: Phoebus

# **Domains**

What aspects describe this being, where does it have power, what does it control?

### **Dominions**

Describe what they control

Music, poetry, art, oracles, archery, plague, medicine, sun, light, and knowledge

### Ideals

Describe what ideas or concepts they represent or are a patron of

Truth, healing, prophecy, vigor, youth

# **Symbols**

Describe holy symbols, marks, or forms taken by the deity

The sun, the wolf, the arrow, the lyre

# Worshippers

Who follows this deity, what is their organization, who has power?

The Cults of Apollo: Delian & Pythian

The High Priestess

# Holy Sites & Places of Power

Places of fable and myth, locations of temples, origin or destination

The Oracle at Delphi, Delos

# Myths and Legends

Stories passed down through the ages of heroes and villains

Some guy once did X.

Hercules's Favor: -3	-2	-1	0	1	2	3	Odysseus's Favor: <u>-3</u> -2 -1 0 1	2	3
Leonidis's Favor: -3	<u>-2</u>	-1	0	1	2	3	's Favor: -3 -2 -1 0 1	2	3
's Favor: -3	-2	-1	0	1	2	3	's Favor: -3 -2 -1 0 1	2	3

# **Desires**

What motivations does your deity have. What do mortals do to petition your deity?

# **Rituals & Offerings**

Describe how you connect with your deity. What complicates your prayer?

Animal Sacrifice, Music

### **Pleasures**

When your deity watches this realm, what brings them satisfaction? **Justice**, **Revenge**, **Art** 

# **Precepts**

Traditions of your deity outline your moral code, what do they entail?

Heal the sick, stand up for the meek, protect one's own

### Quests

Your deity often purposes you to act upon their will, what must you do?

The Oracle at Delphi instructed you to seek out a great lion around Delos. Having slain the lion, Apollo appeared and instructed you to journey into Hades to seek advice from your fallen master.

# Anathema

Your deity strives against causes or a being or a principal. What are they?

The Titan Sol, Hades

# **NOTES FOR GMs**

### COMMUNE

Rite and Ritual supplies are consumed on 6- rolls, which are also intended to add complication to the character gaining favor. If a character is having trouble gaining favor or hesitant to use their earned favor, the GM should use his or her judgement to adjust their favor as necessary. Think in terms of being a fan of the players.

Rite and Ritual supplies are what the character needs to carry out their Rites and Ritual described on the Deity insert, suggested items may include candles, incense, decorative flowers or ornaments. They are defined as used similar to Adventuring Gear and are purchased at the same cost.

If a player asks to commune as a downtime or out of session move, allow them to make the move once. Their deity gave them power for action, not just to sit in a temple praying.

#### MIRACLE

This move is similar to the Wizard's Ritual or Cleric's Thaumaturgy, but the effect and its repercussions are immediate. The GM and the player should discuss what is possible to achieve with this move as it relates to the Domains of the deity. It is recommended that this discussion occurs shortly after character creation or at least before the move is used. The Domains of the deity may change over time as the fiction evolves, it is recommended the player and the GM maintain a copy of the Deity Insert. A 6- roll is of course a move for the GM, it is suggested the character does not suffer penance for their deity ignoring their petition, but anything is possible!

### **PENANCE**

Penances may be kept as long as the player chooses. As a guideline these should last at least one play session before a Character removes the Penance via Atonement. Being under Penance should provide some extra complication for the character to adapt to, not punish a player's playstyle.

The Balance penance is an opportunity for the GM to advance a Front, this may additionally include making a GM move and or revealing a Grim Portent. If necessary, add an Anathema to the Deity Insert.

Epitimia has two check boxes meaning that it can be taken twice. You cannot take a Penance option again until you have atoned for it. E.g., taking Poverty a second time while it is active would have no effect, so you must choose a different penance from the list.

#### **ATONEMENT**

To encourage the Balance penance be removed via Atonement, the deity may offer guidance or insight into the Front. Conversely, the deity may not offer guidance until the Balance penance is removed. GM's discretion. When the Offering penance is atoned for, the deity may return of the item, that a quest be taken to return the item, or a suggestion how to replace the item with a similar, but more interesting one.

### **VERSED IN LEGEND**

Versed in Legend and the background Vessel are intended to work together. If a player takes Head Canon, on a 6- when they chose to reroll the dice, on a 7+ they regain the favor they spent. Players and the GM are encouraged to keep track of these myths, legends, and historic figures on the Deity Insert page.

### RIGHTEOUS INSTRUMENT

This move applies only to weapons being presently wielded by the character. If the weapon is thrown or has a projectile, the tags apply until the action is resolved. Another being using the weapon will revert it to its mundane state.

### **DEITY INSERT**

Deities, like characters, can be developed over time. The minimum necessary to create a Deity is a name, 1 Domains entry, and 1 Desires entry. For example, the Chastise move can expand the Domains of the Deity. Be sure to communicate with the player or GM when the Deity Insert changes.

### TRANSGRESSION & DAMNARE

The definition of: "Strike, Smite, or Curse" is open for creative interpretation! When a Penance is applied against a target, the GM may choose an effect similar or opposite the description to apply. It is also completely acceptable for no effect to occur if the effect conflicts with the targets instinct or for any other reason. The character retains the penance applied. Here are some suggested effects. Remuneration, damage, additional or otherwise may be applied. Quest, the target may be suddenly interested in aiding your quest. Poverty, the target loses interest in material possessions and gives them to a friend. Pacifism, the target doesn't wish to fight, but will likely defend itself. Offering, the target is interested in trading something for divine favor. Humility, the target feels compelled to be honest or admit a flaw. Epitimia, an effect similar to the debility, its origin may or may not be divine. Balance, the target's Anathema or enemy makes a move against it, this could affect a front.

### FRIENDS IN HIGH PLACES

A player may not spend favor that would cause them to exceed -3 Favor. Characters gain penance equal to the amount spent, not the negative Favor they incur. E.g., spending 2 Favor when the character has 1, causes them to take 2 penances. Spending 2 Favor when they have 2-3 Favor means taking no penance.

### **EXULTANT POWER**

This triggers on the Invocation result "Divine power overwhelms you. Take -1 forward to your next Invocation."

### DEXTER & SINISTER

Failure to use both moves over a short period of time results in the Balance penance being taken. Creativity is encouraged when this Invocation is made and the character is bearing Balance.

### SPIRIT VESSEL

The spirit vessel heeds the commands of the character so long as they don't oppose the deity's **Desires**. If the command may violate those Desires, roll +nothing as you would for a **Hireling**.

#### INTERCESSION

Flipping a die means to instead use the opposite face of the die. For reference sides in opposition to each other are: 6:1, 5:2, 4:3

### INVOCATIONS

The list of invocations attached to this playbook are designed to work with The Saint. The Cleric invocations are a suitable substitute or supplement to the invocations listed here.

### **PIOUS ROBES**

These robes provide 1 armor, but lose their armor bonus after the character takes damage twice.