

Name

Look

Fiery eyes, curious eyes, or joyful eyes
Ill-kept hair, hat and scarf, or bald head
Unusually fine garments, Practical clothes, or worn robes
Lanky build, Graceful build, or heavy build

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

Strength

Weak -1

Dexterity

Shaky -1

Constitution

Sick -1

Intelligence

Stunned -1

Wisdom

Confused -1

Charisma

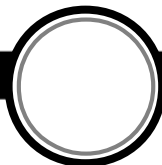
Scarred -1

Score	Mod
1-3	-3
4-5	-2
6-8	-1
9-12	0
13-15	+1
16-17	+2
18	+3

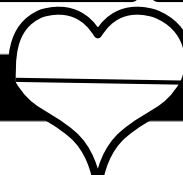
Damage



Armour



HP



Max HP is 6 + Constitution

Drive

- Obedience:** Advance your god's agenda
- Evangelism:** Turn someone to the service of your god
- Remembrance:** preserve or recover some piece of the world that was

Starting Moves

Ancient Name, Long Forgotten

You serve and serve some being or power which speaks to you and through you. Give your god a name. Describe your deity's domain, and then choose the sphere(s) you have insight into:

- Bloody conquest.
- Civilization.
- Knowledge and hidden things.
- Mercy for the downtrodden.
- Those lost and forgotten.
- What lies beneath.

Choose one precept of your god:

- Your god believes in trial by combat, and is petitioned through personal victory.
- Your god desires sacrificial rites, and is petitioned through offerings of such.
- Your god is secretive and insular, and is petitioned through the gaining of secrets.
- Your god preaches the sanctity of suffering, and is petitioned by such.

Choose one or two personal features for your deity:

- A handful of other deities are closely connected to yours.
- Your deity has a favoured social group, a chosen people.
- Your deity has divine rivals.
- Your deity has multiple personas, that manifest in different situations.
- Your deity is vengeful and has many worldly enemies.

BONDS

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

_____ is ignorant of the evil that we face

My god has a fondness for _____.

I am working on getting _____ to understand my god

_____ has violated me god's edicts.

Blessed

When you roll for another move while asking for the blessings of your deity, you may choose options equal to your WIS or less (but not fewer than none), and then tell the other players:

- ...how your deity's domain manifests itself on earth.
- ...what your deity asks for in return.
- ...which one of your deity's boons is granted to you now.
- ...why your deity has taken an interest in this affair.

On a 10+, all that you say is true. On a 7-9, the GM chooses one statement to be false, the others are true. On a miss, you have angered the gods.

Divine Guidance

When you petition your deity according to the precepts of your religion, you are granted some useful knowledge or boon related to your deity's domain. The GM will tell you what.

The Disciple

Level
XP

Gear

Your load is 6 + STR. You have clothes appropriate to your calling and present situation, dungeon rations (5 uses, 1 weight), an item that symbolizes your devotion, and choose two:

- Adventuring gear (5 uses, 1 weight).
- Shield (+1 armour, 2 weight).
- Ceremonial dagger (hand, 1 weight)
- Bandages (3 uses, slow) and a healing potion.
- Staff (close, two-handed, 1 weight).

Advanced Moves

When you gain a level from **2-5**, choose from these moves or choose a spell from the next page.

Glorious leader

You gain a group of followers. Create them using the Luminary's Entourage, and gain Ex Officio

Divine Intervention

When you commune with or petition your deity, you get one hold and lose any hold you already had from this move. Spend that hold when you or an ally take damage to call on your deity, who intervenes with an appropriate manifestation and negates the damage.

Heaven's Weaving

When you parley with someone, your faith grants you insight into them. Ask their player two questions from the discern realities list.

Orison for Guidance

When you sacrifice something of value to your deity and pray for guidance, your deity tells you what it would have you do. If you do it, mark experience.

Pilgrimage

When you arrive at a Bastion of civilization after a dangerous journey, hold 2 blessings. You can spend a blessing at any time to:

- Create a rumour in a well-travelled location.
- Restore yourself to max HP.
- Use a move that another PC has but you don't.

Driven by the Divine

When your actions are controlled by supernatural or outside forces, you may instead surrender control of your body to your deity. If you do so, roll+CHA. On a 10+, choose two. On a 7-9, choose one:

- You are possessed for a short time only.
- Your deity is not interrupted by demonic forces.
- Your deity is not single-minded in pursuit of its agenda.

Either way, your deity is not controlled by outside forces, and the GM will tell you how its will is done through your body.

When you gain a level from **6-10**, you may choose from these moves as well.

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.

Divine Invincibility

Replaces: Divine Intervention

When you commune with or petition your deity, you gain 2 hold and lose any hold you already had. Spend one hold when you or an ally takes damage to call on your deity, who intervenes with an appropriate manifestation and negates the damage.

Evidence of Faith

When you see divine magic as it happens, you can ask the GM which deity granted the spell and its effects. Take +1 when acting on the answers.

The Face of God

When you choose blessed options, you may also choose to take on the likeness of your deity. Anyone witnessing your acts will react accordingly. This manifestation lasts until you rest or dispel it.

Haruspex

When you petition your deity according to the precepts of your religion, you may also ask the GM any one question. The GM will answer truthfully. You or your allies take +1 forward when acting on the answer.

Petitioning the Empty Sky

When you undertake a petition to your deity, dedicating such actions to them beforehand, take +1 forward.