

Kyra, cleric

Background

Kyra's vow to Sarenrae guides her path. With each new day, the cleric renews her oath to fight evil, heal the sick, and protect the innocent. Kyra takes great pride in her divine powers, and her prowess with a scimitar-all in service to her goddess.

Ancestry

Adaptability: Humans start with a free Edge (they must meet the Requirements, as usual). They also gain a d6 in any one attribute instead of a d4. This does not increase the attribute limit.

Hindrances

- **Code of Honor (major):** Honor is very important to your character. She keeps her word, doesn't abuse or kill prisoners, and generally tries to treat others with due respect. She may have a prescribed code of conduct in line with the mores of a particular deity, cause, or social order.
- **Heroic (major):** This noble soul never says no to a person in need. She doesn't have to be happy about it, but will always come to the rescue of those who can't help themselves. She's the first one to run into a burning building, usually agrees to hunt monsters for little or no pay, and is generally a pushover for a sob story.
- **Vow (major):**
 - The character has sworn an oath to someone or something they believe in. The danger in fulfilling the Vow and how often it might occur determine the level of the Hindrance. A Minor Vow might be to serve an order with a broad mandate that rarely conflicts with the party's goals. A Major Vow makes long-term and frequent demands on the servant's time and results in great risks to his life.
 - Serve Sarenrae.

Edges

- **Cleric:**
 - Domain: glory (good, healing)
 - Aspects: healing, love, mercy, peace
 - **Arcane Background (Cleric):** Clerics use Faith as their arcane skill. On taking this Edge, a character gains 10 Power Points and must choose a Domain for the deity she serves from the list on pages 50-51. All clerics start with the healing power and two other powers from their available powers.
 - **Channel Energy:** Clerics can cast the *healing* power at a Range of Spirit rather than Touch. Their *healing* power also has the Additional Recipients Power Modifier, allowing them to heal nearby allies at the cost of 1 extra Power Point each.

- **Vow (major):** Clerics have a Major Vow to serve their deity. Those who wish to draw energy from divine sources must uphold the principles of their Domain. If the cleric violates her deity's trust (GM's call) the cleric subtracts 2 from Faith rolls for a week. Truly sacrilegious acts might rob her of her powers entirely until she atones in some way.
- **Destroy Undead:** As an action, the cleric spends 2 Power Points to channel positive energy in a Medium Blast Template centered on herself. Every Undead creature within the template must make a Spirit roll or take a Wound (this may be Soaked as usual).
- **Healer:** A hero with this Edge gets a free reroll on all healing rolls, whether natural or magical in nature.

Powers

Modifiers for all spells on Core Rulebook page 170.

Boost/Lower Trait

- **Rank:** Novice
- **Power Points:** 3
- **Range:** Smarts (16 yard)
- **Duration:** 5 rounds (*boost*); Instant (*lower*)
- **School:** Transmutation (*boost*); Necromancy (*lower*)
- **Trappings:** Physical change, glowing aura, potions.

This power allows a character to increase or decrease a target's Trait (attribute or skill).

Boosting an ally's Trait increases the selected Trait one die type, or two with a raise.

Lowering an enemy's Trait has a Duration of Instant and lowers the selected attribute or skill a die type with success, or two with a raise (to a minimum of d4). A victim automatically tries to shake off the effect with a Spirit roll as a free action at the end of his following turns. Success improves the effect one die type, and a raise removes the effect entirely.

Additional castings don't stack on a single Trait (take the highest), but may affect different Traits.

Modifiers

- **Additional Recipients (+2):** The power may affect more than one target for 2 additional Power Points each.
- **Strong (+1):** *Lower Trait* only. The Spirit roll to shake off the effect is made at -2.

Healing

- **Rank:** Novice
- **Power Points:** 3
- **Range:** Spirit (16 yard)
- **Duration:** Instant
- **School:** Conjunction
- **Trappings:** Laying on hands, touching the victim with a holy symbol, prayer.

Healing removes Wounds less than an hour old. A success removes one Wound, and a raise removes two. The power may be cast additional times to remove additional Wounds within that hour and as long as the healer has enough Power Points.

For Extras, the GM must first determine if the ally is still alive (see *Aftermath*, page 128). If so, a successful arcane skill roll returns the ally to action (Shaken if it matters).

Modifiers

- **Additional Recipients (+1):** The power may affect more than one target for 1 additional Power Point each.
- **Crippling injuries (+15):** The power can heal Permanent Injuries (see *Incapacitation*, page 126). This requires an hour of preparation and only one casting is permitted per injury. If it fails, this caster cannot heal that particular injury (but someone else may try). If successful, the subject is Exhausted for 24 hours.
- **Greater Healing (+10):** This modifier can restore any Wound, including those more than an hour old.
- **Neutralize Poison or Disease (+1):** A successful healing roll negates any poison or disease. If the poison or disease has a bonus or penalty associated with it, the modifier applies to the arcane skill roll as well.

