

NAME

LOOK

Male: Names

Female: Names

Wildcard: Names

Kind Eyes, Sharp Eyes, or Sad Eyes

Tonsure, Strange Hair, or Bald

Flowing Robes, Habit, or Common Garb

Thin Body, Knobby Body, or Flabby 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

CURRENT
MAX

YOUR MAX HP IS
6+CONSTITUTION

DRIVE

☐ TEND TO THE WEAK

Heal, protect, or guide through wisdom the downtrodden or helpless.

☐ SPREAD THE WORD

Convert someone to the praise of your deity, or create an everlasting monument as a reflection of your deity.

☐ ENFORCE POWER

Brazenly enforce the will of your deity with a show of their strength and power, no matter the cost.

BACKGROUND

☐ PILGRIM

You are well traveled and used to the people and places devoid of your deity. When you Undertake a Perilous Journey as the trailblazer, on a 10+ you also find a hidden safe haven.

☐ EXORCIST

You wield the terrifying power of your deity to force back the foes and creatures that would defy it. Any weapon in your hand is treated as a useful bane against a creature hated by your deity.

☐ CHOSEN ONE

Whether by the clergy or the deity itself, you were marked for greatness in spreading its influence. Choose a physical mark and describe it. Any of those who worship your deity and see it will aid you in some small way if they are able, but any of those opposed will go to no small lengths to cause you trouble.

BONDS

Fill in the names 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 implicitly.

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

I am working on converting _____ to my faith.

_____ is part of my deity's grand plan in some way.

I know how _____ has been touched by my deity.

STARTING MOVES

DEITY

You serve and worship some deity or power which grants you spells. Give your god a name and choose your deity's domain.

☐ Healing and Restoration☐ Bloody Conquest☐ Civilization☐ Nature and The Living☐ Knowledge and Hidden Things☐ The Downtrodden and Forgotten☐ What Lies Beneath☐ Entropy and The Undead

Choose one precept of your religion:

☐ 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

TURN UNDEAD

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

*On a 7+, so long as you continue to pray and brandish your holy symbol, no undead may come within reach of you. *On a 10+, you also momentarily daze intelligent undead and cause mindless undead to flee. Aggression breaks the effects and they are able to act as normal. Intelligent undead may still find ways to harry you from afar.

DIVINE GUIDANCE

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

COMMUNE

When you spend uninterrupted time (an hour or so) in quiet communion with your deity, you:

- Lose any spells already granted to you
- Are granted new spells of your choice whose total levels don't exceed your own level+1, and none of which is a higher level than your own level.
- Prepare all of your rites, which never count against your limit

CAST A SPELL

When you unleash a spell granted to you by your deity, roll +WIS. *On a 10+, the spell is successfully cast and your deity does not revoke the spell, so you may cast it again. *On a 7-9, the spell is cast, but choose one:

- You draw unwelcome attention or put yourself in a spot. The GM will tell you how.
- Your casting draws the ire and power of a conflicting deity
- After you cast it, the spell is revoked by your deity. You cannot cast it again until you commune and have it granted to you.



THE CHAPLAIN v1.0

LEVEL XP

GEAR

Your load is 10+STR. You start with dungeon rations (5 uses, 1 weight) and some holy symbol of the divine (describe it).

Choose your defenses:

☐ Chainmail (1 armor, 1 weight)

☐ Shield (+1 armor, 2 weight)

Choose your weapon:

☐ Mace (close, 1 weight)

☐ Staff (close, two-handed, 1 weight) and sling (5 ammo, 1 weight)

ADVANCED MOVES

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

☐ CHOSEN ONE

Choose one spell. You are granted that spell as if it were one level lower.

☐ INVIGORATE

When you heal someone, they take +2 forward to their damage, temporarily ignore a debility, or become much more trusting of you and your wise advice.

☐ THE SCALES OF LIFE AND DEATH

When someone takes their Last Breath in your presence, roll +WIS. *On a 10+ they are able to make a deal with the deity you worship. *On a 7-9 you are still able to call upon your deity to make the deal, but will owe something great as well.

☐ SERENITY

When you cast a spell you ignore the first -1 penalty from ongoing spells.

☐ COMMAND UNDEAD

Rather than Turning Undead, you may instead choose to command them momentarily. *On a 7+ nearby undead will not harass or impede you. *On a 10+ you are temporarily befriended by intelligent undead, and may command lesser or mindless undead to do your bidding until they themselves are harmed.

☐ DIVINE INTERVENTION

When you commune you get 1 hold and lose any hold you already had. Spend the 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.

☐ PENITENT

When you wear no armor or shield, you glow with the holy light of your deity and gain +2 armor.

☐ EMPOWER

When you Cast A Spell, 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 spell's effects are double
- The spell's targets are doubled

☐ ORISON FOR GUIDANCE

When you sacrifice something of value to your deity and pray for guidance, your deity tells you what it would have you do and reveals a secret or helpful knowledge. If you do what it asks, mark experience.

☐ DEVOTED HEALER

When you heal someone else of damage, add your level to the amount of damage healed, or choose to heal damage to yourself equal to half your level.

Choose one:

☐ Adventuring gear (1 weight) and dungeon rations (5 uses, 1 weight)

☐ Healing potion (0 weight)

Choose two:

☐ The torn robes of a saint of your deity

☐ Necklace of holy beads, gems, and trinkets

☐ Tome of your deity's prayers and tenants

☐ Tome detailing a version of creation

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

☐ ANOINTED (*REQUIRES: CHOSEN ONE*)

Choose one spell in addition to the one you picked for Chosen One. You are granted that spell as if it were one level lower.

☐ SAGE REAPER

When you take time after a conflict to dedicate your victory to your deity and deal with the dead, you are granted a vision of a great challenge ahead. You and any you share it with take +1 forward in dealing with this challenge.

☐ FIRST AID

You may abandon any prepared spell in order to cast Cure Light Wounds in its place.

☐ APOTHEOSIS

The first time you spend time in prayer as appropriate to your deity after taking this move, choose a feature associated with your deity (rending claws, wings of sapphire feathers, an all-seeing third eye, etc). When you emerge from prayer you permanently gain that physical feature.

☐ DIVINE INVINCIBILITY (*REQUIRES: DIVINE INTERVENTION*)

When you commune you get 2 hold and lose any hold you already had. Spend the 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.

☐ MARTYR (*REQUIRES: PENITENT*)

When you take damage and embrace the pain while praying to your deity, you may take +1d4 damage (ignoring armor). If you do, take +1 forward to Cast A Spell and add your level to any damage done or healed by the spell.

☐ GREATER EMPOWER

When you Cast A Spell, on a 10-11 you have the option of choosing from the 7-9 list. If you do, you may choose one of these effects as well. On a 12+ you get to choose one of these effects for free:

- The spell's effects are double
- The spell's targets are doubled

☐ DIVINE WILL

When you Cast A Spell or publicly commune in the presence of others, roll +WIS. *On a 7-9 they are in awe of your grace and power and will offer something minor to you (gold pittance, minor knowledge, etc). *On a 10+ one of the group joins your flock as a Hireling.

☐ WORK TO BE DONE (*REQUIRES: THE SCALES OF LIFE AND DEATH*)

When you take your Last Breath, you may roll +WIS. If you do, your deity will offer you a great price worthy of the most noble martyrs and saints.

☐ MULTICLASS DABBLER

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