

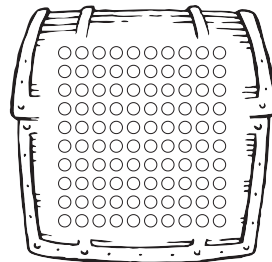
GEAR

SILVER IN HAND



SILVER IN STASH

(1 circle = 100sp = 1XP)



CAPACITY

SHOULDER BURDEN

When you *carry more weight than your Capacity but no more than twice your Capacity*, you suffer -1 ongoing until you lighten your load. You cannot carry more weight than twice your Capacity.

NOTES

EXPERIENCE POINTS (XP)

- → Level 2
- → Level 3
- → Level 4
- → Level 5
- → Level 6
- → Level 7
- → Level 8
- → Level 9
- → Level 10

To mark XP as an individual...

- Fulfill the tenet of your deity
- Act according to your traits
- Achieve your alignment goal

To mark XP as a group...

- Discover something new about the world
- Overcome a difficult obstacle
- Acquire some memorable booty

APPEARANCE

TRAITS

HERITAGE

ALIGNMENT

BONDS

ARMOR



HP DIE



HIT POINTS (HP)

ABILITY SCORES

STRENGTH

CONSTITUTION

DEXTERITY

INTELLIGENCE

WISDOM

CHARISMA

LUCK

ABILITY MODIFIERS

SCORE	MOD	SCORE	MOD
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
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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 or +CHA (your choice, 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 or +CHA, taking +1 if you bear your holy symbol, and +1 if you occupy a place sacred to your faith: **on a 10+**, your prayers are heard—restore your favor to maximum; **on a 7-9**, gain 1 favor; **on a 6-**, mark the ability used, and the Judge makes a move.

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 which you are touching*, burn 1 Constitution and roll +WIS or +CHA: **on a 10+**, they heal hit points and/or ability points equal to double your current favor; **on a 7-9**, they heal hit points and/or ability points equal to your current favor; **on a 6-**, mark the ability used, and the Judge makes a move. You may not lay hands on yourself or a creature of opposite Alignment.

INVOKE

When you *call upon your deity to manifest their power*, 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 (*insignificant*) to 6 (*miraculous*). Then, roll -hubris, +1 if you bear your holy symbol, and +1 if you occupy a place sacred to your faith: **on a 10+**, your request is granted with duration 3, and may be made *permanent* if you perma-burn 1 ability point of your choice 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; **on a 6-**, mark XP, and the Judge makes a move.

- **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
- **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

AVATAR

When you *declare a goal in the name of your deity and embody divine will in action*, if the Judge deems it a worthy goal your favor bonus becomes +2 per favor spent (instead of +1), until the goal is met or you become incapacitated. Then, roll +WIS or +CHA: **on a 10+**, choose 1 from the list below; **on a 7-9**, choose 2; **on a 6-**, mark the ability used, and all 3 apply.

- When the spirit leaves you, burn 1d6 ability points of the Judge's choice
- As soon as you have 0 favor, the spirit leaves you and you fall unconscious
- While the spirit is in you, you will not waver from your goal at any cost

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 *face a threat that would do harm to someone or something of value to your deity*, you may spend favor to gain temporary armor for as long as the threat persists, at a cost of 1 favor per 1 point of armor. This armor blocks physical damage, as well as any damage from sources within or directly opposed to your deity's domain.

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; **on a 6-**, mark Charisma, and the Judge makes a move.

MARTYR

When you *Bite the Dust in service to your deity*, restore your favor to its current maximum, and all allies who witnessed your fall take +1 ongoing in the face of whatever brought you down. Then, if you die, your next character starts off as an adherent of your faith with the same alignment as you and bonus XP equal to twice your maximum favor.

MISSIONARY

When you *spend a day spreading the teachings of your faith to the locals*, restore your favor to maximum and take +1 forward to **Negotiate** with or **Recruit** a potential convert.

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), in addition to the usual effect.

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.