

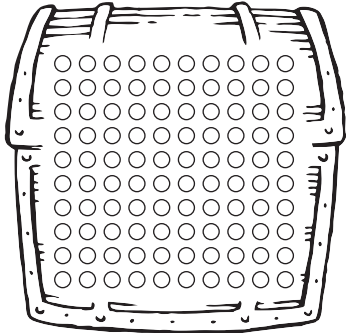
# LEVEL   CLERIC

## SILVER IN HAND



## SILVER IN STASH

(1 circle = 100sp = 1XP)



## GEAR

## SHOULDER BURDEN

When you *carry more weight than your Capacity but equal to or less than twice your Capacity*, you suffer -1 on-going until you lighten your load. When you *carry more weight than twice your Capacity*, you are *slow* and *clumsy*.

## CAPACITY

|                                                                                         |                                                                                         |
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| STR +8                                                                                  | WEIGHT CARRIED                                                                          |

## NOTES

## EXPERIENCE POINTS (XP)

|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       |          |
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| <div style="display: flex; gap: 5px;"> <div style="border: 1px solid black; width: 20px; height: 10px;"></div> <div style="border: 1px solid black; width: 20px; height: 10px;"></div> <div style="border: 1px solid black; width: 20px; height: 10px;"></div> <div style="border: 1px solid black; width: 20px; height: 10px;"></div> </div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         | LEVEL 3  |
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| <div style="display: flex; gap: 5px;"> <div style="border: 1px solid black; width: 20px; height: 10px;"></div> <div style="border: 1px solid black; width: 20px; height: 10px;"></div> <div style="border: 1px solid black; width: 20px; height: 10px;"></div> <div style="border: 1px solid black; width: 20px; height: 10px;"></div> <div style="border: 1px solid black; width: 20px; height: 10px;"></div> <div style="border: 1px solid black; width: 20px; height: 10px;"></div> <div style="border: 1px solid black; width: 20px; height: 10px;"></div> <div style="border: 1px solid black; width: 20px; height: 10px;"></div> </div>                                                                                                                                                                                                                         | LEVEL 7  |
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| <div style="display: flex; gap: 5px;"> <div style="border: 1px solid black; width: 20px; height: 10px;"></div> <div style="border: 1px solid black; width: 20px; height: 10px;"></div> <div style="border: 1px solid black; width: 20px; height: 10px;"></div> <div style="border: 1px solid black; width: 20px; height: 10px;"></div> <div style="border: 1px solid black; width: 20px; height: 10px;"></div> <div style="border: 1px solid black; width: 20px; height: 10px;"></div> <div style="border: 1px solid black; width: 20px; height: 10px;"></div> <div style="border: 1px solid black; width: 20px; height: 10px;"></div> <div style="border: 1px solid black; width: 20px; height: 10px;"></div> <div style="border: 1px solid black; width: 20px; height: 10px;"></div> <div style="border: 1px solid black; width: 20px; height: 10px;"></div> </div> | LEVEL 10 |

NAME

## ABILITY SCORES

### STRENGTH

|                                                                                         |                                                                                         |                                                                                         |
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| MAX                                                                                     | CURRENT                                                                                 | MODIFIER                                                                                |

### CONSTITUTION

|                                                                                         |                                                                                         |                                                                                         |
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| MAX                                                                                     | CURRENT                                                                                 | MODIFIER                                                                                |

### DEXTERITY

|                                                                                         |                                                                                         |                                                                                         |
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| MAX                                                                                     | CURRENT                                                                                 | MODIFIER                                                                                |

### INTELLIGENCE

|                                                                                         |                                                                                         |                                                                                         |
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| MAX                                                                                     | CURRENT                                                                                 | MODIFIER                                                                                |

### WISDOM

|                                                                                         |                                                                                         |                                                                                         |
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| MAX                                                                                     | CURRENT                                                                                 | MODIFIER                                                                                |

### CHARISMA

|                                                                                         |                                                                                         |                                                                                         |
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| MAX                                                                                     | CURRENT                                                                                 | MODIFIER                                                                                |

### LUCK

|                                                                                         |                                                                                         |                                                                                         |
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| MAX                                                                                     | CURRENT                                                                                 | MODIFIER                                                                                |

## APPEARANCE

## HERITAGE

## ALIGNMENT

## TRAITS & TAGS

## ARMOR HIT DIE



## HIT POINTS

|                                                                                         |                                                                                         |
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| MAX                                                                                     | CURRENT                                                                                 |

## ABILITY SCORE MODIFIERS

| SCORE | MODIFIER | SCORE | MODIFIER |
|-------|----------|-------|----------|
| 3     | -3       | 13-15 | +1       |
| 4-5   | -2       | 16-17 | +2       |
| 6-8   | -1       | 18    | +3       |
| 9-12  | 0        |       |          |

## CLERIC MOVES

You start with all of these.

|     |         |
|-----|---------|
|     |         |
| MAX | CURRENT |

### DISCIPLE

You are a vessel of divine will, charged with promoting and defending your faith. Your deity has the same alignment as you, and 2 linked **domains**—those parts of existence over which they hold sway (darkness & war, love & the moon, etc.). Name your **deity** and write down their domains. Then, write 1 tenet by which the faithful strive to abide (“Always help those in need,” “Destroy enemies of the faith,” etc.).

