

Elwene

Personality:

The Blessed One of Rondra lives by the ideals of her goddess—the focus of her deeds are courage, valor, and help for the defenseless. She fights evil wherever she finds it, be it orcs, monsters, demon followers, or worshippers of the unholy Nameless One. People of different faiths are not her enemies, though she detests their religions. Her main duty is to defend the temples and faith of the Twelvegods. Neither she nor her Church ever hide their intentions. She is always straightforward, even if it results in unpleasant consequences. She uses the powers of her goddess wisely, and trusts in her personal abilities and combat skills. And even though fighting one-on-one is an important tenet of her faith, a Blessed One of Rondra will not unsheathe her sword for trivial matters. Some duels can be fought with words and reason, and not every foe is worthy of the drawing of a blade.



Advantages:

BLESSED ONE:

Only heroes consecrated to and accepted by the gods may become Blessed Ones, at which point they can receive KP and use liturgical chants.

Rules: The hero receives a karma base stat of 20 karma points (KP). Each Blessed One must also begin the game with a *Tradition* (a special ability—see page 316), which you must buy separately. Also, you can be consecrated to only one deity at a time— it is not possible to buy another Tradition. A hero who desires to become a Blessed One may acquire this advantage later in life.

MYSTIC:

Among Blessed Ones, some priests follow a spiritual and mystical path, and prefer to retreat from the world into self-chosen rapture.

Rules: For a mystic, the condition *Rapture* decreases by 1 level every two hours instead of every hour.

RICH I

Rich heroes have much more money available to buy equipment, accommodations, and otherwise engage in conspicuous consumption. These characters could be the children of patricians or they may have come into wealth because of other reasons.

Rules: The hero receives 250 additional silverthalers per level during character creation

Disadvantages:

BAD HABIT:

Most Bad Habits aren't a real problem for the character. They are annoying and disruptive, but rarely have substantial negative consequences.

Rules: Characters can choose as many Bad Habits as they wish, but can receive 6 AP at most. In rare cases, bad habits might lead to penalties for social skills.

Soliloquies (Talks to themselves): These characters talk to themselves at inconvenient times or while deep in thought.

OBLIGATIONS II (TEMPLE, CHURCH):

The adventurer has obligations to a group, organization, or person such as a church, an order, or a teacher. The hero is considered an underling to this person or group. Failure to meet obligations might have big consequences—from a penitential pilgrimage to expulsion from the community, or even leader-sanctioned assassination.

Rules: The hero must obey the entity's commands or suffer the consequences. Heroes can be obliged to more than one institution or group, but can receive adventure points for this disadvantage only once (for the highest level of Obligations).

PRINCIPLES II – CHURCH OF RONDRA:

These characters follow strict moral or religious limitations and always try to live by some sort of code. Breaking these codes can, for example, result in selfdoubt, a self-imposed quest for redemption, or even expulsion from a like-minded community.

Rules: Principles has three levels. The first level restricts the hero only slightly, the second level is demanding, and the third places heavy restrictions on the hero's actions. The hero can follow more than one set of principles, but can receive adventure points for this disadvantage only once (for the highest level of Principles). Characters acting against their principles suffer a penalty of 1 in all skill checks for at least an hour (the GM determines duration based on the situation).

Moral Code of the Blessed Ones of Rondra

- **Chivalry:** You must not use crossbows in combat, and must always behave honorably.
- **Responsibility:** Your main duties are to protect believers, sanctums, and the temples of the Twelvegods.
- **Single Combat:** When forced to fight, you must try to engage in single combat, the most honorable of all types of combat.
- **Mastery of the Sword:** You must strive to learn all arms and master them.

SPECIAL ABILITIES:

AREA KNOWLEDGE (Specific Area)

You know the region of your birth (or where you have lived for many years) better than other places.

Rules: Area Knowledge grants a bonus of 1 for checks using Streetwise and Orienting in the named location. Area Knowledge must be purchased for each area. This can be a village and its surroundings, a small town, a neighborhood in a city, a path, or even a road.

LEADER:

A good leader guides and assists fellow combatants, giving them tactical advantages.

Rules: This special ability grants heroes the new application Leader for the skill Fast-Talk, which they can use to assist companions during combat. Spend one action and make a check using Fast-Talk (Hard Sell, Manipulate, Sweet-Talk) to help up to QL+1 other people. The hero must be able to see and hear the recipients, and the recipients must be able to hear the advice. Success grants the recipients a bonus of +1 AT, +1 Defense, and +1 RC for the next combat round (this bonus is not cumulative with other uses of Leader).

