

## Aid

When you help another character who's about to roll, they gain advantage but you are exposed to any risks, costs, or consequences.

## Defend

When you take up a defensive stance or jump in to protect others, roll +CON. On 10+, hold 3 Readiness. On 7-9, hold 1 Readiness. While you defend, you can spend a point of Readiness to:

- suffer an attack's effects instead of your ward
- halve an attack's damage/effects
- draw all attention from your ward to yourself
- strike back at an attacker (deal your damage but with disadvantage)

Lose any remaining Readiness when you cease to focus on defence, or the threat passes.

## Defy Danger

When danger looms, the stakes are high and you act, roll:

- +STR to power through or test your might
- +DEX to use speed, agility or finesse
- +CON to endure or hold steady
- +INT to use expertise or enact a clever plan
- +WIS to rely on willpower or your senses
- +CHA to charm, bluff, impress or fit in

On 10+, you pull it off as well as anyone could hope. On 7-9, you can do it, but the GM will present a cost or consequence, a lesser success, a tough choice, or the option to back down.

## Discern Realities

When you closely study a situation or person and look to the GM for insight, roll +WIS. On 10+, ask 3 from the list. On 7-9, ask 1:

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

Take advantage on your next move to act on the answers.

## Hack And Slash

When you fight in melee or close quarters, roll +STR. On a 10+, it works as expected (deal damage) and pick 1:

- Evade, prevent, or counter the enemy's attack
- Strike hard and fast (+1d6 damage) but suffer the enemy's attack

On a 7-9, it works, mostly: deal damage but suffer the enemy's attack.

## Make Camp

When you settle down to rest in a dangerous area, someone must spend 1 supplies. Then, take turns to each say one of the following, and if everyone agrees, mark experience:

- Give an example of how you've achieved your drive
- Describe how your opinion of or relationship with another character has changed
- Point out something awesome that another player did, that no one else has mentioned yet

When you wake from at least a few hours sleep, choose 1:

- Regain half your maximum hit points
- Clear all your debilities
- Gain advantage on your next roll

If you spend 1 supplies, choose another.

## Interfere

When you try to foil another PC's action and neither of you back down, roll...

- +STR to power through or test your might
- +DEX to use speed, agility or finesse
- +CON to endure or hold steady
- +INT to use expertise or enact a clever plan
- +WIS to rely on willpower or your senses
- +CHA to charm, bluff, impress or fit in

On 10+, they pick 1 from the list below:

- Do it anyway, but with disadvantage on their next roll
- Relent, change course, or otherwise allow their move to be foiled

On 7-9, they also pick 1 but you are left off-balance, exposed, or otherwise vulnerable.

## Parley

When you press or entice an NPC to do something, and they resist, roll +CHA. On 10+, they either do as you want or reveal the easiest way to convince them. On 7-9, they reveal something you can do to convince them, though it'll be costly, tricky, or distasteful.

When you press or entice a PC and they resist, roll +CHA. On 7-9, pick 1:

- They mark XP if they do what you want
  - They must do what you want, or reveal how you could convince them to do so
- On 10+, both.

## Recover

When you take time to catch your breath and tend to what ails you, spend 1 supplies and regain 5 hit points. You can't benefit from this move again until you take more damage.

When you tend to a debility or a problematic wound, say how. The GM will either say that it's taken care of or tell you what's required to do so (Defy Danger, spend supplies, Make Camp, find a certain item, etc).

## Run Away

When the whole party flees from danger, roll and add:

- -1 if anyone in the party is carrying more than their maximum load
- +1 if no one carries more than 2 load
- +1 if your route was planned in advance
- +1 if what you flee is slow or constrained

On a 10+, you get away but pick 1. On a 7-9, you get away but pick 1 and the GM picks another:

- The party has been split up
- You lost something as you fled (gear, treasure, hit points, your bearings, etc)
- You've landed in some new sort of trouble
- You've escaped for now, but it's still out there looking for you

## Spout Lore

When you consult your accumulated knowledge about something, roll +INT. On 10+, the GM will tell you something interesting and useful on the subject. On 7-9, the GM will tell you something interesting — it's on you to make it useful. Either way, the GM might ask you "How do you know this?". Tell the truth.

## Volley

When you launch a ranged attack, roll +DEX. On 10+, you have a clear shot: deal damage. On 7-9, deal damage but choose 1 from the list below:

- You have to move or hold steady to take your shot, putting you in danger (the GM says what)
- Take what you can get: when you deal damage, you have disadvantage
- Deplete ammunition

## Last Breath

When you are reduced to 0 hit points or less by deadly harm, you catch a glimpse of what lies beyond the Black Gates of Death. The GM will ask you some questions about it.

Then roll (+nothing). On 10+, you've cheated death; you're no longer dying but you're still in a bad place. On 7-9, Death will offer you a bargain: take it and stabilise, or refuse and pass beyond the Black Gates into whatever fate awaits you.

On 6 or less, your fate is sealed. You're marked as Death's own and you'll cross the threshold soon. The GM will tell you when.



# The Cleric

- ▮ priest
- ▮ cultist
- ▮ templar

## Name

## Race

## Look

## Drive

- Ambition:** gain recognition from hold or leverage over an NPC.
- Evangelism:** instruct someone in the tenets of your faith.
- Inquisition:** reveal the failings or falsehoods of another.
- Orthodoxy:** cause trouble for yourself or others by strictly adhering to doctrine.