Protection

- **Rank:** Novice
- **Power Points:** 1
- **Range:** Smarts (16 yard)
- **Duration:** 5
- **School:** Abjuration
- **Trappings:** A mystical glow, bark skin, mage armor, ethereal armor.

Protection creates a field of energy or armor around a character, giving him 2 points of Armor. With a raise, the bonus is applied to Toughness instead (and therefore immune to Armor Piercing modifiers).

Whether the *protection* is visible or not depends on the Trapping - this is entirely up to the caster.

Protection stacks with all other armor, natural or worn.

Modifiers

- **Additional Recipients (+1):** The power may affect more than one target for 1 additional Power Point each.
- **Shield Other (+1):** When a character other than the one who cast this spell suffers one or more Wounds, the spellcaster can choose to take the Wounds instead. If the spellcaster does this, she gets a free reroll on her Soak roll if she attempts a Soak roll.

Relief

- **Rank:** Novice
- **Power Points:** 1
- **Range:** Smarts (16 yard)
- **Duration:** Instant / one hour
- **School:** Conjuraton
- **Trappings:** Prayer, glowing hands, sparkling spirals of magic, a cool breeze.

Relief allows the caster to recover from a negative condition or the effects of Fatigue.

Recover: The caster removes one of the following negative conditions: Shaken, Distracted, or Vulnerable. A raise on the arcane skill (Faith) roll removes two conditions. If affecting more than one target (via the Additional Recipients modifier), the caster may choose which condition(s) to remove for each ally.

Relief can't remove negative conditions caused by ongoing effects (Bound or Entangled, Stunned, etc.) unless the source of the effect is removed.

Numb: Reduces the recipient's total penalties from Wounds and Fatigue by 1 with success, or 2 with a raise. An Exhausted (-2) hero with three Wounds (-3), for example, reduces her total -5 penalty to -4 with success, and -3 with a raise.

This effect lasts one hour. It doesn't actually remove the Wounds or the Fatigue, it just allows the recipient to ignore the penalties. If the target would be Incapacitated by Wounds or Fatigue, she's still Incapacitated as usual.

Modifiers

- **Additional Recipients (+1):** The power may affect more than one target for 1 additional Power Point each.
- **Restoration (+3):** The caster can restore one die type from an energy draining effect with a success, two with a raise. See Energy Drain on page 240.
- **Stunned (+1):** If using the Recover option, the caster may also affect the Stunned condition. This completely removes the effects of being Stunned.

Smite

- **Rank:** Novice
- **Power Points:** 2
- **Range:** Smarts (16 yard)
- **Duration:** 5 rounds
- **School:** Transmutation
- **Trappings:** A colored glow, runes, sigils, crackling energy, barbs grow from the blade.

This power is cast on a weapon of some sort. If it's a ranged weapon, it affects one entire quiver, 20 bolts, shells, or arrows, or one full "load" of ammunition (the GM determines the exact quantity for unusual weapons). While the power is in effect, the weapon's damage is increased by +2, or +4 with a raise.

Limitations: In the case of *smite* with a Personal Limitation (see page 168), "Self" refers to the specific weapon instead.

Modifiers

- **Additional Recipients (+1):** The power may affect more than one target for 1 additional Power Point each. □
- **Spiritual Weapon (+2):** Instead of enchanting a weapon, the spellcaster creates a weapon of pure energy in Range Smarts. The caster can move her spiritual weapon up to 5" (10 yards) on her turn and attack with it as a limited free action, using her arcane skill. The weapon does Spr+d4 damage (Spr+d6 with a raise).

Gear

- wand of *dispel* (7 charges; Faith)
- potion of minor *healing*: removes one Wound less than an hour old

Dispel

- **Rank:** Novice
- **Power Points:** 1
- **Range:** Smarts (16 yard)
- **Duration:** Instant
- **School:** Abjuration
- **Trappings:** Waving hands, whispered words.

Dispel allows a hero to negate enemy powers. It has no effect on permanent enchantments or natural abilities such as a dragon's breath or a banshee's scream. *Dispel* affects arcane devices normally (see Arcane Devices, page 172).

Dispel can target a character with a power already in effect or a caster activating a power. The latter counters the power but requires the countering mage to be on Hold and interrupt his foe's action.

In either case, *dispelling* an opponent's power is an opposed roll of arcane skills. A target using the Mystic Powers Edge or Innate Powers (see page 242) uses Spirit as its arcane skill.

If the *dispelling* character wins, the targeted power ends immediately (or fails if it was countered with the usual results of failure). With a raise, the recipient of the *dispelled* power is also Distracted.

Modifiers

- **Area of Effect (+1/+2/+3):** The effect covers an area: +1 Power Point uses a Small Blast Template, +2 points use Medium, or +3 use Large. The caster makes one arcane skill roll, then each affected target makes an arcane skill roll to oppose it. This affects a single power within the area but affects all spells of that name unless the caster also uses the Selective Power Modifier.
- **Multiple Powers (+3):** If successful, the caster *dispels* all the target's currently activated powers.