SKILL SPECIALIZATION (Religions):

The hero can specialize in certain applications of skills. Many skill descriptions mention applications, but not necessarily all that are available for that skill. Ask the GM about others that may exist.

Rules: A hero receives a skill rating bonus of 2 when making a check using the application. Heroes can specialize in a maximum of three applications per skill. This application's bonus can raise the skill's SR above the normal maximum (as determined by Experience Level during hero creation—see page 39).

TRADITION (CHURCH OF RONDRA):

- **No Fear:** Characters with this advantage ignore the effects of the highest level of Fear they gain, and instead suffer the effects of the next lower level (they are still incapacitated at Level IV). For example, a Blessed One of Rondra with three levels of Fear suffers the effects of only Level II.
- Blessed Ones of Rondra must adhere to their Church's moral code (Principles). You must take this disadvantage if you want to play a Blessed One of the Church of Peraine.
- **Favored Skills:** *all close combat techniques, Body Control, Feat of Strength, Religions, Riding, Self-Control, Warfare*
- The primary attribute of the Tradition is Courage.

FEINT I (Basic Maneuver):

A skillful feint can distract the enemy, hindering defense.

Rules: Attack with a penalty equal to the level of this special ability. If you hit, the opponent's defense suffers a penalty of 2 per level in this special ability.

FORCEFUL BLOW I (Basic Maneuver):

A trained fighter can do more damage through brute strength.

Rules: Your attack suffers a penalty of 2 per level in this special ability. If you hit, add 2 points of damage per level of the special ability.

INURED TO ENCUMBRANCE I (passive):

You are accustomed to carrying massive burdens or wearing heavy armor, and therefore experience fewer problems with encumbrance.

Rules: A hero with this SA suffers armor *Encumbrance* penalties as if wearing lighter armor. Use the penalties for armor that is 2 steps (on the Armor chart—see page 237) lighter per level of Inured to Encumbrance. For example, a character with Inured to Encumbrance II who puts on a suit of plate armor suffers penalties (to ENC, MOV, and INI) as if wearing Cloth armor or gambeson instead (Cloth armor or gambeson is four steps lighter than plate armor on the Armor chart—see page 237). The PRO of the armor does not change.

ONSLAUGHT (Special Maneuver):

A warrior so trained can put everything into the attack, sacrificing any chance to defend.

Rules: Improve your attack stat by 2 for the current combat round. You cannot make any defense during that round. Onslaught must be announced at the start of the round. Onslaught cannot be used when *prone*.

SHIELD-SPLITTER (Special Maneuver):

When your enemy hides behind a shield, smash through it.

Rules: Attack your opponent's shield directly. The opponent can try to dodge the attack or parry using the shield, but cannot use the shield's parry bonus for parrying this attack. If the parry or dodge fails, subtract your weapon's damage from the shield's structure points. When the shield's points drop to 0, the shield is destroyed. This special maneuver can be used only against opponents who are using shields. More about structure points appears on page 349.

LITURGICAL CHANTS:

BIRTH BLESSING

Blesses and welcomes newborns into the community of believers and protects them against kidnapping by kobolds, fairies, and lesser demons for the duration of the blessing (as long as 12 years—see below). You can cast this blessing up to 12 days after a child's birth. If you wait longer to cast the blessing, it has no effect.

Range: Touch

Duration: In the congregation of the Twelvegods, it lasts through the child's 12th year of life

Target Category: Intelligent Creatures

Aspect: General

DRINK BLESSING

Those who consume the blessed drink feel refreshed. This blessing neutralizes poisons up to Level 2 and eliminates all other contaminants from a drink. The blessing affects two pints of liquid (enough for one person).

Range: Touch

Duration: Immediate

Target Category: Objects

Aspect: General

FIRE BLESSING

A small flame appears on the tip of your index finger. It is bright enough to illuminate a room, and is sufficient to light a candle. The flame does not hurt you (but you can be hurt by fires lit with the

Fire Blessing). The flame burns as brightly as a normal candle (see page 376).

Range: Self

Duration: 5 minutes

Target Category: Intelligent Creatures

Aspect: General

FOOD BLESSING

Blessed food is tasty and nutritious. This blessing neutralizes poisons up to Level 2 and eliminates all other contaminants from the food. The blessing affects food equivalent to one portion for one person.

Range: Touch

Duration: Immediate

Target Category: Objects

Aspect: General

GRAVE BLESSING

You bless a dead person's grave. Anyone wishing to exhume the body or damage the grave must make a Willpower (Face Threats) check with a penalty of 1. Failure means the person gets a bad feeling and refrains from damaging the grave. Necromantic spells and rituals targeting the grave's occupant suffer a penalty of 1 as long as the body remains within its consecrated grave.

