

Priest

HD: 1d8

Starting Equipment: Chainmail, Mace, Shield, Holy Symbol

Starting Skill: 1d6, 1-2 History, 3-4 Scripture, 5-6 Commerce

- A. +1 DD, Primary Aspect and Secondary Aspects
- B. +1 DD, Divine Intervention
- C. +1 DD, Unlock a Secondary Aspect, +1 Attack
- D. +1 DD, Unlock a Secondary Aspect

Priests use Divinity Dice (DD) to channel their magic, they gain one Divinity Dieper level, up to their 4th template.

Priest's miracles are gained through aspects (see below) and can only normally be cast once per rest, regardless of how many Divinity Dice the priest still has.

Primary Aspect and Secondary Aspects

The priest rolls 3d6 and puts them together in a line. Write down the three individual numbers in that order, this is the priest's primary aspect. The other combinations of numbers are the priest's secondary aspects

The priest should record the power their primary aspect gives them, as well as the spells both the primary aspect and secondary aspects give them. The priest can use all the miracles from their aspects once per rest. But until the priest levels up they can only use the power from their primary aspect.

Divine Intervention

The priest can take [sum] damage to cast a spell they've already cast between rests. If the damage would kill the priest, the spell is cast just before death.

Unlock a Secondary Aspect

The priest can select one of their secondary aspects and gain its power on top of the power from their primary aspect.

If the priest does not have a secondary aspect because they rolled triples, they may roll for an additional aspect, but only get the spell associated with it.

D666 Aspects

111 - Time - Consecrate

When the priest concentrates to time and [sum] is equal to 6, then a tick on the clock is removed.

112 - Ether - Create Food & Drink

For [dice] turns, the priest can turn themselves into an invisible ghost, who can travel through matter, but cannot effect it.

113 - Zeal - Smite

The priest has enemies. Be it a philosophy, a race, a religion, the priest stands for everything they are not. Choose something and gain +1 for all rolls that go towards achieving the destruction of the god's enemies.

114 - Ink- Inspire

With a normal quill and bottle of ink the priest can inscribe messages that only specially designated people can read.

115 - Limbs - Heal

The priest can lengthen their limbs. Up to [dice]x2 of the priests limbs double in length. If all the priest's walking limbs are affected, the creatures' movement speed is doubled. The duration is [dice] turns.

116 - Love - Abominate

Priests often attract followers, sometimes to the point of acquiring trains of disciples following them from town to town. D3 dedicated but generally ineffective (but free) people choose to follow you and learn your teachings. Their numbers eventually get replenished if reduced.

121 - Redundancy- Bless

If the priest copies another allies action directly after them, the priest gets a +1 to their roll.

122 - Invisibility - Defend

The priest can be invisible for [dice] turns, however this invisibility is broken if the Priest makes any movement other than breathing, blinking, and other minor movements.

123 - Exhaustion - Heal

The priest can remove [dice] exhaustion from themselves or an ally on touch.

124 - Rust - Smite

By touching metal for several moments, it will begin to slowly rust.

125 - Serpents - *Summon*

The priest can turn their holy symbol into a snake at will. Turn [dice] amount of serpent like objects into snakes. Items such as swords, scrolls, and toothpicks work.

126 - Math - *Abominate*

The priest can answer any math problem.

131 - Blood - *Consecrate*

You can turn blood into another substance and vice versa. Determine this substance based on your tertiary aspects. The god of Blood and Water could turn blood into water, similarly the god of Blood and Vultures could turn blood into vultures.

132 - Athletes - *Heal*

The priest can use Charisma instead of Dexterity or Prowess for checks involving athleticism.

133 - Fire - *Smite*

You can ignite combustible material at a touch. This takes a few seconds of intense effort and concentration. Not useful in the midst of battle.

134 - Flags- *Heal*

The priest is an expert on vexillology and can recreate any flag with the proper tools from memory as well as identify flags and heraldry.

135 - Revolution - *Summon*

The priest gains a +1 to all checks made with the clear intent and ability of disrupting or destroying established organizations.

136 - Backpacks- *Inspire*

The priest's backpack is blessed, it can carry an extra 2 items.

