

EXPLORATIONS

GIFTS OF THE GODS

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Faith looms as a theme in many fantasy tales. Whether portrayed by stunning cathedrals packed with devout priests and lay people or represented by modest and isolated shamans, faith can be a powerful literal and symbolic force in the fantastical lands of game campaigns powered by the Adventure Game Engine, too. With the game rules presented here, you can create Player Characters and Non-Player Characters who draw on the power of their faith—power bestowed by deities or patrons either

direct or mysterious, through clear contact or mystical secrets, as a reward for devotion and piety that favors the divine.

Take note: These powers do not have to mean that the power of faith is certain in your campaign setting. Perhaps characters with powers of the Divine Gift talent are so rare that many, or most, do not believe in them. Perhaps one religion exalts the spells

of mages and considers the powers contained

herein to be heretical, blasphemous, or tools of some hated "other." In short, do not let these powers force your campaign to change its themes or style unless you want them to change. What is systematic and explicable to you, as a player of the game, may remain mysterious and confounding for the characters who dwell in the fantastical world full-time.

Consider what the true source of the Divine Gift's power may be. A character possessing one or more Divine Gifts may be a devout





but otherwise common worshipper, a chosen icon or champion of an institutionalized religious authority, or a rare and wary recipient of that dreaded but frequent fantasy trope: destiny.

NEW Backgrounds

In some campaigns, a given religion may be so rare or so ubiquitous that religious backgrounds are unnecessary—religion may infuse any background, in its way. To provide some support for characters with strong religious origins that tie into the Divine Gift talent at the heart of these rules, however, we offer two new backgrounds to adapt to your campaign setting.

Cloistered Monastic

The talented, the abandoned, the needy, the weak—people of many sorts are drawn from the world at large into the cloisters of the monastery. There they train in scholastic arts and lore, learn to read and write, and are immersed in the traditions and customs of piety. The cloistered monastic is infused with the tenets and behaviors of the faith even if faith itself sometimes remains elusive.

Cloistered monastics are brought up in bookish, miniature worlds where knowledge—and the recitation of knowledge—is celebrated alongside dutiful rituals and acts of charity. Orphans become scholars, runaways become scribes, children without futures become instruments of public good and religious enlightenment. Cloistered monastics learn reverence and lore like clay is shaped into a vessel that holds wine—it fills the monastic up and gives him purpose. The majority of these folk do not seek, and never shall know, adventure. Yet, sadly, clay vessels sometimes break.

These souls sometimes find themselves driven out of the cloisters by happenstance or decree. A simple journey on pious business or local charity can lead to a life of unlikely adventures; a crisis of faith or refusal to obey the monastic leadership can lead to exile and a downward spiral of misadventure. Some take up new lives to better serve their religious order or defend their way of life, others seek to flee their cloistered past or simply to survive in a harsh world.

Outside the cloisters, these characters may struggle to retain their piety or strive to shed their old ways. Some flee the monastic life like a child fleeing a burning home, others sneak out in the night, and others still nobly venture forth in body while keeping the candles of faith burning inside them. Once the cloistered life is left behind, however, few are welcomed back to its safety, seclusion, and discipline.

PLAYING A Cloistered Monastic

If you choose to play a cloistered monastic, modify your character as follows:

- Add 1 to your Cunning ability. The early years of a cloistered monastic are dedicated to learning, study, and dogma.
- Pick one of the following ability focuses: Cunning (Religious Lore) or Willpower (Faith).
- Choose your character's race from those suitable to your campaign setting.
- You can speak, read, and write the common tongue and one dead, formal, or foreign language of your choice.
- Select any class. Add the Divine Gift talent to your options for starting talents for that class, with your GM's permission.

Roll twice on the accompanying table for additional benefits. Roll 2d6 and add the dice together. If you get the same result twice, re-roll until you get something different.