**Favor** represents your current standing in the eyes of your deity. The maximum favor you may hold at any time is equal to your current level +WIS (minimum of 1). You start play with maximum favor.

When you *make any move roll that falls within the domain of your deity*, you may spend favor before you roll the dice to increase the result by +1 for each point of favor spent.

Deity \_\_\_\_\_ Domains \_\_\_\_\_

Tenet \_\_\_\_\_

### PRAY

When you *take the necessary time to commune with your deity*, say what that looks like and roll +WIS, taking +1 if you bear your holy symbol, and +1 if you occupy a place dedicated to your faith: **on a 10+**, your prayers are heard—restore your favor to maximum; **on a 7-9**, gain 1 favor. You may only Pray once per day.

### CONVERT

When you *convince a nonbeliever to join your faith*, gain 1 XP or 2 favor (your choice).

### LAY ON HANDS

When you *call upon the power of your deity to heal a living thing with which you are in skin-to-skin contact*, roll +WIS: **on a 10+**, they heal points equal to double your current favor; **on a 7-9**, you may burn 1 Constitution to heal points equal to your current favor. Points healed must be ability or hit points, your choice. You may not Lay Hands on a creature of opposite Alignment (*Good* opposes *Evil*; *Lawful* opposes *Chaotic*).

### INVOKE

When you *call upon your deity to manifest their power in a particular way*, say what you want to have happen and how it falls within at least one of your deity’s domains. The Judge will assign your request **hubris** from 0 (*rote*) to 6 (*miraculous*). Then, roll -hubris, +1 if you bear your holy symbol: **on a 10+**, your request is granted with duration 3, and may be made *permanent* if you perma-burn 1 ability point per point of hubris; **on a 7-9**, your request is granted with duration 1, but your deity demands proof of devotion—the Judge chooses 1 from the list below.

- ◆ **Sacrifice:** take -1 ongoing to Pray until you destroy or tithe something of the Judge’s choosing (silver, blood, something of symbolic significance to your faith, etc.)
- ◆ **Exemplify:** take -1 ongoing to Invoke until you satisfy your tenet
- ◆ **Atone:** take -1 ongoing to Invoke until you gain at least 1 favor
- ◆ **Evangelize:** take -1 ongoing to Invoke until you **Convert** a nonbeliever
- ◆ **Endure:** burn 1d4 points of an ability of the Judge’s choice
- ◆ **Redeem:** you may not Invoke again until you complete a trial of the Judge’s choosing
- ◆ **Suffer:** perma-burn 1 point of an ability of the Judge’s choice

### FAVOR

## ADVANCED MOVES

Choose 1 of these at level 3, 5, 7, and 9.

### AVATAR

When you *are overtaken by the divine spirit in pursuit of a particular goal*, roll +WIS: **on a 10+**, choose 1 from the list below; **on a 7-9**, choose 2; **on a 6-**, mark XP, and all 3 apply. While you are driven by divine will, you take +1 ongoing and roll +WIS in place of all other ability modifiers.

- ◆ When the spirit leaves you, burn 1d6 Strength, 1d6 Constitution, and 1d6 Dexterity
- ◆ As soon as you have 0 favor, the spirit leaves you and the Judge chooses 1 proof of devotion from the Invoke list
- ◆ While the spirit is in you, you must adhere to your deity’s agenda at all costs

When you *meet your goal or become incapacitated*, whichever comes first, the divine spirit leaves you.

### CRUSADER

[min. STR +1 and level 5; must be *Good*, *Lawful*, *Chaotic*, or *Evil*]

When you *have demonstrated your devotion by personally slaying many enemies of your faith*, you may begin multiclassing as a Fighter, and add Fighter Moves to this playbook.

### DEFENDER OF THE FAITH

When you *are all that stands between something of great value to your deity and a threat to its existence*, take +1 ongoing, for as long as the threat persists. In addition, when you suffer damage from that threat, you may spend favor to ignore some or all of it, at cost of 1 favor per 1 point of damage.

### INSPIRE

When you *stand fast before a clear threat in the name of your deity*, roll +CHA: **on a 10+**, all allies who bear witness take +1 ongoing in the face of that threat; **on a 7-9**, they take +1 forward against it.

### MARTYR

When you *Bite the Dust in service to your deity*, restore your favor to its current maximum, and automatically Inspire all allies who witnessed your fall as if you rolled a 10+. Then, if you die and choose to Rise to the Occasion by becoming a follower who witnessed your death, that follower converts to your faith on the spot and starts with bonus XP equal to your favor.

### MISSIONARY

When you *spend a day spreading the teachings of your faith to the locals*, gain 1 favor and take +1 forward to Convert or Recruit.

### PRAY FOR GUIDANCE

When you *Pray*, **on a 7+** you may ask your deity a question, and your deity will answer (by way of the Judge).

### SMITE

When you *deal damage to an enemy of your faith*, you may spend favor before you roll damage to increase the result by +1 for each point of favor spent.