

Inventory

This is where you keep track of stuff you've started with, stuff you've found, and your money.

Starting Gear

- ◆ **A Mace**
- ◆ **Blessed Vestments (+1 Armor)**
- ◆ **Your Holy Symbol**

Describe it.

- ◆ **Healing Potion**

When you drink it, heal 10 HP or remove one debility, your choice.

Optional Gear

You'll get one of these depending on your Background. Review your background for any associated moves.

- Adventuring Gear (5 uses)** ○○○○○

Mark this if you've chosen the "The Dawning Lord" Background. Mark off a use to find some mundane but useful item, such as chalk, rope, a torch, etc.

- Poultices and Herbs (2 uses)** ○○

Mark this if you've chosen the "Earth Mother" Background. **When you carefully treat someone's wounds**, heal them of 7 HP and expend a use.

- Orb of Truth**

Mark this if you've chosen the "The Face of the Moon" Background. **When bathed in moonlight**, none that gaze upon the Orb of Truth are able to tell a lie. They may keep silent or dissemble but when asked a question directly, they can speak naught but truth.

Everything Else

Notes

Keep track of important information about the world here!

Reference

See the Basic & Adventuring Moves handout for information about moves and how to make them.

Strength (STR) Hit enemies, lift large objects, break down doors.
Intelligence (INT) Recall facts, use magic, quick thinking.
Dexterity (DEX) Dodge out of the way, jump over cliffs, throw things.
Constitution (CON) Withstand poison, defend others, toughen things out.
Wisdom (WIS) Solve puzzles, gain special insight, detect the hidden.
Charisma (CHA) Command others, flatter allies, make bold-faced lies.

Forward: Apply the positive or negative number to an ability score the next time the relevant trigger is met.

Ongoing: Apply the positive or negative number to an ability score for every roll using the stat until the trigger is met.

Hold: Acts as a currency. You may spend hold when appropriate to act without needing to roll.

Debility: Two of your ability scores take -1 Ongoing.

Ammo: It counts as ammunition for appropriate ranged weapons. The number indicated does not represent individual arrows or sling stones, but represents what you have left on hand.

CLERIC

You bring down the power of the divine to aid your party. Your spells bolster and heal your allies in combat, or hold your foes at bay. Your connection with your deity may also offer you insights into the dangers you may face, or the divine favor you desperately need. Pay special attention to the Discern Realities move from the Basic & Adventuring Moves insert.

Your Character

Fill out as much of the following as you can, then tell the rest of the table what you've put down. The GM and the other players will help introduce your character to the game.

Name: _____

Examples: Anya, Miles, Olga, Grosen, Xander, Kuen, an old name, a sorrowful name, a common name

Look: _____

Examples: Kind Eyes, Strange Hair, Flowing Robes, Flabby Body, Toothless Grin, Pleasant Demeanor, Human, Elf, Dwarf, Halfling, Gnome, Kobold

A personal goal (and why):

Examples: conversion, pilgrimage, aid of others, an inquisition, cleansing, recover a relic

A memory that made you YOU:

Examples: A vision, an old life, an unforgivable deed, a troubling question, a warm feeling

Knowledge of the area:

Examples: What gods are worshipped here? What legends exist about this place? Why is this place important to your faith?

Character Portrait

Your Party

After everyone has been introduced, write the name of one or more party members in the spaces below. The GM will tell you how you all know each other and why you are in a party. Also say, ask your fellow players to help you answer them. You do not need to answer each, but the more you do, the better!

Who has my deity ordered me to convert?

Who needs my protection?

Who has proven themselves to me?

Who doesn't respect my faith or deity?

Who here has my deity marked as important? Why?

Backgrounds

(Choose one)

The Dawning Lord

+2 WIS, +1 STR

You start with **adventuring gear** (5 uses).

You follow the deity of the sun, who represents righteous order and civilization.

Why has your deity or order sent you here? **When you Turn Undead**, on a hit you may also deal damage to one undead creature you can see, without breaking the spell.

The Earth Mother

+2 WIS, +1 CHA

You start with **poultices and herbs** (2 uses).

You follow the deity of the earth and healing. You petition your god or goddess with offerings of nature's bounty. What do you usually offer? What do you offer on special occasions? **When you heal someone**, either by magic or by administering a healing item, you heal an extra 1d4 HP.

The Face of The Moon

+2 WIS, +1 INT

You start with an **Orb of Truth**.

You follow the deity of night and mystery. You petition your deity by collecting secrets. What does your deity like to hear about above all else?