	CLOISTERED MONASTIC
2D6 Roll	Benefit
2	+1 Willpower
3-4	Focus: Cunning (Historical Lore)
5	Focus: Cunning (Research)
6	Focus: Willpower (Self-Discipline)
7-8	+1 Communication
9	Focus: Constitution (Stamina)
10-11	Focus: Cunning (Writing)
12	+1 Perception

Spiritual Devotee

Some find solace and guidance from religion, drawing power from its institutions and traditions. Others discover their spirituality outside of religious hierarchies and develop a more personal relationship with their faith. These souls may become involved with organized religions over time or they may strive to keep their social standing or politics separate from their faith.

This character's history of faith might not be one any church or temple seeks to uphold as an example to others. Faith despite dogma can be seen as a challenge to, or resistance of, religious authority in some institutions. A spiritual devotee may be dutiful and loyal to the laws and religion of the land, but her faith is in the powers above the institution. She may hope for and work for the best interests of the earthly religion, but the defeats of the flesh and the stone do not reflect or diminish her devotion to the gods.

Spiritual devotees can come from common, noble, or ignoble origins. A spiritual devotee may develop her faith despite a strict or rigid dogma imposed on her by society or because she was raised in the absence of such rigidity. No matter her ambitions, her race, or her class, her faith is an intrinsic part of her origins and identity.



PLAYING A Spritual devotee

If you choose to play a spiritual devotee, modify your character as follows:

- Add 1 to your Willpower ability. A spiritual devotee's strength of will is a foundation for faith.
- Pick one of the following ability focuses: Willpower (Faith) or Willpower (Self-Discipline).
- Choose your character's race from those suitable to your campaign setting.
- You can speak and read the common tongue.
- Select any class. Add the Divine Gift talent to your options for starting talents for that class, with your GM's permission.

Roll twice on the accompanying table for additional benefits. Roll 2d6 and add the dice together. If you get the same result twice, re-roll until you get something different.

SPIRITUAL DEVOTEE		
2D6 Roll	Benefit	
2	+1 Cunning	
3-4	Focus: Cunning (Religious Lore)	
5	Focus: Communication (Persuasion)	
6	Focus: Willpower (Morale)	
7-8	+1 Communication	
9	Focus: Perception (Empathy)	
10-11	Focus: Cunning (Cultural Lore)	
12	+1 Perception	



NEW TALENT

The heart of this system for divine powers derives not from a new class but a new talent. At the GM's discretion, the Divine Gift talent may be chosen as a starting talent by a character of any class (just add it to the selection of starting talents for that class) or, alternately, by any character with a religious background. Otherwise, the Divine Gift talent must be learned as a character gains levels and proves herself to a divine patron, religious institution, or both.

DIVINE GIFT

Classes: Mage, Rogue, and Warrior.

Requirement: You must have the **Willpower** (Faith) focus. You must also continue to keep faith with the power(s) granting your Gift. If you act in an inappropriate or displeasing way (as judged by the GM, roleplaying your patron), you lose the benefits of this talent until you have properly atoned. Such atonement is at the discretion of your religious superiors or divine guidance (again, chosen by the GM) and may involve a quest, challenge, or test to prove your worthiness.

A character with this talent is favored by a god or other divine power(s). The Divine Gift talent has two main components: miraculous abilities granted by your degree of the Gift (novice, journeyman, or master) and the ability to perform divine stunts.

Choose a Dominion from the available list when you gain this talent. It determines the power you gain at each degree. If you take the Divine Gift talent more than once, choose a new Dominion each time.

NOVICE: You gain the novice gift of your chosen Dominion and may perform divine stunts costing up to 2 SP.

JOURNEYMAN: You gain the journeyman gift of your chosen Dominion and may perform divine stunts costing up to 4 SP.

MASTER: You gain the master gift of your chosen Dominion and may perform divine stunts costing up to 6 SP.

Zeal

Characters with Divine Gifts have an additional trait—Zeal measuring the force of their divine power, similar to a mage's Spellpower. Zeal equals 12 + Willpower and is often the target number to resist the effects of Divine Gifts.

