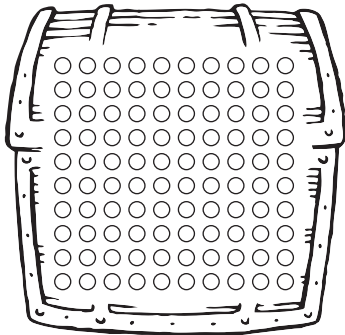


SILVER IN HAND



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 *dumsy*.

CAPACITY

STR +8
WEIGHT CARRIED

NOTES

EXPERIENCE POINTS (XP)

□□□□	□□□□	□□□□	LEVEL 2
□□□□	□□□□	□□□□	LEVEL 3
□□□□	□□□□	□□□□	LEVEL 4
□□□□	□□□□	□□□□	LEVEL 5
□□□□	□□□□	□□□□	LEVEL 6
□□□□	□□□□	□□□□	LEVEL 7
□□□□	□□□□	□□□□	LEVEL 8
□□□□	□□□□	□□□□	LEVEL 9
□□□□	□□□□	□□□□	LEVEL 10

NAME

ABILITY SCORES

STRENGTH

(**STR**)

MAX
CURRENT
MODIFIER

CONSTITUTION

(**CON**)

MAX
CURRENT
MODIFIER

DEXTERITY

(**DEX**)

MAX
CURRENT
MODIFIER

INTELLIGENCE

(**INT**)

MAX
CURRENT
MODIFIER

WISDOM

(**WIS**)

MAX
CURRENT
MODIFIER

CHARISMA

(**CHA**)

MAX
CURRENT
MODIFIER

LUCK

(**LUC**)

MAX
CURRENT
MODIFIER

APPEARANCE

HERITAGE

ALIGNMENT

TRAITS & TAGS

ARMOR HIT DIE

(**d8**)

HIT POINTS

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
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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 (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.