Range: Touch

Duration: 12 months

Target Category: Zone

Aspect: General

HARMONY BLESSING

Recipients experience positive feelings for the rest of the day. Anything that causes the condition Fear suffers a penalty of 1.

Range: Touch

Duration: 12 hours

Target Category: Intelligent Creatures

Aspect: General

LUCK BLESSING

Once during the duration of the blessing, the target experiences a bit of luck. Examples include adding 1 SP after making a skill check, in order to achieve a higher QL.

Range: Touch

Duration: 12 hours

Target Category: Intelligent Creatures

Aspect: General

MINOR HEALING BLESSING

The recipient gains 1 LP. A person can receive this blessing only once per day.

Range: Touch

Duration: Immediate

Target Category: Intelligent Creatures

Aspect: General

MINOR PROTECTION BLESSING

This protection blessing can ward off unholy creatures. It can stop the following types of creatures: undead (mindless) and demons (lesser demons). While preparing the blessing, you must decide which of the two types of creatures it will repel. The named type of creature cannot enter the blessed area for the duration of the blessing. If the creature is forced to enter the area, it tries to leave at once. The Minor Protection Blessing's zone has a maximum radius of 4 yards, but can

be smaller. The protective zone is stationary and does not move with you. If persons in the zone move to the edge of the zone to attack creatures lurking there in melee, the creatures can attack as well.

Range: 4 yards

Duration: 4 combat rounds

Target Category: Zone

Aspect: General

OATH BLESSING

You help somebody swear a binding oath. Recipients must swear the oath voluntarily, after which they perceive it as binding. The Oath Blessing can be broken by making a Willpower check with a penalty of 1.

Range: 4 yards

Duration: 1 year

Target Category: Intelligent Creatures

Aspect: General

STRENGTH BLESSING

The recipient feels no exhaustion and can reroll one die when making a single Self Control (Stay Conscious) check (as if using an Aptitude). A person can receive only one Strength Blessing per day.

Range: self

Duration: 12 combat rounds

Target Category: Intelligent Creatures

Aspect: General

WISDOM BLESSING

Recipients of this blessing enjoy newfound wisdom. They can focus better on solving problems, and can reroll one die when making a single check using a Knowledge skill. A person can receive only one Wisdom Blessing per day.

Range: Touch

Duration: 12 hours

Target Category: Intelligent Creatures

Aspect: General

BLESS OBJECT

This liturgical chant blesses an object.

Check: COU/INT/CHA

Effect: This chant blesses materials used for church services (such as oil for Blessed Ones of Boron, seeds for Blessed Ones of Peraine, or star dust for Blessed Ones of Phex). These items are not sanctified, only blessed (see pages 309 and 312).

Liturgical Time: 4 actions

KP Cost: 4 KP

Range: Touch

Duration: QL x 3 hours

Target Category: Objects

Traditions: General

ENFORCE HONOR

You can use this liturgical chant to force an opponent to behave with honor in combat.

Check: COU/INT/CHA (target's Spirit as a penalty)

Effect: "Honor" in this case means that the target holds to your principles. Depending on the culture and its interpretation, this can mean that the target gives an opponent the chance to pick up a dropped weapon, does not attack after an opponent suffers a botch, does not attack from behind, does not use poison, and so on.

Liturgical Time: 4 actions

KP Cost: 8 KP

Range: 8 yards

Duration: QL x 3 minutes

Target Category: Intelligent Creatures

Traditions: Rondra (Shield and Storm)

PAIN TOLERANCE

You feel no pain.

Check: COU/INT/CON

Effect: The Blessed One can ignore the effects of the condition Pain up to level IV (but is still incapacitated at level IV)

Liturgical Time: 1 action

KP Cost: 8 KP

Range: Self

Duration: QL x 3 combat rounds

Target Category: Intelligent Creatures

Traditions: Rondra (Shield)

PROTECT THE DEFENSELESS

Blessed Ones of Rondra can draw an attacker's wrath upon themselves, thus protecting others from harm

Check: COU/INT/CHA (target's Spirit as a penalty)

Effect: You can challenge a combatant that attacks (or wants to attack) a defenseless person. The target ignores the original victim and attacks you instead.

Liturgical Time: 1 action

KP Cost: 8 KP

Range: 16 yards

Duration: QL x 3 minutes

Target Category: Intelligent Creatures

Traditions: Rondra (Shield)