DIVINE GIFTS & CLASS

Characters with a Divine Gift can belong to any class. The gods may grant blessings to anyone, of high or low birth, or any training or background. The class of a character with the Divine Gift talent may influence the type of champion or advocate of the gods that character represents.

MAGE

A divinely gifted mage may be a scholar-priest, possessed not only of divine blessings, but also formidable spellcasting abilities. Depending on the setting, those spells could also be divinely granted, gained through intense prayer and meditation rather than study of the arcane arts. In other settings, mages all wield the same arcane power, but some are also divinely blessed.

ROGUE

Although a divine rouge may seem like a contradiction in terms, the class can create a number of different combinations with a Divine Gift. Some blessed rogues emphasize Communication and serve as evangelists and wandering preachers, able to look after themselves in the rough and often lawless frontiers. Others are sly and dangerous spies or assassins, perhaps devoted to the cult of a death- or war-god. There are divinely gifted rogues serving the Dominion of Theft itself, giving them advantages no ordinary thief commands. Lastly, some rogues are holy (or unholy) soldiers, but of a more deft and cunning nature, such as a religious order of scouts, rangers, or woodsmen.

WARRIOR

The divine warrior is a true champion or crusader, chosen defender of the faith, anointed slayer of its foes. Divine warriors may be templars or paladins, the militant arm of a church or religion. They can also be the savage killers of cults serving Dominions like Death and War, upholders of the Dominions of Law or Protection (empowered to act as police or judges), or even champions of Knowledge or Love, using skill at arms to safeguard such precious qualities.

DIVINE DOMINIONS

Divine Gifts are defined by Dominions, areas of influence in the portfolios of the various divine powers. The following are some common Dominions. The Game Master chooses which Dominions are available and is free to expand upon or modify these Dominions to suit the setting and the role of the divine in it.

CHAOS

You partake in a portion of the divine power of chaos and madness.

NOVICE: When you generate stunt points, you may choose to "wager" them double-or-nothing: Roll another test against the same TN as the one that generated the stunt points. If you succeed, and the Dragon Die is at least equal to your first roll, you get an equal amount of stunt points to use on your *next* turn (provided your action next turn is successful). If the second test fails or the Dragon Die is less than your first roll, you lose the original amount of stunt points and have none.

Example: Norber, devotee of Chaos, is feeling lucky: His TN 11 attack test rolls doubles and scores a 3 on the Dragon Die for 3 stunt points. He decides to wager them and rolls again immediately, looking to roll at least an 11 total and a 3 or higher on the Dragon Die. He rolls a 12, but only a 2 on the Dragon Die, so he loses his 3 stunt points. If he had rolled a 3 or higher on his second Dragon Die, he would have had 3 stunt points to spend this turn and another 3 on his following turn!

JOURNEYMAN: Once per encounter, you can force a subject you can perceive to re-roll the dice for a test and use the result you prefer.

MASTER: Once per day you can invoke an aura of chaos around you as a major action. Foes within 6 yards of you must succeed on a **Willpower (Self-Discipline)** test against your Zeal to take any major action. If the test fails, they are distracted or behave erratically, doing nothing of significance. You can maintain the aura by spending your minor action each round to do so. It lasts for rounds equal to your Willpower after you stop maintaining it, then dissipates.

CRAFT

You have divine insight into the arts and crafts of civilization.

NOVICE: You can use the Heal action to repair damaged items, restoring them to wholeness. Use **Willpower (Faith)** in place of Cunning (Healing) for the test. This ability only affects damage to constructed items, not entirely natural ones, so it can repair a stone wall, for example, but not a broken stalactite in a natural cave.

JOURNEYMAN: With a touch and a major action, you can strengthen a crafted object, increasing its Armor Rating by an amount equal to your Willpower (minimum of 1). This lasts for one minute and you can do so once per encounter.

MASTER: You can produce an ordinary item of equipment with a major action in a single round! If you start with appropriate raw materials (costing half the price of the finished item), then the item is real and permanent, and a fine example of craftsmanship. If you have inappropriate raw materials (e.g., a stalk of wheat for a blade, or a small stone for a wagon) then the item lasts for hours equal to your Willpower (minimum of 1) before reverting to the original material. Still, you can turn a leaf into a heavy shield or a handful of grass into a quiver of arrows. You may only have one temporary created item in existence at a time, although you can dismiss an existing one to create a new one after one hour.