141 - Executioners - *Smite*

When the priest is given a target by someone they accept as a judge or authority they will always know roughly where they are and get +2 to all rolls to kill them.

142 - Headaches - *Curse*

The priest has a permanent headache, in part caused by noxious smelling salts they always carry. Immune to confusion and mind altering effects because the priest is already writhing in pain.

143 - Frowning - *Exorcise*

The priest never smiles no matter how funny something is or how happy the priest may be. Situations that normally call for smiling just make the priest frown harder. Misery love company, test charisma to ruin someone's day with frowns.

144 - Blindness - *Defend*

While wearing a solid blindfold or being fully blinded and touching the target, the priest may inflict blindness upon another for the duration of his own blindness. The priests will not fall over things and can move around alright, but is still blind.

145 - Vampires - *Heal*

The priest was once a blood farm to vampires. The priest no longer loses Health Points against attacks that transfer the priest's Health Points to the attacker.

146 - Anthills - *Create Food & Drink*

As your God is to you, so you are to the Ants. You are perpetually sunburnt, you may incinerate ants with your gaze. Prayers are often answered in the form of sudden incinerations.

151 - Surprises - *Bless*

The priest's attacks made from surprise are automatically critical hits

152 - Birds - *Create Food & Drink*

The priest can give grow small wings on the wrists and ankles of [dice] creatures for [sum] rounds. These wings give the creatures an extra 5 movement speed and a -2 to fall damage.

153 - Escape - *Exorcise*

No bonds can hold you! Test your Charisma to escape any physical bonds you fancy. Your escape is always possible and possibly miraculous.

154 - Bells - *Exorcise*

The priest is hung with bells. It is very difficult for the priest to be sneaky. Their holy tool is a hand bell (you may hit people with it if you like, as a club), whose holy sound may boost the damage of smite by level.

155 - Food - *Create Food & Drink*

A target the priest touches smells delicious. The smell radiates 20' in calm air, but can spread via wind or leave a trail. Sentient creatures can usually resist the urge to eat the target without a Save, but animals and other ravenous creatures must Save or select the spell's target as their primary attack target. The target may Save at the end of each duration interval to negate the effects. The duration is [dice] turns.

156 - Slime - *Create Food & Drink*

The priest's skin is constantly covered in a thin layer of slime, making it easy to slip between bars and out of bindings, but you always leave a trail behind you.

161 - Gravity - *Curse*

The priest can alter the gravity in the room. If the gravity is lowered then all creatures in the room gain [sum] movement speed, at 3 [dice] creatures can float. If gravity is increased then all creatures in the room gain [sum] movement speed, rendering ranged attacks useless, and at 3 [dice] especially large or fat creatures take 1d6 damage on their turn. This effect lasts for one turn.

162 - Flares - *Defend*

All light sources in the radius of this spell deal damage to the creature nearest to them. Candles and matches deal no damage. Torches and lanterns deal 1d6 damage. Bonfires deal 2d6 damage. Magical light sources with a duration of at least 1 round deal damage equal to the [dice] invested in their casting +1d6. If a light source deals 4 or more damage it is also extinguished. The range is [dice]x20' radius.

163 - Butt Chin - *Create Food & Drink*

When you headbutt with your clean shaven chin, your attack does 1d8+Charisma Modifier damage.

164 - Dogs - *Exorcise*

The priest has a loyal doggy companion. Dogs are sacred. Your pet always seems to be able to find food for itself.

165 - Fountains - Bless

The priest can touch a stone no larger than their head and it grows to resemble a lion's head. The priest can designate [dice] conditions under which the stone face will discharge water, such as: "always", "whenever anyone but me walks past", "only when an orc walks past". The conditions must be obvious, the stone is not very observant. The water does not deal damage but will extinguish torches. The water disappears once it passes more than 100' from the stone. The stone sprays water in a [dice]x5' cone. If the priest invests 4 [dice] or more, creatures passing through the cone must save vs Dex or be knocked prone.

