





## Advanced Moves

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

Bless You

You can give a creature you touch one or more Favor. They can spend it as if they have the **divine favor** move, but if they act in a manner opposed by your deity this Favor is immediately lost and you take -1 ongoing until you perform a task or provide a sacrifice as demanded by your deity.

Divine Insight

When you **use religious lore**, you always get the 10+ result, and when you **spout lore**, if you spend a few moments praying to your deity, you can roll +WIS instead of +INT.

Divine Intervention

When you **petition your deity for aid that is within its domains**, roll +WIS. On a 10+, your deity intervenes on your behalf. On a 7-9, like 10+ but choose one:

- \* You get a lesser or different result – the GM will tell you which.
- \* You need to spend 1 or more Favor.
- \* You'll need to perform a task or sacrifice something to your god – the GM will tell you what.

Divine Wrath

When you **call upon your deity's wrath to smite a creature up to near range**, describe it and roll +WIS. On a 10+, deal 1d8 damage, ignoring armor. On a 7-9, like 10+ but choose one:

- \* Roll damage twice and choose the lesser result.
- \* You must spend 1 Favor.
- \* You draw unwelcome attention or put yourself in a spot – the GM will describe how.

Favored Soul

Increase your maximum Favor to 5.

Flagellant

When you **deal 1d6 damage to yourself**, ignoring armor, gain 1 Favor. Damage taken this way can only be healed naturally.

Hallowed Ground

When you **use rebuke adversary**, they are repelled to *near* range.

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

Apocalypse

*Requires: Divine Wrath*

When you **use divine wrath**, it can have the *area* and *1 piercing* tags, and on a 12+ it deals 2d8 damage instead of 1d8.

Blessed Ye Shall Be

*Replaces: Favored Soul*

Increase your maximum Favor to 7.

Cleansing Touch

*Requires: Purity of Body*

You can spend 1 Favor to cure a creature or object touched of disease, poison, corruption, and similar afflictions.

Faith Healing

*Replaces: Lay on Hands*

When you **spend Favor to heal a creature touched**, you heal +2d6 damage and the effect happens instantly.

Improved Smite

*Replaces: Smite Adversary*

Against your deity's adversaries, deal +1d8 damage and your attacks gain the *agonizing* and *ignores armor* tags.

Miracle

*Requires: Divine Intervention*

When you **use divine intervention**, on a 12+ your deity's assistance goes beyond the scope of your need or request.

Lay on Hands

When you **spend Favor to heal a creature**, you instead restore 2d6 hit points.

Last Rites

You can affect undead normally, even if it would usually require special conditions or materials. When you **reduce an undead creature to 0 or fewer hit points**, it never returns.

On The Third Day

You recover from all of your debilities in three days, whether or not you rest.

Purity of Body

You are immune to all poisons and disease.

Shepherd

When you **order followers that worship the same deity as you**, you can roll +WIS instead of +Loyalty.

Shield of Faith

As long as **you have Favor**, take +1 armor. If you aren't wearing any armor or carrying a shield, you instead have 2 armor. When **you spend Favor to reduce damage you have taken**, you instead reduce it by 1d6 points.

Smite Adversary

You deal +1d6 damage against your deity's adversaries, and your attacks gain the *agonizing* tag.

Suffer Not the Heretic

When you **discern realities**, the GM will tell you if any adversaries are nearby, even on a miss.

Warpriest

You ignore the *clumsy* tag when wearing armor.

Watch Over Us

When you or an ally **takes watch**, you can spend 1 Favor to take or have them take the 10+ result.

Only Mostly Dead

When you or a creature you see **takes its last breath**, you can spend one or more Favor to have the recipient roll +Favor Spent. In addition, on a 12+ the target's hit points are set to an amount equal to your cleric level.

Purge the Unclean

*Requires: Hallowed Ground*

When you **use turn adversary**, on a 10+ *near* enemies suffer 2d8 damage, and on a 7-9 they suffer 1d8 damage.

Sanctuary

*Requires: Shield of Faith*

As long as **you have Favor**, you and all allies within arm's reach have +1 armor. You can also spend Favor to reduce the damage that allies take.

Spiritual Weapon

As long as **you have Favor**, you can conjure your deity's favored weapon. When you **hack and slash or volley with it**, you can roll +WIS.

The Lion's Den

When you **encounter your adversaries**, they cannot act to harm or impede you unless you harm or impede them first.

