

NAME

LOOK

Dwarf: Durga, Aelfar, Gerda, Rurgosh, Bjorn, Drummond, Helga, Siggrun, Freya**Human:** Wesley, Brinton, Jon, Sara, Hawthorn, Elise, Clarke, Lenore, Piotr, Dahlia, Carmine

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
<input type="checkbox"/> WEAK -1	<input type="checkbox"/> SHAKY -1	<input type="checkbox"/> SICK -1	<input type="checkbox"/> STUNNED -1	<input type="checkbox"/> CONFUSED -1	<input type="checkbox"/> SCARRED -1
STR	DEX	CON	INT	WIS	CHA

DAMAGE

ARMOR

HP

CURRENT

MAX

YOUR MAX HP IS 6+CONSTITUTION

ALIGNMENT

☐ GOOD

Endanger yourself to heal another.

☐ LAWFUL

Endanger yourself following the precepts of your church or god.

☐ EVIL

Harm another to prove the superiority of your church or god.

STARTING MOVES

INVOCATION

When you call out for your deity's aid in a time of need, choose a Blessing and roll +WIS.**On a 10+**, your deity will intervene on your behalf - the GM will tell you how. **On a 7-9**, your deity will grant your Blessing, but you will also need to choose a Requirement.

Blessing

- Your invocation manipulates the realm your deity Controls.
- Your invocation commands something your deity Represents.
- Your invocation bolsters your deity's Worshippers.
- Your invocation rebukes your deity's Enemies.

Requirement

- Your invocation is obvious and immediate, drawing attention to you.
- The intervention is subtle or takes a while to manifest.
- Your deity demands something in return. The GM will tell you what.
- The divine experience leaves you dizzy with euphoria (or terror). You take -1 ongoing to Invoke until you have time to pray quietly for a while.

DIVINE WARD

When you call upon your deity for protection for yourself or an ally, roll +WIS. **On a 10+**, grant two of the following effects to the subject of your prayers. **On a 7-9**, grant one, and your prayers draw unwanted attention.

- Heal 1d8 damage
- Take +2 Armor forward
- Take +1 forward to Defy Danger
- An approaching enemy is driven back

LEAD THE FLOCK

When you preach to a mob, roll +CHA. **On a 10+**, hold 3. **On a 7-9**, hold 1. **On a miss**, the mob turns on you. Spend your hold 1-for-1 on the following:

- bring people forward and deliver them to you.
- bring forward all their precious things.
- unite and fight for you.
- fall into a frenzy of emotion: joy, sorrow, or rage, as you choose.
- go quietly back to their lives.

RACE

☐ DWARF**When you use your Divine Ward on someone else**, you take +1 Armor forward.☐ HUMAN**When you Defy Danger from something related to your deity's domain**, take +1.

BONDS

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

_____ has insulted my deity; I do not trust them.

I trust _____ implicitly; they are good and faithful.

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

I am working on converting _____ to my faith.

DEITY

You serve and worship some deity, who grants you power. Give your god a name (maybe Helferth, Sucellus, Zorica or Krugon the Bleak) and define your deity's domain by filling in each answer:

- Controls (the sun, the seas, the skies): _____
- Represents (love, death, war, wind): _____
- Worshippers (nobles, dwarves, wizards): _____
- Enemies (demons, undead, heretics): _____
- Demands (sacrifices, secrets, victory): _____

LEVEL XP

GEAR

Your Load is 7+STR. You carry dungeon rations (5 uses, 1 weight), a priest's robes (weight 0), and a symbol of your deity, describe it (weight 0).

Choose your armament:

- ☐ Divine Weapon (hand or close, 1 weight) - you wield the favored weapon of your deity. Describe it.
- ☐ Staff (close, two-handed, 1 weight) and bandages (3 uses, 0 weight)

Choose two:

- ☐ Adventuring gear (1 weight) and dungeon rations (5 uses, 1 weight)
- ☐ Healing potion (0 weight)
- ☐ Blessed leather armor (1 armor, 1 weight)
- ☐ Bag of books (5 uses, 2 weight) and bandages (3 uses, 0 weight)

ADVANCED MOVES

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

☐ DEITY'S INSIGHT

When you take a moment to consult your deity, you can Spout Lore using +WIS instead of +INT.

☐ DEVOTED HEALER

When you heal someone else of damage, add your level to the amount of damage healed. You may choose to take 1d6 damage (ignores armor) to remove a debility from a person you are healing.

☐ DIVINE PROTECTION

When you wear no armor or shield, you have 2 armor.

☐ FIRST AID

You ignore the Slow tag on Bandages and Poultices & Herbs. When you are attacked while you are healing someone, gain +1 armor against the attack.

☐ GREATER WARDING

When you use Divine Ward, select one additional option, even on a 6-.

☐ HOLY FERVOR

Gain one move from the Templar or Cultist class list.

☐ MIRACLE WORKER

Gain one move from the Mage class list. If you choose Cast a Spell, the Spell Focus you choose must be related to your deity. In addition, add the following to the list of options under Spell Focus:

Focus: The Divinity

Look: Divine Voice, Glowing Symbol of Faith, or Glowing Tattoos

Aligned: Aid Worshippers, Channel your Deity, Manipulate its Representation

Opposed: Aiding Enemies, Desecrating the Realm your Deity Controls

☐ ORISON FOR GUIDANCE

When you fulfill your deity's Demands and pray for guidance, your deity tells you what it would have you do. If you do it, mark experience.

☐ PENITENT

When you take damage and embrace the pain, you may take +1d4 damage (ignoring armor). If you do, take +1 forward.

☐ SERENITY

When you calmly walk through a dangerous situation, take +1 to Defy Danger.

☐ THE SCALES OF LIFE AND DEATH

When someone else takes their Last Breath in your presence, they take +1 to the roll.

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

☐ ANATHEMA

When you strike down an Enemy of your deity, roll +WIS. On a 10+, that enemy is disintegrated, struck down by the power of your faith. On a 7–9, the enemy is still destroyed, but choose one:

- your deity's wrath is not yet over. It causes massive collateral damage.
- your deity draws upon your strength for this act. Take -1 forward.

On a miss, your deity cannot destroy this Enemy. The GM will tell you why.

☐ APOTHEOSIS

The next time you spend time in prayer 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 ARMOR

Replaces: Divine Protection

When you wear no armor or shield, you have 3 armor.

☐ GAZE NOT UPON HIM

When you use Invocation and get a result of 12+, your deity's magnificence inspires awe from all who see it. Allies take +1 forward and NPCs cower in awe, fear, or ecstasy, as is appropriate.

☐ INVIGORATE

When you heal someone, they take +2 forward against the cause of their damage.

☐ MARTYR

Replaces: Penitent

When you take damage and embrace the pain, you may take +1d4 damage (ignoring armor). If you do, take +1 ongoing until you roll a 12+.

☐ MULTICLASS DABBLER

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

☐ PRAYER OF UNITY

You no longer need to specify who you protect with Divine Ward. When you protect a group with Divine Ward, the chosen effect(s) applies to everyone in the group.

☐ PROVIDENCE

Add the following option to the Divine Ward list:

- An enemy move fails due to a moment of divine providence, related to your deity's domain (a gust of wind, a flash of light, or something similar)

☐ REAPER

When you take time after a conflict to dedicate your victory to your deity and deal with the dead, take +1 forward.