

Jon

The Cleric

Sharp eyes, strange hair, flowing robes and thin body

Level	2				
Experience	1				
Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
13 (+1)	15 (+1)	12 (0)	10 (0)	16 (+2)	8 (-1)
Damage	Hitpoint	Alignment			
D6	20 (20)	Lawful - Endanger yourself following the precepts of your church or god			

Human

Your faith is diverse. Choose one wizard spell. You can cast and be granted that spell as if it was a cleric spell.

- **Charm Person**

Level 1 (Enchantment, Ongoing)

Description - The person (not beast or monster) you touch while casting this spell counts you as a friend until they take damage or you prove otherwise.

Bonds

- [Elgar](#) is a good and faithful person; I trust them implicitly.
- [Lilliastre](#)
- [Dessima](#) has insulted my deity; I do not trust them.

Gear

Load: 11

- Dungeon rations (6 uses, 1 weight)
- Holy symbol - pair of angel wings
- Staff (close, two handed, 1 weight) an bandages (0 weight)
- Healing potion (0 weight)
- Gryxx leaves (3 uses, 0 weight) used to heal cuts

Coins: 18

Starting Moves

Deity

You serve and worship Zorica the Fallen, god of Knowledge and Hidden things which grants you spells. Your religion is cultish and insular. Zorica can be petitioned through the **gaining of secrets**.

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.

Commune

When you **spend uninterrupted time (an hour or so) in quiet communion with your deity**, you:

- Lose any spells already granted to you.
- Are granted new spells of your choice whose total levels don't exceed your own level+1, and none of which is a higher level than your own level.
- Prepare all of your rites, which never count against your limit.

Cast a Spell

When you **unleash a spell granted to you by your deity**, roll+Wis.

- On a 10+, the spell is successfully cast and your deity does not revoke the spell, so you may cast it again.
- On a 7-9, the spell is cast, but choose one:
 - You draw unwelcome attention or put yourself in a spot. The GM will tell you how.
 - Your casting distances you from your deity—take -1 ongoing to cast a spell until the next time you commune.
 - After you cast it, the spell is revoked by your deity. You cannot cast the spell again until you commune and have it granted to you.

Note that maintaining spells with ongoing effects will sometimes cause a penalty to your roll to cast a spell.

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.

Advanced Moves

Divine Protection

When you wear no armour or shield you get 2 armour.

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