

NAME LOOK

Names: Melia, Valora, Fidelia, Ginger, Konstanza, Virdis, Cadence, Caryn, Euandra, Naenia, Lilybelle, Placida, Ariadne, Portia, Mellona, Sidera, Ruby, Lelah, Calydona Morag, Prosper, Floren, Pio, Bacchus, Calchas, Nikki, Blandon, Payne, Txanton, Apollodorus, Neville, Calix, Ottavio, Actaeonis, Sergio, Segundo, Albion, Proctor

Milky Eyes, Glowing Eyes, Distant Eyes or Odd Colored Eyes
Golden Hair, Shaved Head, Old Fraying Hair or Well Kept Hair
Exotic Wears, Acolyte-Trainee Robes or Path-Beaten Clothes
Marble Sculpted Body, Dirt-Coated Frame or Bony Body

Assign these scores to your stats: 16 (+2), 15 (+1), 13 (+1), 12 (+0), 9 (+0), 8 (-1)

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
☐ WEAK -1	☐ SHAKY -1	☐ SICK -1	☐ STUNNED -1	☐ CONFUSED -1	☐ SCARRED -1
STR	DEX	CON	INT	WIS	CHA



DAMAGE



ARMOR



HP

YOUR MAX HP IS 6+CONSTITUTION

ALIGNMENT

☐ GOOD

Assist a good prophecy come to completion or deny an evil one.

☐ EVIL

Punish those who are doubtful of your predictions.

BACKGROUND

☐ TEMPLE RAISED

You gain the Commune and Cast a Spell Cleric moves. When you select this move, treat yourself as a Cleric of level 1 for using spells.

☐ WANDERER

Gain +4 Max HP and +4 Load.

REVELATION NATURE

☐ BRIEF GLIMPSE

Your visions are glances at a larger canvas, leaving you to piece together what it means. You have a revelation rating of 1.

☐ CLEAR DIRECTION

The gods grant you vivid and detailed glimpses of things that may come to pass, leaving only a small but vital meaning to your interpretation. You have a revelation rating of 2.

☐ DEVASTATING TRUTH

A congress of gods mercilessly shows you the naked truths of existence, horrifically assailing you with painfully accurate visions. You have a revelation rating of 3.

BONDS

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

_____ doesn't believe in the power of my visions.

I am thankful that _____ puts stock in my visions.

STARTING MOVES

VISIONS OF WHAT MAY BE (WIS OR CHA)

The powers that be are fickle beings and their motives are often lost on lesser mortals. To achieve their machinations on the world below, they must express their will through mortals who they commune with, willingly or otherwise. Those raised in religious temples gladly accept such a blessing and willingly follow it, while others shun this burden and live on the road, trying to avoid whatever fate has planned for them. If you picked Temple Raised, to beseech the gods for a vision, you must roll +WIS. If you chose Wanderer, you must offer reluctant prayer and coax the visions forward with loathed groveling, roll +CHA *On a 10+, according to your revelation rating, the GM describe a possible outcome, useful information that relates to your quest, information on a current predicament, or a grim portent. *On a 7-9, as above, but choose 2:

- The vision is accurate, but contains a lie amidst the truths. This falsehood may be major or minor in detail, left up to the GM's whim.
- The vision predicts an irrefutably unwelcome truth, such that you refuse to tell others what you have seen.
- Such a disturbing image that your mind aches to recall it. You take damage equal to your revelation rating +1 that ignores armor.

If your revelation rating is above 3, just use Devastating Truth description to describe the details of the vision.

THINNED WILL

As a consequence of constantly have the will of gods channeled through you, your resolve and mental durability have greatly suffered. Whenever you Defy Danger through mental fortitude, you subtract your revelation rating from the roll.

DIVINE CEREMONY

When you have an hour of uninterrupted time, you can prepare a ceremony to ask the gods for favors and tell the GM what you're trying to achieve. Any effect is always possible, but the GM will give you 6-minus your revelation rating of the following conditions:

- You must first have _____ to start the ceremony.
- You'll need assistance from _____ in order to finish the ceremony.
- The preparation materials are very expensive.
- The gods are unwilling to help and only grant a cursed or limited version.
- The ceremony puts you and your allies at danger from _____
- A sacrifice of _____ must be made to the gods
- _____ must offer prayers to the beseeched gods.

The GM should choose conditions and their fulfillments based on the potency of the desired effect.