Add this invocation: Choose an area you can see; it's filled with supernatural darkness and shadow. While in effect, you take -1 Ongoing to Invoke.

Drives

This is what motivates your character. When a drive triggers your actions, receive 2 XP!

(Choose one)

- Gain recognition from or hold leverage over an NPC
- Instruct an NPC in the tenets of your faith
- Reveal the failings or falsehoods of another
- Cause trouble (for yourself or others) by adhering strictly to doctrine.

Stats

 **Hit Points** _____ /20

Lose HP when you take damage. If this reaches 0, you are dying! See "Last Breath" from the Basic & Adventuring Moves insert.

 **Armor** _____

Subtract your armor from any damage you take.

 **Damage**  **1d6**

Bonus Damage _____

You always roll the die indicated when you deal damage, plus bonus damage (weapons, etc).

Attributes

Two of the stats below will be filled in by your **Background**. For the others, put +1 in one, -1 in another, and leave the rest at 0.

STR	INT	CON
DEX	WIS	CHA

- | | | |
|---|--|--|
| <input type="checkbox"/> Weakened
-1 ONGOING STR & DEX | <input type="checkbox"/> Dazed
-1 ONGOING INT & WIS | <input type="checkbox"/> Miserable
-1 ONGOING CON & CHA |
|---|--|--|

Experience Points (XP)

Mark XP when you roll a result of 6- and when a move tells you to. Mark 2 XP when you trigger your Drive



- ◆ Spend 1 XP to reroll a single die.
- ◆ Spend 4 XP to earn an **Advance**. (see the "Advances" section for more details)

Class Moves

See the "Basic & Adventuring moves" insert for universal moves.

Invoke

Your deity has granted you miraculous powers. **When you release a holy invocation**, choose one of the following effects:

- ◆ You conjure a sacred light that follows you around, as long as you wish.
- ◆ You heal an ally you touch of 1d8 HP.
- ◆ An ally you can see takes +1 Ongoing so long as battle continues and they stand and fight. While in effect, you take -1 Ongoing to Invoke.
- ◆ A corpse you touch answers any three questions you ask it, to the best of the knowledge it had in life and the knowledge it gained in death.
- ◆ Any weapon held while invoking this effect does +1d4 damage. While in effect, you take -1 Ongoing to Invoke.
- ◆ A target you can see is filled with supernatural fear of you, and will react accordingly, until the next time you Invoke.

Then roll+WIS. On a hit, the effect is successful.

On a 7-9, choose one:

- ◆ You draw unwelcome attention or put yourself in a spot. The GM will tell you how.
- ◆ The spell strains your devotion—take -1 Forward to Invoke until the next time you pray. This penalty is cumulative each time you take it.
- ◆ You cannot Invoke this effect again until the next time you commune.

When you spend uninterrupted time (an hour or so) in quiet communion with your deity, you remove any of the above penalties and recover all of your lost invocations.

Divine Guidance

When you petition your deity according to the precept of your religion, you are granted some useful knowledge or boon related to your deity's domain. The GM will tell you what. Examples: Love, Mercy, Damnation, Restoration, Order, etc.

Turn Undead

When you hold your holy symbol aloft and call on your deity for protection, roll+WIS. On a 7+, so long as you continue to pray and brandish your holy symbol, no undead may come within reach of you. On a 10+, you also momentarily daze intelligent undead and cause mindless undead to flee. Aggression breaks the effects and they are able to act as normal. Intelligent undead may still find ways to harry you from afar. They're clever like that.

Advances

When you use XP to gain an **Advance**, you can do one of the following:

- ◆ Increase one Attribute by +1, to a maximum of +3.
- ◆ Choose a new move below:

Invigorate

When you heal someone, the next time they deal damage, they deal +2 damage.

Serenity

When you Invoke, you can ignore -1 penalty or one source of disadvantage.

Divine Intervention

When you commune with your deity, lose any hold you already had from this move, then hold 1. Spend this hold when you or an ally takes damage to call on your deity; your deity intervenes with an appropriate manifestation (a sudden gust of wind, a lucky slip, a burst of light) to negate the damage.

Apotheosis

The first time you spend time in prayer as appropriate to your god after taking this move, choose a feature associated with your deity (rending claws, wings of sapphire feathers, an all-seeing third eye, etc.). When you emerge from prayer, you permanently gain that physical feature.

Divination

Once per day, you may name a person, place, or thing you want to learn about. Your deity grants you visions of the target, as clear as if you were there.

The Scales of Life and Death

When someone takes their last breath in your presence, they take +1 to the roll.