

# NAME

Male: Names

Female: Names

Wildcard: Names

# LOOK

Kind Eyes, Fiery Eyes, or Glowing Eyes

Helmet, Styled Hair, or Bald

Worn Holy Symbol or Fancy Holy Symbol

Fit Body, Bulky Body, or Thin Body

Assign these scores to your stats: 16 (+2), 15 (+1), 13 (+1), 12 (+0), 9 (+0), 8 (-1)

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
<input type="checkbox"/> WEAK -1	<input type="checkbox"/> SHAKY -1	<input type="checkbox"/> SICK -1	<input type="checkbox"/> STUNNED -1	<input type="checkbox"/> CONFUSED -1	<input type="checkbox"/> SCARRED -1
STR	DEX	CON	INT	WIS	CHA

DAMAGE		ARMOR		HP	
				CURRENT MAX	YOUR MAX HP IS 10+CONSTITUTION

# DRIVE

## UPHOLD THE LAW

Steadfastly adhere to the local law or bring a lawbreaker to justice.

## DUTY TO THE PEOPLE

Improve the lives of the impoverished and downtrodden.

## THE WILL OF GOD

Advance the will and influence of your deity.

# STARTING MOVES

## LAY ON HANDS

When you touch someone, skin to skin, and pray for their well-being, roll +CHA. \*On a 10+, you heal 1d8 damage or remove one disease. \*On a 7-9, they are healed, but the damage or disease is transferred to you.

## ARMORED BULWARK

You ignore the clumsy tag on armor you wear. Whenever you successfully Defend, you may roll +CHA instead of +CON. \*On a 12+ hold may be spent to do any of the following in addition to the standard Defend options:

- The opponent is forced back, knocked off balance, or their strength momentarily drained
- The opponent is terrified by your immovable resilience
- The opponent's weapons are shattered upon your defenses
- Nearby allies are inspired by your unrelenting fortitude, and gain +1 forward

## I AM THE LAW

When you give an NPC an order based on your divine authority, roll +CHA. \*On a 7+, they choose one:

- Do what you say
- Back away cautiously, then flee
- Attack you

\*On a 10+, you also take +1 forward against them or learn a secret or weakness about them. \*On a 6 or less, they do as they please and you take -1 forward against them, or they learn a secret or weakness about you, the GM will choose.

## QUEST

When you dedicate yourself to a mission through prayer and ritual cleansing, state what you set out to do:

- Slay \_\_\_\_\_, a great blight on the land
- Defend \_\_\_\_\_ from the iniquities that beset them
- Discover the truth of \_\_\_\_\_

Then choose up to two boons:

- An unwavering sense of direction to \_\_\_\_\_
- Invulnerability to \_\_\_\_\_ (e.g. - edged weapons, fire, enchantment, etc)
- A mark of divine authority
- Senses that pierce lies
- A voice that transcends language
- A freedom from hunger, thirst, and sleep

The GM will then tell you what vow or vows are required of you to maintain your blessing:

- Honor (forbidden: cowardly tactics and tricks)
- Temperance (forbidden: gluttony and lust)
- Piety (required: observance of daily holy services)
- Valor (forbidden: suffering an evil creature to live or remain unchanged)
- Truth (forbidden: lies)
- Hospitality (required: comfort those in need, no matter where they are)

# BACKGROUND

## CAVALIER

You rode into glorious and divine sanctioned battle in the past, and your trusty steed is still a dear friend and ally. You have access to a blessed, mounted steed that will always obey your commands.

## EXCOMMUNICATED

You are an outcast of a holy order, but you have reasons that you still find honorable and just. Whenever you encounter a holy or unholy order, you may ask one question from Discern Realities for free.

## THE CHOSEN ONE

The divine chose you for an important reason, and you are instilled with their favor. When on a Quest, you may add an additional boon of "Identify other chosen and blessed items or cursed items and enemies of your divine patron by touch".

# BONDS

Fill in the names of your companions in at least one:

\_\_\_\_\_ 's misguided behavior endangers their very soul.

\_\_\_\_\_ has stood by me in battle and can be trusted completely.

I respect the beliefs of \_\_\_\_\_ but hope they will someday see the true way.

\_\_\_\_\_ is a brave soul, I have much to learn from them.

I know that \_\_\_\_\_ has the heart of the pious, even if they do not.