THE PROPHET

LEVEL XP

GEAR

Your load is 6+STR. You start with a dagger (hand, 1 weight), and dungeon rations (5 uses, 1 weight). Choose your weapon:

- ☐ Curved ritual blade (close, two-handed, +1 damage, 1 weight)
- ☐ Runic Staff (+1 to all Spout Lore rolls, two-handed, 2 weight)

Choose your defenses:

- ☐ Near-tattered robes (worn, 0 weight) and 2 healing potions (0 weight)
- ☐ Priestly garment of a benevolent deity (+1 Max HP, worn, 1 weight)
- ☐ Battle-field scavenged armor (2 armor, clumsy, 2 weight)
- ☐ Vestment of a spiteful god (+1 to all damage rolls, worn, 1 weight)

ADVANCED MOVES

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

☐ WAVERING DEVOTION

Increase or decrease your revelation rating by 1.

☐ RITUAL MASTER

The GM chooses one less option for the Divine Ceremony.

☐ YOUR FATE IS SEALED (WIS)

You use your deific vision to gain uncanny insight on the weakness of the enemy you are your allies are facing, *On a 10+, choose 2 of the following.

On a 7-9, choose one:

- The foe's attacks are flawed: The next time you or your allies are damaged by the enemy, the only take half damage.
- A subtle weakness in their defense: allies gain piercing 2 on their next damage roll.
- The enemy won't see this coming: allies gain +1 forward.

☐ AS OPEN AS A BOOK

You open yourself to the gods with little care for your own wellbeing. You may get a +2 forward to the next Visions of What May Be roll, but you take damage equal to double your revelation rating that ignores armor.

☐ MARKS OF DEVOTION

Requires: Temple Raised

Count your Cleric Level as 3 for Commune and Cast a Spell Cleric moves.

☐ OUTRUNNING DESTANY

Requires: Wanderer

You can reroll any Defy Danger by getting out of the way or acting fast rolls.

☐ GUIDANCE

You may use Visions of What May Be for Aid/Interfere rolls.

☐ INGREDIENT SEEKER

You can use the Visions of What May Be move for Supply rolls.

☐ DOOMSAYER

You can use the Visions of What May Be move for Parley when you are intimidating or frightening someone. However, when you use the Parley skill for any other use, subtract your revelation rating from the roll.

☐ HALF-BLIND VISIONARY

You may reduce your damage dice to a d4 and take a permanent -1 to all +STR and +DEX rolls to increase your revelation rating by 1 and get +1 to all Visions of What May Be rolls.

☐ FOREWARNING

You may use Visions of What May Be in place of Defend or Defy Danger with quick thinking rolls.

If you picked Wanderer, choose 4, otherwise choose 2:

- ☐ Bandages (3 uses, 0 weight) and poultices and herb (2 uses, slow, 1 weight)
- ☐ A circlet of protection (+1 armor, 1 weight)
- ☐ 100 coins
- ☐ Aged scroll (counts as casting any level 1 wizard spell, 1 use, 0 weight)
- ☐ Sculpture of a famous deity (+2 to Spout Lore test regarding religion, 1 weight)
- ☐ Personal feast (ration, 1 use, 1 weight) and lavish jewelry (worth 75 gold)
- ☐ Ragged bow (near, 2 weight) and a bundle of arrows (3 ammo, 1 weight)

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

☐ THE END IS NIGH

Replaces: Doomsayer

As per the move Doomsayer, but any of your allies who act on your crazed predications get a +2 forward to their next roll and your penalty to other Parley rolls is 1 plus your revelation rating instead of just your revelation rating.

☐ OMENS

Whenever you have an extended rest, gain 3 Omens. At any time, you may spend an Omen to receive a +2 forward to any Visions of What May Be roll. When you use your final Omen, you can no longer use the move Visions of What May Be until you have an extended rest. When you next rest, lose and remaining Omens you have unspent.

☐ DOORWAY OF THE PAST

You can use Visions of What May Be to instead ask the GM about events of the past instead of those yet to come.

☐ IGNORANCE IS BLISS. I'LL GO LEARN SOMETHING ELSE.

Requires: Must have a revelation rating of 2 or higher.

Reduce your revelation rate by 1 and learn two Advance Moves from another class.

☐ TEMPLE PROTECTOR

Requires: Temple Raised

You gain a personal bodyguard sent from your temple to safe guard your life and record the visions you have. This counts as a hireling with a loyalty of 3, a skill of 2 (protector) and a cost (recording visions.)

☐ FALSE PROPHET

Once per session, when you roll a 10+ on a Visions of What May Be, you can instead count the result as a 7-9 to mark a xp. If you have a revelation rating of 1, you may do this twice per session instead.

☐ FREE FROM MORTAL TRAPPINGS

When you are wearing no armor, you gain 4 armor.

☐ VOICE OF THE GODS

You can speak and understand any language.

☐ I'VE NEVER BEEN THERE, BUT I'VE SEEN IT.

Whenever you Spout Lore about a place you have never been, you can add your revelation rating to the roll.

☐ AN ALL POWERFUL VESSEL

Requires: A revelation rating of 3 or higher.

Increase your Strength and Dexterity by 1 and you no longer need to eat.