166 - Gold - Create Food & Drink

The priest can convert [dice]x500lbs of gold into a thick soup liquid. It is cold to the touch and alloyed metals are carried with the gold. The gold reforms into its original shape when the spell ends in [dice] turns.

211 - Fools - Bless

Test Charisma to be able to find any convenient mundane item laying about. Always seems to be in the right place at the right time.

212 - Sun - Consecrate

While the priest can see the Sun, the priest deals one additional damage with their attacks.

213 - Beards - Inspire

The priest must maintain a magnificent beard. The priest may tug their beard to grow it into a length of [dice]x5' for a turn. At 2 [dice] the beard can be used as a small weapon.

214 - Hold - Exorcise

The priest can keep a door or container locked for [dice] turns.

215 - Animal skins - Exorcise

The priests can don an animal's skin to become that creature. The transformation is not physical, but they gain all benefits of being that animal. If they wore a dolphin skin, for instance, they could stay underwater for ages.

216 - Incense - Consecrate

Have a variety of incenses for different jobs. Once per day you can imitate a priest spell of your choice or create a thick, rich fog.

221 - Duality - Exorcise

The priest may test Charisma to change sex. On a critical they are trapped as a Holy Androgyn and lose the ability to change. The Holy Androgyn may take the benefits of one of the God's other aspects to replace the one lost.

222 - Light - Heal

The priest can glow for [dice] turns like a candle.

223 - Night - Summon

The priest roll Charisma instead of Dexterity to sneak.

224 - Canals - Summon

The priest can dig a small ditch with hands connecting two sources of water. Water vessels occupied by the caster may cross with this canal.

225 - Insects - Summon

The priest is crawling with insects. They drop out of sleeves and into people's laps. When eaten they transfer their tiny insect-brain secrets, allowing you to gain some vague knowledge once per area.

226 - Veils - Curse

The priest can tear the veil in a creatures mind. If [sum] is equal to or greater than the targets HP, the target is stunned for 1d6 rounds.

231 - Bows - Bless

The priest gains +1 to checks and attacks to anything revolving bows. The priest loses their priestly powers for the day if they ever wield a crossbow.

232 - Greed - Abominate

Kiss a coin and throw it. Any intelligent creatures in the area (that value money) must Save or follow it (not blindly but pretty far).

233 - Protection - Defend

The priest wears all sorts of armour, in layers upon layers. The effectiveness is questionable, but it is huge. The priest begins with armour equivalent to plate in the form of dangling sections of ancient armour. If they are ever protected by anything less than chain armor, they lose their powers until they remedy this. If given resources the priest may rebuild their armour at their leisure.

234 - Braziers - Exorcise

The priest has a small brazier. When filled with oil and lit by the priest, the brazier can stay alit for 3 turns, and during that time is a one handed weapon that deals 1d8+Charisma damage.

235 - Forked tongues - Abominate

The priest has a forked tongue. Getting it was painful, talking is weird, the priest hisses a lot. When the priest lies, they can double their charisma modifier for the roll.

236 - Flowers - Inspire

Flowers spring up in the footprints of the priest. The flowers are usually of the sort indigenous to the local area, but on rare occasions strange flowers from exotic lands will grow. The flowers only grow in locations that are potentially possible. So not on tables, but on thin concrete.

241 - Merchants - Consecrate

The priest can bargain with anyone for any item they own, even treasured artifacts they would never normally part with. It may not be sold at a reasonable price, but anything can theoretically be obtained.

242 - Birds - Exorcise

May summon any sort of mundane, herbivorous bird to come to your aid. That aid can be anything from reconnaissance to catching food to distracting enemies.

243 - Dreams - Create Food & Drink

The priest can enter a deep sleep to send their soul into the astral world for a number of turns equal to [dice]. Just don't let something kill your soul. Oh and don't ever get lost, the astral world is... weird.

244 - Chocolate - Exorcise

Once a day the priest can create a bar of chocolate, this chocolate is disgusting by the future's standards, but delicious to most people today. The priest gets a +1 to Charisma Checks to befriend someone who ate their chocolate.

245 - Blades - Smite

Must be overtly armed at all times. Swords arrayed on your back like a peacock. Gain +1 to any roll related to blades, lose your priestly powers for the day if you ever intentionally harm someone without drawing blood.