DEATH

This Dominion grants you a portion of your patron's power over death itself.

NOVICE: Your touch and a major action can speed the process of decay, like the decompose spell (see the Set 2 *Player's Guide*) whenever you wish.

JOURNEYMAN: You draw strength from death. Any creature you slay barehanded or with a melee weapon grants you Health equal to the creature's Constitution (minimum of 1). This can restore lost Health or increase your Health above its normal amount, although not by more than your level. Health above your normal amount is not recovered when lost.

MASTER: You have a deadly touch. Simply by touching a living creature with a major action and a **Dexterity (Brawling)** attack test you can inflict 1d6 + Willpower penetrating damage.

SAMPLE PATRONS AND DEITIES

Here are a few example patrons and deities to inspire creations for your own campaign's world. Ordinarily the GM determines the demeanor and Dominions of patrons available for a campaign, but collaborating with players to create or define a PC's religious background can be great fun. Look to real-world mythologies and fantastical worlds like Green Ronin's own Freeport for more detailed inspiration.

- Arthariel the Wild: Healing, Nature, and Protection
- Fortunato, Fate's Machine: Craft and Fate
- Glamorgan, Prince of Spite: Death, Malice, and War
- Göthaver the War-Poet: Knowledge, Love, and War
- The Law-Keeper: Knowledge and Law
- Lyaxe, The Lady of Stars: Chaos, Healing, and Theft
- Ravonet of Many Forms: Craft, Magic, and Trickery

FATE

You tug on the divine strands of fate, influencing them in your favor.

NOVICE: You can offer a blessing of good fortune with a major action and a TN 11 **Willpower (Faith)** test, giving one ally you can perceive a +2 bonus on their next test.

JOURNEYMAN: Once per encounter, you can choose to re-roll the dice on a test and choose either of the two rolls as your result.

MASTER: Fickle fate sometimes smiles upon you. You can perform a special, variable-cost divine stunt of good fortune that allows you to applying the number of SPs spent as a bonus to any one test—by you or an ally—attempted in the next round. For example, if you spend 4 SPs, you can apply them as a bonus to your next attack, an ally's next attack, a test to resist an effect, or any other test, so long as it occurs within the next round.

HEALING

The Healing Dominion safeguards the health and lives of the faithful and those worthy of its mercy.

NOVICE: You have a healer's hands. You can perform the Heal action as a **Willpower** (Faith) test and the subject regains Health equal to your Willpower, plus twice the result of the Dragon Die.

JOURNEYMAN: You can use the Heal action to cure a target of disease or poisoning. The TN for the **Willpower (Faith)** test is at least 13, or the TN of the test to resist the illness or toxin, whichever is higher.

MASTER: You can use the Heal action to restore life to the recently dead! Make a Willpower (Faith) test with TN (13 + the number of minutes the subject has been dead). Success revives the subject with Health equal to the Dragon Die, after which the subject may recover normally. Any diseases or poisons affecting the subject are removed. You cannot restore a subject who has lived their natural span (i.e., died of old age).

KNOWLEDGE

You have a portion of your patron's vast divine knowledge.

NOVICE: You gain one lore focus (a Cunning focus with "Lore" in its name) of your choice. Additionally, you may receive occasional dreams or visions that provide knowledge about matters of importance to you. The GM chooses when these occur, but is encouraged to use them as story hooks and opportunities to feed you information important to the story.

JOURNEYMAN: Once per day, you may attempt to use a reflective or fluid surface (mirror, crystal, flame, smoke, pool, etc.) to scry, giving you a vision of a distant place or person known to you. This requires a TN 13 **Willpower (Faith)** test and the vision lasts minutes equal to your Willpower (minimum of 1). The GM may increase the TN of the test or require an opposed test for viewing certain subjects.

