



Image Credit: Saint George Killing the Dragon, 1434/35, by Bernat Martorell

Many deeds are done by petty liars in the name of something greater, but not you. When you speak for a cause there is real power to your words. You may parlay your divine favor to achieve great feats and bring your will to bear.

You have sought out or been given divine guidance, the messy details are for you to sort out amongst the other mortals. Will you preach and curry favor with the masses? Will your might shape the world to your image? Can you bring the world to kneel before you? Perhaps, but don't forget your benefactor is watching!

Through trials and tribulations leave your mark upon this world, go forth! May the sages speak of your great deeds and your legend grow with every marvelous feat and miracle.

BASIC MOVES REFERENCE

HACK AND SLASH

When you attack an enemy in melee, roll+STR. On a 10+, you deal your damage to the enemy and avoid their attack. At your option, you may choose to do +1d6 damage but expose yourself to the enemy's attack. On a 7-9, you deal your damage to the enemy and the enemy makes an attack against you.

VOLLEY

When you take aim and shoot an enemy at range, roll+DEX. On a 10+, you have a clear shot - deal your damage. On a 7-9, choose one in addition to dealing your damage.

- You have to move to get the shot, placing you in danger of the GM's choice.
- You have to take what you can get: -1d6 damage.
- You have to take several shots, reducing your ammo by one.

DEFEND

When you stand in defense of a person, item, or location under attack, roll+CON. On a 10+, hold 3. On a 7-9, hold 1. So long as you stand in defense, when you or the thing you defend is attack you may spend hold, 1 for 1, to choose an option.

- Redirect an attack from the thing you defend to yourself.
- Halve the attack's effect or damage.
- Open up the attacker to an ally, giving that ally +1 Forward against them.
- Deal damage to the attacker equal to your level.

DISCERN REALITIES

When you closely study a situation or person, roll+WIS. On a 10+, ask the GM 3 questions from the list below. On a 7-9, ask 1. Take +1 Forward when acting on the answers.

- What happened here recently?
- What is about to happen?
- What should I be on the lookout for?
- What here is useful to me?
- Who's really in control here?
- What here is not what it appears to be?

SPOUT LORE

When you consult your accumulated knowledge about something, roll+INT. On a 10+, the GM will tell you something interesting and useful about the subject relevant to your situation. On a 7-9, the GM will only tell you something interesting - it's on you to make it useful. The GM might also ask you "How do you know this?" Tell them the truth, now.

PARLEY

When you have leverage on a GM character and manipulate them, roll+CHA. Leverage is something they need or want. On a hit, they ask you for something and do it if you make them a promise first. On a 7-9, they need some concrete assurance of your promise, right now.

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DEFY DANGER

When you act despite an imminent threat or suffer a calamity, say how you deal with it and roll. If you do it..

- ..by powering through, +STR.
- ..by getting out of the way or acting fast, +DEX.
- ..by enduring, +CON.
- ..with quick thinking, +INT.
- ..through mental fortitude, +WIS.
- ..using charm and social grace, +CHA.

On a 10+, you do what you set out to do and the threat doesn't come to bear. On a 7-9, you stumble, hesitate, or flinch; the GM will offer you a worse outcome, hard bargain, or ugly choice.

AID OR INTERFERE

When you help or hinder someone, say how you do so and roll with that stat, just like Defy Danger. On a 10+, they take +1 or -2, your choice. On a 7-9 you also expose yourself to danger, retribution, or cost.

NOTES

THE SAINT

NO GOOD DEED GOES UNPUNISHED

NAME:

Examples: *Amand, Anastasia, Bede, Cajetan, Dymphna, Eligius, Germaine, Magnus, Notburga, Pantaleon, Severus, Tatiana, Vitus, Walstan, Yves, Xavier, Cyril, George, Kinga, Thérèse*

LOOK

Choose one

Choose one for each, or write your own:

EYES: Pure, Vengeful, Crazy, Zealous, Hopeful, _____

HAIR: Styled, Wild, Balding, Braided, Hooded, _____

CLOTHING: Simple, Intricate, Tattered, Sacerdotal _____

BODY: Bony, Sculpted, Stout, Withered, Looming _____

RACE: Human, Elf, Dwarf, Halfling, Gnome, Orc, _____

DRIVE

Choose one

CHARITY: Aid another at some personal cost.