## GEAR

Your load is 12+STR. You start with dungeon rations (5 uses, 1 weight), scale armor (2 armor, 3 weight), and some mark of faith. Describe it. (tags, # uses, # weight).

### Choose your weapon:

- Halberd (reach, +1 damage, two-handed, 2 weight)
- Long sword (close, +1 damage, 1 weight) and shield (+1 armor, 2 weight)

### Choose one:

- Adventuring Gear (1 weight)
- Dungeon rations (5 uses, 1 weight)

### Choose two:

- A pious man's revered bones
- Scroll of holy testaments
- Jewelry containing a piece of an evil priest
- A sanctified oils kit

## ADVANCED MOVES

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

### DIVINE FAVOR

Dedicate yourself to a deity (name a new one or choose one that's already been established). When you attempt to channel the divine strength or work miracles within the scope of the deity's domain, roll +CHA. \*On a 10+ it comes to pass within reason. \*On a 7-9, it comes to pass within reason, but at a significant cost, the GM will tell you how.

### BLOODY AEGIS

When you take damage you can grit your teeth and accept the blow. If you do you take no damage but instead suffer a debility of your choice. If you already have all six debilities you can't use this move.

### SMITE

While on a quest you deal +1d4 damage to beings of evil.

### EXTERMINATUS

When you speak aloud your promise to defeat an enemy, you deal +2d4 damage against the enemy and -4 damage to everyone else. This effect lasts until the enemy is defeated. If you fail to defeat the enemy or give up the fight, you can admit your failure, but the effect continues until you find a way to redeem yourself.

### CHARGE!

When you lead the charge into combat, those you lead take +1 forward or are momentarily immune to fatigue and fear.

### STAUNCH DEFENDER

When you Defend you always get +1 hold, even on a 6 or less. You also always get +1 hold for Armored Bulwark, even on a 6 or less.

### SETUP STRIKE

When you Hack & Slash, choose an ally. Their next attack against your target shakes their resolve or reveals a vision of vulnerability granted by your deity.

### HOLY PROTECTION

While on a Quest, if you have access to a place of divine reverence and a relic of faith, you may spend time to impart an aspect of your deity's power into a single weapon or piece of armor for yourself or allies. Describe the effects. The effects last until you have fulfilled your current Quest.

### VOICE OF AUTHORITY

Take +1 to order hirelings.

### HOSPITALLER

When you heal an ally, you heal +1d8 damage.

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

### EVIDENCE OF FAITH (REQUIRES: DIVINE FAVOR)

When you see what appears to be divine magic or miracles as they happen, you can ask the GM which deity or religious sect granted the spell and its effects. Take +1 when acting on the answers.

### HOLY SMITE (REQUIRES: SMITE)

When on a quest you deal +1d8 damage to beings of evil.

### EVER ONWARD (REQUIRES: CHARGE)

When you lead the charge into combat, those you lead take +1 forward and are momentarily immune to fatigue, fear and any effects impairing their advance.

### IMPERVIOUS DEFENDER (REQUIRES: STAUNCH DEFENDER)

When you Defend you always get +1 hold, even on a 6 or less. You also always get +1 hold for Armored Bulwark, even on a 6 or less. When you get a 12+ to Defend, the nearest attacking creature is instantly stymied giving you a clear advantage, the GM will describe it.

### TANDEM STRIKE (REQUIRES: SETUP STRIKE)

When you Hack & Slash, choose an ally. Their next attack against your target shakes their resolve, reveals a vision of vulnerability granted by your deity, or shatters their weapon with a burst of divine power.

### DIVINE PROTECTION (REQUIRES: HOLY PROTECTION)

While on a Quest, if you have access to a place of divine reverence and a relic of faith, you may spend time to impart an aspect of your deity's power into a single weapon or piece of armor for yourself and all allies present. Describe the effects. The effects last until you have fulfilled your current Quest.

### DIVINE AUTHORITY (REQUIRES: VOICE OF AUTHORITY)

Take +1 to order hirelings. When you roll a 12+ the hireling transcends their moment of fear and doubt and carries your order with particular effectiveness or efficiency.

### PERFECT HOSPITALLER (REQUIRES: HOSPITALLER)

When you heal an ally, you heal +2d8.

### INDOMITABLE

When you suffer a debility (even through Bloody Aegis), take +1 forward against whatever caused it. If it was caused by a creature, you are also blessed with a vision of the last great act of evil they committed, in perfect detail.

### PERFECT KNIGHT

When you Quest you choose three boons instead of two.