MASTER: Once per day you may go into a prayerful meditation and receive divine guidance. This allows you to ask the GM (acting as your patron) for the answer to any one question. The answer may be couched in symbolism or limited in detail, but will always be true.

LAW

This Dominion makes you a vessel of divine law.

Novice: You have the insight of true judgment. With an opposed **Perception (Sight or Empathy)** test against **Communication (Deception)**, you can see guilt clearly written on a law-breaker's features, as well as see through disguises, deceptions, and illusions. You can track law-breakers as if possessing the **Perception (Tracking)** focus.

JOURNEYMAN: Once per encounter, you may choose to treat all die rolls you must make for a round as if the dice rolled an 11, with a Dragon Die result of 4 and no doubles (and therefore no stunt points). This means you can reliably succeed at any test where the TN minus your bonus is 11 or less (but you will also reliably fail more difficult tests).

MASTER: You have the power to rebuke law-breakers and betrayers with a special Word of Law you can pronounce once per day as a major action. Your pronouncement inflicts 1d6 +Willpower penetrating damage upon all criminals, law-breakers, and traitors able to hear it. Those targets also suffer a -2 penalty on all tests against you for the remainder of the encounter. You can also pronounce a Word of Law at any time as a special stunt costing 3+ SPs, and when you do so, you add the number of SPs you spend to the damage total. The damage of multiple uses in the same encounter is cumulative, but the test penalty is not.

LOVE

You are filled with the power to inspire and preserve love.

NOVICE: You gain the **Communication** (**Persuasion or Seduction**) focus. You can cause a subject who would be potentially romantically attracted to you to become briefly infatuated with a successful **Willpower** (**Faith**) test opposed by their **Willpower** (**Self-Discipline**). An infatuated subject is well disposed towards you and willing to do you favors or provide other assistance. The effect lasts for hours equal to your Communication (minimum of 1).

JOURNEYMAN: You are able to discern bonds of love and affection between others. Moreover, you may follow such connections as if you possessed the **Perception (Tracking)** focus. You can use these bonds to enable someone (including yourself) to aid a beloved who is injured or dying: each point of Health sacrificed by one lover grants the other a point of restored Health.

MASTER: By chanting, singing, or otherwise performing, you fill all within yards equal to your Zeal with such love they are incapable of taking violent actions (including various attack actions) without succeeding on a **Willpower (Self-Discipline)** test against your Zeal. Thus you can stop or prevent a battle, brawl, or even argument and perhaps promote peace. This lasts as long as you perform and for rounds equal to your Communication thereafter (minimum of one). Unfortunately, creatures without a heart (e.g. golems) or a soul (some undead or demons) are unaffected.

MAGIC

Your patron has Dominion over the arcane arts and powers.

NOVICE: You have the gift of arcane sight. You can see magic affecting things in your line of sight as visible auras, and can perceive their schools of magic and rough Spellpower.

JOURNEYMAN: Once per day as a major action, you can remove magic from a visible subject with an opposed test of your **Willpower (Faith)** against the target's Spellpower, like a use of the dispel magic spell (see the Set 2 *Player's Guide*).

MASTER: You are a powerful manipulator of mana. If you do not already have a Mana score, you gain 10 + (Magic x level) + (3d6) MP. You can perform a special Mana Shift stunt for 2 SP, which allows you to spend MP to restore those of an ally within yards equal to your Zeal on a 1:1 basis. You can also perform a special, variable-cost Mana Restoration stunt where each SP you spend restores 2 MP to yourself or another. Lastly, you can protect yourself from magic as if you were under a spell shield (Set 1 *Player's Guide*, p. 52) at all times.

MALICE

Divine powers of hatred and cruelty are yours.

NOVICE: You can fan the flames of hatred and violence. By speaking briefly with someone and using a major action, you can cause them to take violent action against any target they have reason to hate or mistrust. The victim must succeed on a **Willpower (Self-Discipline)** test against your Zeal to resist the impulse.