246 - Turtle - Curse

The priest grows a shell which acts as both a backpack, and if they take an action to hide in it, they gain -4 AC.

251 - Famine - Curse

The priest can give themselves an extra two points of exhaustion to give a +1 to a [sum] for any of their miracles. This can only be done once per casting.

252 - Jazz- Summon

The priest's holy symbol is a brass instrument they call a saxophone which isn't supposed to be invented for another 2000 years. The priest can play the instrument and gently push an object that is [dice]x10ft away.

253 - Throwing Yourself Blindly into Danger- Bless

Before the priest knows how much damage they take, the priest can reduce incoming damage by [sum].

254 - Ash - Exorcise

While covered from head to foot in ash you count as wearing plate armor and cannot be possessed.

255- Knife Juggling - Inspire

The priest can make [dice] number of knives float a short distance around them and can throw a knife at a target with just a through. Treat this as a thrown dagger with a maximum range of 30 feet. You can throw one knife per round.

256 - Cattle - Heal

The priest may, once per day, lay down in the field of cattle and have them attend him. They will go over local gossip and be very complementary to the priest. They rarely know anything very useful but you never know what a cow sees.

261 - Stone - Consecrate

The priest can turn completely to stone for [dice] rounds. Damage taken while in stone form remains when the priest turns back.

262 - Reincarnation - Heal

The priest, while rolling his next character, may adjust dice up or down equal to the deceased priest's Charisma modifier.

263 - Acid - Exorcise

The priest can spit forth a bubble of acid up to 10 feet. This does [sum] damage, and deals [dice] damage to the priest. The acid can burn through organic material and stuff, but definitely not stone and hard metals.

264 - Wizards - Curse

The priest can choose a wizard class and randomly receive one of the first 6 spells the class has access to. The priest can use divinity dice for the spell.

265 - Democracy - Defend

If a proper vote is held on the course of action the priest and their allies will take, then all rolls made according to the plan get a +1. The plan and the actions must be fairly specific. It can't be just "Kill the Blue Knight" it must be something like "Kill the Blue Knight with a sword" or "By leading her into the pit of slimes."

266 - Listening - Ecstatic Flight

The priest can project their hearing across rooms space. At 1 [die] the priest can choose a point within 10 feet (even if they cannot see it) and listen to sounds from that point as if they were there. Each additional [die] increases the range by 10 feet.

311 - History - Inspire

The priest may use Charisma Checks instead of Intelligence Checks to remember history.

312 - Darkness - Defend

Once per day the priest can cause a billowing blackness to flow from their throat. The darkness spreads over [dice] x10 square feet and dissipates after [sum] rounds.

313 - Illusion - Defend

The priest may produce illusionary magic tricks. At 1 [die] the priest can make a coin disappear, with scaling effects based on [dice] invested.

314 - Singing - Inspire

Singing brings the godhead up through the priest's mouth, carried by their holy timbre. The priest can shatter all glass within [dice]x10ft by singing.

315 - Laughing - Ecstatic Flight

Whenever the player of the priest says a joke and everyone at the table laughs, gain a conviction point. The priest can hold up to 2 convictions points.

316 - Gore - Smite

God is within us. The priest may bedeck himself with gore, giving him the effect of carrying a shield. Once per cycle they may make an attack, if it hits, it does maximum damage. If it kills someone unlucky spectators must test their Charisma or be covered in gore and miss their next turn due to sickness and fear.

321 - Ponds - Curse

The priest may purify or make stagnant small bodies of water at will.

322 - Beer - Curse

Each point of drunkenness the priest can add an equal amount to [sum] on all priestly magic rolls.

323 - Disease - Curse

The priest knows how to bargain with a disease, and diseases they come across require one less appeasement.

324 - Maps - Consecrate

If the player of the priest draws a mostly accurate map of where the party goes then the priest will get a conviction point at the end of the session.

325 - Boomerangs - Heal

The priest is capable of throwing daggers around corners. Normal distance penalties apply.