PILGRIM: Seek a holy place or object.

PROSELYTIZE: Preach to the masses or convert another to worship your deity.

A HIGHER CALLING

Some are called, some seek out divine blessing. How did you come to be in the good graces of your deity? Did you join a temple or did your god find you another way? Your connection is strong and your influence sometimes manifests in small ways. When you call upon your deity's power, describe how their **Domains** affects your surroundings:

Small birds appear, Flowers & plants bloom, Shadows lengthen, Mist rises from the ground, Mysterious tones play, Colors fade or brighten, Stars stand still, Objects become warm or cold, Time slows, _____

GIFTED

Your deity has given you a special talent, choose one:

MESSENGER: Your words can sway those that would listen, when you speak of your deity's **Domains** or **Desires**, you have leverage to **Parley**.

VESSEL: You are wise beyond your years and have extensive knowledge of those who came before. When you successfully **Spout Lore**, take +1 **Favor**.

SHIELD: You are a shepherd that protects his or her flock, when you **Defend** another they take 1d6 temporary hitpoints and you take +1 armor while you have at least 1 hold.

BONDS

Fill in the name of one of your companions in at least one, but no more than four:

_____ 's actions are an affront to my beliefs, I will convince them to act in a more appropriate manner.

_____ looks like a easy convert, I will show them the power of my god to add them to my flock.

_____ was revealed to me in a vision, I will travel with them to learn more about my purpose.

_____ has earned Favor with my Deity, they may have a lesson to teach me.

CHARACTER SKETCH

HIT POINTS

MAX

ARMOR

DAMAGE

d6

LEVEL

	2	3	4	5	6	7	8
8	10	LEVEL UP WHEN XP = CURRENT LEVEL + 7					

-3 -2 -1 **FAVOR** +1 +2 +3

STR

MOD

SCORE

WEAK (-1)

DEX

MOD

SCORE

SHAKY (-1)

CON

MOD

SCORE

SICK (-1)

INT

MOD

SCORE

STUNNED (-1)

WIS

MOD

SCORE

CONFUSED (-1)

CHA

MOD

SCORE

SCARRED (-1)

Assign these starting scores to your stats:

16 (+2), 15 (+1), 13 (+1), 12 (0), 9 (0), 8 (-1)

Your **maximum** HP is 6+Constitution.

INVOCATIONS

- ❑ **BULWARK** Level 1
Ongoing
You lend your Deity's favor to an ally. They gain +1 armor ongoing.
- ❑ **VOICE** Level 1
Ongoing
Your voice carries over twice as far as even the loudest bard! Describe how others perceive your voice, this effect lasts until you end this Invocation.
- ❑ **CURE LIGHT WOUNDS** Level 1
Touch
At your touch wounds scab and bones cease to ache. Heal an ally you touch of 1d8 damage.
- ❑ **MINOR INTERCESSION** Level 1
Ongoing
Your deity's attention grants you aid when you or another needs it most. Gain 1 hold. Spend this hold to add +1 a dice roll.
- ❑ **LESSER ORACLE** Level 1
You perform your rites and rituals and then let the divine flow into your body. Your deity acts through you to answer a question posed by another. The GM provides an answer in a number of words equal to your level.
- ❑ **ENTWINE** Level 1
When two characters stand before you and swear to your deity an oath they will keep to one another, their souls become entwined. Each character chooses an existing bond or writes a new bond with the other. While both these bonds are active, each character innately knows the location of the other.
- ❑ **VISION** Level 3
When you next **Make Camp**, you have a vision of the future your deity desires of an organization, notable NPC, or monster you name. Describe that future and ask the GM for conditions for your vision to come to pass. Gain 3 hold, spend 1 hold for +1 when you act to bring your vision to pass. If you fail to bring your deities desired future to fruition choose one penance.
- ❑ **AWAKE!** Level 3
You perform your rites and ritual and fall asleep. Awaken transported to where your deity needs you.
- ❑ **IRE** Level 3 *Near*
You direct divine anger into a concentrated volley. Deal 1d6 damage that ignores armor. Describe how this negative attention affects a small area immediately around the target.