JOURNEYMAN: Simply by directing your hate at a target within 10 yards as a major action, you cause them to suffer terrible pain. The target must succeed on an opposed test of **Willpower (Self-Discipline)** against your Zeal in order to take any action other than writhe and cry out in agony. You can maintain the effect by taking a minor action on each of your subsequent turns, but the target gets a new resistance test each round and a total of three successful tests ends the effect.



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OPTION: CRISIS OF FAITH

Faith can be a challenge to maintain, especially in the face of failure. To reflect this, when a character with a Divine Gift fails any test to use or activate that talent they suffer a minor crisis of faith and become unable to use any of the talent's abilities, or perform divine stunts, for a number of rounds equal to the result of the test's Dragon Die.

Example: Brother Amox is a faithful servant of the Dominion of Protection. When his attempt to ward off the Wight of the Cold Barrows fails, he experiences a crisis of faith. He cannot invoke any of the abilities of his Divine Gift, or perform any divine stunts, for the next three rounds (the result of the Dragon Die on his failed test).

If the faithful character generates stunt points during the crisis of faith, the player may spend 1 SP to cast off their doubts and restore their normal Divine Gift abilities, beginning next round.

Example: Standing shoulder-to-shoulder with his companions, Brother Amox strikes the Wight, rolling doubles and generating 2 SPs. His player spends 1 SP to restore Amox's faith and the other on a Skirmish stunt; the mighty blow sends the Wight staggering back. "I said back, foul creature!" Brother Amox roars. He will be able to resume using the benefits of his Divine Gift when his next turn begins.

MASTER: Once per day, as a major action, you can speak a special Malignant Word. All foes within 6 yards of you must roll a **Willpower (Courage)** test against your Zeal. Those who fail suffer 1d6 penetrating damage, plus twice your Willpower, from a blast of sheer malice. Those who succeed on the test only suffer penetrating damage equal to your Willpower. You may speak additional Malignant Words each day as a special stunt costing 3 SP.

NATURE

Your connection with the powers of nature gives you influence over the wild.

NOVICE: You gain the **Cunning** (Natural Lore) focus, can move unimpeded by natural terrain, and are never attacked by wild animals unless you provoke them.

JOURNEYMAN: You can give a wild animal a complex command (as with the Animal Training talent) and have it obeyed with a TN 11 **Willpower (Faith)** test. The animal obeys for hours equal to your Willpower (minimum of 1) or until the command is fulfilled, whichever comes first. Only one wild animal obeys you at a time. At the GM's discretion, a flock or swarm of small animals (insects, birds, mice, etc.) can be considered one animal for these purposes.

MASTER: You are immune to natural weather conditions, from desert heat to arctic chill, although not to spells and other effects that create such hazards. You can extend this benefit to a number of others equal to your Willpower (minimum of 1) so long as they travel with you, remaining within your Zeal in yards. You can also create a shelter (like the Set 2 spell) once per day.

PROTECTION

This Dominion is concerned with the protection of the faithful and those in need from danger or harm, particularly from supernatural enemies of the faith.

Novice: Wielding a symbol of your faith, you can ward off its supernatural enemies, such as demons, undead, or evil spirits. So long as you take a major action each turn, any such enemies must test their **Willpower (Courage)** against your Zeal to approach or attack you or anyone adjacent to you.

JOURNEYMAN: Once per day, you can consecrate a place as a sanctuary, lasting until the following day. It must have designated boundaries that can be closed off (such as a building with doors and windows) and not be already consecrated to a Dominion opposed to yours (such as the temple of an opposing divinity). Only those you designate may enter or leave the sanctuary freely; all others must test **Willpower (Courage)** against your Zeal. Even if they are successful, hostile actions taken in the sanctuary suffer a -2 penalty.

MASTER: Once per day you can protect a single subject (including yourself) with a force field (as the Set 2 spell) for rounds equal to your Willpower (minimum of 1).

THEFT

Divine powers of cunning and thievery are yours.