*If you do it, mark experience whenever you Make Camp.*

## Hit points

## Damage

d6



## Armour

*Each time you take damage, reduce it by your armour.*

## Experience



*Mark when you roll 6 or less. Spend anytime: 1 for +1 after rolling, or 5 for an advance.*

## Gear

- Cudgel  Staff  Spear  Short sword  \_\_\_\_\_
- Leather or chain shirt (1 armour)
- Blessed vestments (1 armour against enemies of the faith)
- Shield (+1 armour, +1 Readiness when you roll 7+ to Defend)
- Reliquary (  use, counts as Favour)
- Paraphernalia (  uses, gives advantage to Cast A Spell)
- Sacred Texts (  uses, allows Cast A Spell that is not prepared)
- Supplies (  uses)  More supplies (  uses)

You also start with a symbol of your god, a knife or dagger, and either  a purse of coins,  a healing elixir (heals 10 hit points or a debility), or  sacred oil (burns the unholy).



# Starting moves

## Cast A Spell

When you cast a prepared spell, roll+Wis. On 10+, it works. On 7–9, it works but pick 1:

- Your divine power weakens. Take a cumulative –1 penalty to future Cast A Spell rolls, until you Prepare Spells again
- Lose the spell after casting it, until you Prepare Spells again
- Draw unwanted attention or put yourself in a spot (the GM will say how)
- Lose Favour if you have it

## Prepare Spells

At the start of the game, or when you spend an hour in religious devotion, prepare any 5 spells from the list (after losing any you previously prepared):

- **Light:** Conjure a small magical light. It follows you around until you dismiss it or cast another spell.
- **Sanctify:** Consecrate food or drink that you hold to purify it of poison, taint or disease.
- **Bless:** One of the spirits from your surroundings manifests before you and truthfully answers one question.
- **Cure Wounds:** Touch someone: they regain 5 hit points and heal any problematic injuries.
- **Holy Weapon:** The weapon you hold becomes magic until you drop it. Gain advantage on damage rolls, but disadvantage to Cast A Spell.
- **Speak With Dead:** Touch a corpse. Its shade arrives and answers three questions honestly.
- **Rebuke Anathema:** Brandish a symbol of your god and beings anathema to your god are held at bay. The weak and craven flee outright.

## Divine Favour

You start with Favour. When you spend it to pray for guidance, your god shows you their will through signs and portents (the GM will either tell you or ask you!). You and your allies gain advantage on the next move you each make to fulfill your god's will. You regain Favour according to your chosen background.

Choose one background:

### ● Cultist Of What Lies Beneath

Gain Favour by burying a ritual offering.

When you convert Undefined gear to something specific, you can produce an offering pleasing to Zeth.

When you Cast A Spell and roll 7–9, add this option to the list:

- Spend 1 supplies

### ● Itinerant Mystic Of Sol, God Of Light And Knowledge

Gain Favour by exposing a secret or deception.

When you cast Light, it affects creatures of the darkness as if it were full natural sunlight.

When you convert Undefined gear to something specific, you can produce unusual items from far off, but you must explain where in your travels you acquired them.

### ● Servant Of Mitra, Goddess Of The Downtrodden

Gain Favour by alleviating NPC suffering or enduring your own ritual suffering that inflicts a debility.

When you help someone Recover, add your Wis to the hit points they recover. When you cast Cure Wounds, you have advantage.

### ● Warrior Templar Of Indara, Lawgiver

Gain Favour by defeating an agent of chaos.

When you Parley and invoke your divine authority, treat 6 or less as 7–9.

When you convert Undefined gear to something specific, you can produce items of exceptional workmanship, the finest examples of their craft.

# Advances

Spend 5 experience at any time to choose one.

## ●● Improved Stat

Increase any stat by 1 (max +2).

## ● Superior Stat

Increase any stat by 1 (max +3). (Requires Improved Stat and at least 1 other advance.)

## ● Divine Intervention

You can spend Favour when you or an ally suffers harm. The harm is negated by a manifestation of your god's domain.

## ● Scales Of Life And Death

When you or someone in your presence takes their Last Breath, they have advantage.

## ● Serenity

When you Cast A Spell, you can ignore one –1 penalty or one source of disadvantage.

## New Spells

Each time you take this advance, choose a new spell to add to your Prepare Spells list:

- **Dispel Magic:** Choose a spell or magical effect nearby. It is dispelled, or if it is too potent, it is suppressed while in your presence.
- **Hold Person:** Name an enemy you can see. They are held immobile until they take damage or you leave their presence.
- **True Seeing:** You pierce all illusion and falsehood. Take disadvantage to Cast A Spell until you dismiss this spell.

If you have taken at least one new spell, you may prepare one extra spell whenever you Prepare Spells.

# Stats

Assign +2, +1, +1, +0, +0, –1.

Hint: Clerics do well with high Wis and Str.

## Strength

### ● Weakened

disadvantage to STR and DEX

## Dexterity

## Intelligence

### ● Dazed

disadvantage to INT and WIS

## Wisdom

## Constitution

### ● Miserable

disadvantage to CON and CHA

## Charisma