- ❑ **SACRAMENTS** Level 3
Perform your rites and rituals with the food and and drink you share with your companions and followers. Fellow worshippers take +1 forward, followers take +1 Quality forward.
- ❑ **BOUNTY** Level 3
Ongoing
A consumable item you touch replenishes itself endlessly, allowing many to share the same meal or fuel to last beyond natural means. Unconsumed portions disappear when this invocation ends.
- ❑ **SPIRIT VESSEL** Level 5
Ongoing
You breathe life into an inanimate symbol, statue, or form of your Deity. This vessel is a monster which follows your commands, but shares your: hit points, damage die, and armor. For each **Favor** you have choose from the list below:
- The golem is loyal, it adds +1 to your basic moves
 - The golem is tireless, it can carry you and 10 load
 - The golem is vengeful, it returns damage you take in kind
 - The golem is protective, reduce damage to you by 1d6
- When this invocation ends, you regain half your max hp.
- ❑ **GREATER BULWARK** Level 5
Ongoing
Your Deity's favor extends to fellow worshippers and your companions. For each bond or loyalty point an ally has with you, they take +1 armor while in combat.
- ❑ **INTERCESSION** Level 5
Ongoing
Your deity tips the scales of fate in your favor. Gain 1 hold. Spend this hold to flip one die to the opposite side. Describe how your deity affects the outcome.
- ❑ **CURE MODERATE WOUNDS** Level 5
You staunch bleeding and set bones through magic. Heal an ally you touch of 2d8 damage.
- ❑ **DEXTER & SINISTER** Level 5 *Ongoing, Dangerous*
In one hand you hold power over one of your deity's **Dominions**, in the other you hold the opposite power. Name those Dominions and the GM will tell you a move for each. You make one move now and the other move soon after. If you fail to use the moves one after the other, take the **Balance** penance.

- ❑ **MASS AWAKENING** Level 7
You pace out an area around where you **Make Camp** and then conduct your rites and ritual. As your ritual completes, all beings in the prescribed area fall asleep and awaken transported to where your deity needs you.
- ❑ **DAMNARE** Level 7
Near
Choose a Penance you bear or have borne previously. Your deity accepts your judgement and applies that Penance to the target. Ask the GM what happens.
- ❑ **WRATH** Level 7 *Far, Dangerous*
You channel the scorn of your deity into a fearsome ranged attack. Deal 2d6 damage that ignores armor. Describe the form your deity's wrath takes and how that affects the area near your target.
- ❑ **AVATAR** Level 7
Ongoing
Shed your your material form to assume the mantle of a great avatar; describe the form your body takes. Tell the GM the **Ideal** you choose to embody and they will tell you a number of moves equal to your INT. You can make these moves freely while you control the avatar, but each time you do, mark a debility; it takes effect when you return to your normal form. If you mark a debility that is already active, ask the GM what happens.
- ❑ **INTERVENTION** Level 9
Ongoing
Your deity will see your will done. Gain hold up to your present **Favor**. If you spend 1 hold when you make a **Basic Move**, your deity completes that move through you as though it were a 10+ roll.
- ❑ **RESTORATION** Level 9
Hand
What mortals have wrought, will be undone. Cure all present and lingering wounds, diseases, curses or enchantments caused by mortal means. Scars heal, limbs and vitals regenerate, mental clarity reigns. This restoration works on anything that you touch that has a soul.

- ❑ **PATH** Level 9
Ongoing
The divine have their own pathways through the world, by which they move exceedingly quickly or entirely unseen by mortals. Name a destination and open a path to travel there:
- Immediately and conspicuously **or**
 - Completely unperceived at a mundane pace
- This invocation ends when you reach the end of the path.

Deity Insert

Aliases:

Domains

What aspects describe this being, where does it have power, what does it control?