Novice: You can literally smell treasure, making a TN 11 **Perception (Smelling or Tracking)** test to pick up on the nearest source of precious metals or gems within yards equal to your Zeal, and to get a rough idea of the amount or value. For a large concentration, the GM may roll for you in secret and inform you when you come near a particular treasure.

JOURNEYMAN: You can bypass locks simply by touching the lock and making a successful **Willpower (Faith)** test in place of **Dexterity (Lock Picking)**. If you also have the Thievery talent, you can re-roll the test once if it fails.

MASTER: Once per day you can become invisible for a number of minutes equal to your Willpower (minimum of 1). Any attack action immediately ends the effect.

TRICKERY

This Dominion concerns deception and trickery pleasing to your patron. You can maintain one of the following deceptions per degree in this talent.

NOVICE: You gain the **Communication (Deception)** focus. You can change the appearance of a small object (no more than your Willpower in pounds, minimum of 1) to something similar in size. For example, you can make a handful of pebbles look like

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jewels, or a dagger look like a comb. Victims of your deception can test Perception (any applicable focus) against your Zeal. If they win, they see through your deception.

JOURNEYMAN: You can disguise your person (including your voice and even scent) behind a veil of illusion. Anyone with reason to suspect you are not whom you appear to be can make a Perception (any applicable focus) test against your Zeal, as in the previous degree.

MASTER: You can veil an area the size of a large room, changing its appearance (from an abandoned ruin to a splendid ballroom, for example) and also concealing the presence of anyone there, making them unseen, or making them appear differently (noble partygoers rather than hideous undead, for example). Any hostile action by the concealed subjects removes the illusion from them. Victims make Perception tests as in previous degrees.

WAR

You are filled with the power to triumph in battle.

Novice: You gain a weapon focus of your choice.

JOURNEYMAN: Once per day you may bless the melee weapons of all allies within 10 yards (including your own) as a major action. For the duration of the encounter, their weapon attacks inflict an additional 1d6 damage.

MASTER: Once per day as a major action you may call upon divine warrior might, gaining either an Armor Rating bonus or a Strength bonus equal to your Willpower (minimum of 1) for the duration of the encounter. If your Willpower is 2 or greater, you may split the bonus between the two benefits, so long as the total does not exceed your Willpower score.

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DIVINE STUNTS

Those favored by the divine can occasionally perform minor miracles in the form of divine stunts. These stunts work just like other stunts, except they require the Divine Gift talent, and the character's degree in that talent describes a cap on the stunts that character can use.

DIVINE STUNTS		
SP	Divine Stunt	
1+	ARMOR OF FAITH: Divine fortune turns aside harm; you gain an Armor Rating bonus equal to the SP spent until your next turn.	
1	DIVINE SACRIFICE: You may suffer up to 5 points of Health damage to grant an ally of your choice twice that amount in restored Health.	
2	DIVINE INSPIRATION: You and all of your allies gain a +2 bonus on Willpower tests until the end of your next turn.	
2	OVERCOME RESISTANCE: You ignore a target's normal resistance to your attack. For example, you can miraculously strike a creature immune to physical weapons and inflict normal damage, or use a fire attack against a creature resistant or even immune to fire.	
3	DIVINE MERCY: The effect of one malign spell or divine talent affecting you or an ally of your choice immediately ends. This only removes ongoing effects (such as those of walking bomb or weakness). It does not cure damage or other permanent conditions.	
3	SHIELD OF FAITH: Your faith protects you as surely as any armor. You gain +2 Defense until the beginning of your next turn.	
4	DIVINE MANTLE: You are so clearly favored by the divine that one foe of your choice hesitates to oppose you, taking only a minor action on their next turn.	
4	DIVINE AWE: You are so clearly favored by higher powers that all foes suffer a –2 penalty to all tests against you until the start of your next turn.	
6	MIRACLE: The divine directly intervenes to aid you! You (the player) may ask the GM (playing the role of your divine patron) for any single favor within your patron's power and Dominion(s) to grant. The GM chooses the degree to which the divine fulfills your need, based on your character's faithfulness and the demands of the story.	