Dominions

Describe what they control

Ideals

Describe what ideas or concepts they represent or are a patron of

Symbols

Describe holy symbols, marks, or forms taken by the deity

Worshippers

Who follows this deity, what is their organization, who has power?

Holy Sites & Places of Power

Places of fable and myth, locations of temples, origin or destination

Myths and Legends

Stories passed down through the ages of heroes and villains

_____’s Favor: -3 -2 -1 0 1 2 3 _____’s Favor: -3 -2 -1 0 1 2 3

_____’s Favor: -3 -2 -1 0 1 2 3 _____’s Favor: -3 -2 -1 0 1 2 3

_____’s Favor: -3 -2 -1 0 1 2 3 _____’s Favor: -3 -2 -1 0 1 2 3

Desires

What motivations does your deity have. What do mortals do to petition your deity?

Rituals & Offerings

Describe how you connect with your deity. What complicates your prayer?

Pleasures

When your deity watches this realm, what brings them satisfaction?

Precepts

Traditions of your deity outline your moral code, what do they entail?

Quests

Your deity often purposes you to act upon their will, what must you do?

Anathema

Your deity strives against causes, a principle, or a being . What are they?

Deity Insert Apollo

Aliases: Phoebus

EXAMPLE SHEET

Hercules's Favor: -3 -2 -1 0 1 2 3 Odysseus's Favor: -3 -2 -1 0 1 2 3

Leonidis's Favor: -3 -2 -1 0 1 2 3 _____'s Favor: -3 -2 -1 0 1 2 3

_____ 's Favor: -3 -2 -1 0 1 2 3 _____'s Favor: -3 -2 -1 0 1 2 3

Domains

What aspects describe this being, where does it have power, what does it control?

Dominions

Describe what they control

Music, poetry, art, oracles, archery, plague, medicine, sun, light, and knowledge

Ideals

Describe what ideas or concepts they represent or are a patron of

Truth, healing, prophecy, vigor, youth

Symbols

Describe holy symbols, marks, or forms taken by the deity

The sun, the wolf, the arrow, the lyre

Worshippers

Who follows this deity, what is their organization, who has power?

The Cults of Apollo: Delian & Pythian

The High Priestess

Holy Sites & Places of Power

Places of fable and myth, locations of temples, origin or destination

The Oracle at Delphi, Delos

Myths and Legends

Stories passed down through the ages of heroes and villains

Some guy once did X.

Desires

What motivations does your deity have. What do mortals do to petition your deity?

Rituals & Offerings

Describe how you connect with your deity. What complicates your prayer?

Animal Sacrifice, Music

Pleasures

When your deity watches this realm, what brings them satisfaction?

Justice, Revenge, Art

Precepts

Traditions of your deity outline your moral code, what do they entail?

Heal the sick, stand up for the meek, protect one's own

Quests

Your deity often purposes you to act upon their will, what must you do?

The Oracle at Delphi instructed you to seek out a great lion around Delos.

Having slain the lion, Apollo appeared and instructed you to journey into Hades to seek advice from your fallen master.

Anathema

Your deity strives against causes or a being or a principal. What are they?

The Titan Sol, Hades

NOTES FOR GMs

COMMUNE

Rite and Ritual supplies are consumed on 6- rolls, which are also intended to add complication to the character gaining favor. If a character is having trouble gaining favor or hesitant to use their earned favor, the GM should use his or her judgement to adjust their favor as necessary. Think in terms of being a fan of the players.

Rite and Ritual supplies are what the character needs to carry out their Rites and Ritual described on the Deity insert, suggested items may include candles, incense, decorative flowers or ornaments. They are defined as used similar to Adventuring Gear and are purchased at the same cost.

If a player asks to commune as a downtime or out of session move, allow them to make the move once. Their deity gave them power for action, not just to sit in a temple praying.

MIRACLE

This move is similar to the Wizard's Ritual or Cleric's Thaumaturgy, but the effect and its repercussions are immediate. The GM and the player should discuss what is possible to achieve with this move as it relates to the Domains of the deity. It is recommended that this discussion occurs shortly after character creation or at least before the move is used. The Domains of the deity may change over time as the fiction evolves, it is recommended the player and the GM maintain a copy of the Deity Insert. A 6- roll is of course a move for the GM, it is suggested the character does not suffer penance for their deity ignoring their petition, but anything is possible!

PENANCE

Penances may be kept as long as the player chooses. As a guideline these should last at least one play session before a Character removes the Penance via Atonement. Being under Penance should provide some extra complication for the character to adapt to, not punish a player's playstyle.

The Balance penance is an opportunity for the GM to advance a Front, this may additionally include making a GM move and or revealing a Grim Portent. If necessary, add an Anathema to the Deity Insert.

Epitimia has two check boxes meaning that it can be taken twice. You cannot take a Penance option again until you have atoned for it. E.g., taking Poverty a second time while it is active would have no effect, so you must choose a different penance from the list.

ATONEMENT

To encourage the Balance penance be removed via Atonement, the deity may offer guidance or insight into the Front.

Conversely, the deity may not offer guidance until the Balance penance is removed. GM's discretion.

When the Offering penance is atoned for, the deity may return of the item, that a quest be taken to return the item, or a suggestion how to replace the item with a similar, but more interesting one.

VERSED IN LEGEND

Versed in Legend and the background Vessel are intended to work together. If a player takes Head Canon, on a 6- when they chose to reroll the dice, on a 7+ they regain the favor they spent. Players and the GM are encouraged to keep track of these myths, legends, and historic figures on the Deity Insert page.

RIGHTEOUS INSTRUMENT

This move applies only to weapons being presently wielded by the character. If the weapon is thrown or has a projectile, the tags apply until the action is resolved. Another being using the weapon will revert it to its mundane state.

DEITY INSERT

Deities, like characters, can be developed over time. The minimum necessary to create a Deity is a name, 1 Domains entry, and 1 Desires entry. For example, the Chastise move can expand the Domains of the Deity. Be sure to communicate with the player or GM when the Deity Insert changes.

TRANSGRESSION & DAMNARE

The definition of: "Strike, Smite, or Curse" is open for creative interpretation! When a Penance is applied against a target, the GM may choose an effect similar or opposite the description to apply. It is also completely acceptable for no effect to occur if the effect conflicts with the targets instinct or for any other reason. The character retains the penance applied. Here are some suggested effects. Remuneration, damage, additional or otherwise may be applied. Quest, the target may be suddenly interested in aiding your quest. Poverty, the target loses interest in material possessions and gives them to a friend. Pacifism, the target doesn't wish to fight, but will likely defend itself. Offering, the target is interested in trading something for divine favor. Humility, the target feels compelled to be honest or admit a flaw. Epitimia, an effect similar to the debility, its origin may or may not be divine. Balance, the target's Anathema or enemy makes a move against it, this could affect a front.

FRIENDS IN HIGH PLACES

A player may not spend favor that would cause them to exceed -3 Favor. Characters gain penance equal to the amount spent, not the negative Favor they incur. E.g., spending 2 Favor when the character has 1, causes them to take 2 penances. Spending 2 Favor when they have 2-3 Favor means taking no penance.

EXULTANT POWER

This triggers on the Invocation result "Divine power overwhelms you. Take -1 forward to your next Invocation."

DEXTER & SINISTER

Failure to use both moves over a short period of time results in the Balance penance being taken. Creativity is encouraged when this Invocation is made and the character is bearing Balance.

SPIRIT VESSEL

The spirit vessel heeds the commands of the character so long as they don't oppose the deity's **Desires**. If the command may violate those Desires, roll +nothing as you would for a **Hireling**.

INTERCESSION

Flipping a die means to instead use the opposite face of the die. For reference sides in opposition to each other are: 6:1, 5:2, 4:3.

INVOCATIONS

The list of invocations attached to this playbook are designed to work with The Saint. The Cleric invocations are a suitable substitute or supplement to the invocations listed here.

PIOUS ROBES

These robes provide 1 armor, but lose their armor bonus after the character takes damage twice.