326 - Speed - Defend

The priest's movement speed is increased by 10 feet per round.

331 - Contracts - Abominate

Any contract ratified by the priest is enforced by divine might. Those breaking the contract are Cursed (as spell) as though from the priest himself.

332 - Lighting- Defend

The priest can make a melee attack with their bare hand on an enemy and send an electric shock

through the enemy's body. The electric shock deals 1d10 damage.

333 - Changelings - Exorcise

Based on [dice] and [sum] the priest can change their appearance. This ability can not regrow lost limbs.

At 1 [die] the priest can add or remove a minor feature, such as a scar, birthmark, or a mustache.

At 2 [dice] the priest can change moderate features, such as skin color, voice, or grow dwarven beard.

At 3 [dice] the priest can change significant features, such as racial appearance, complete facial and body reconstruction, or grow/shrink by a foot.

These changes do not affect stats and only last for so long, but for a minimum of 1 turn.

At 6 [sum] the change lasts 2 turns.

At 12 [sum] the change lasts 3 turns.

At 18 [sum] the change lasts 4 turns.

At 22 [sum] the change lasts 10 turns.

334 - Intuition - Heal

The priest can make a Charisma Check instead of a Wisdom Check for Initiative.

335 - Candles - Consecrate

The priest can communicate across distances through the flame of a candle. They speak into it and it can be read by others.

336 - Spider- Create Food & Drink

The priest can crawl up walls and other vertical surfaces.

341 - Fish - Create Food & Drink

The priest can catch fish by plunging their hands into water and asking nicely.

342 - Noses - Ecstatic Flight

The priest has a very strong nose, and can not only follow smells, but can usually identify them.

343 - Assassins - Curse

The priest can carry a small weapon which does not take up a carrying or equipment slot and can be pulled out with a moments notice.

344 - Forgetfulness - Defend

The priest may, once per session, remember something someone has forgotten about a an event that occurred early in the session or a past session.

345 - Herdsmen - Heal

Passive herd animals will follow the priest if the priest asks them too.

346 - Frogs - Smite

The priests can jump 10 feet in the air and land softly from that height.

351 - Doors - Summon

Once per day the priest may enter one door and emerge from another. They must be vaguely familiar with the target door. For each [die] the door will also teleport the same amount of people.

352 - Honey - Bless

The priest loves honey. They can purchase it for 1sp and it comes in a small jar that is a small item. If the priest is with someone while they drink the honey, the user can remove [dice] exhaustion.

353 - Literacy - Curse

The priest can touch someone to grant or remove literacy from them.

354 - Contortionist - Exorcise

The priest can compact themselves into a backpack, filling it up entirely, and good luck finding someone to carry you.

355 - Strength - Heal

The priest can use their Charisma Modifier instead of their Prowess for melee attacks.

356 - Boats - Consecrate

The priest can use Charisma for all rolls associated with traveling on a boat.

361 - Horns - Create Food & Drink

The priest has a pair of horns, if the priest spends all their movement running in a straight line then the melee attack they make in that same round with their horns is a guaranteed hit and does 1d6+Strength damage.

362 - Embalming - Exorcise

One of the priest's limbs or organs is embalmed. It still functions as it normally would, but is impervious to all harm bar fire, and if the limb is removed the priest can make a new one for themselves.

363 - Paintings - Consecrate

The priest can make minor changes to a painting just with the swipe of their hand. For example, they may change the color of a subject's shirt, or move clouds around.

364 - Half-Mortals - Ecstatic Flight

The priest came as a result of an angel and a mortal having a child.

The priest can choose to simply double their Hit Points instead of rolling when they level up. Normal limits still apply.

365 - Orchards - Create Food & Drink

The priest can cause a tree to grow objects based on tertiary aspects. The item only lasts that way for so long before it turns into what the tree normally grows, the duration is 1 turn per [die] spent.

366 - Riddles - Curse

Once per rest you may confound someone with a riddle. If the Referee can answer it they are spared. Otherwise they hunker down in confusion for [dice] turns unless they are disturbed. The riddle must be reasonably solvable.

411 - Thoughts - Summon

The priest is aware whenever someone attempts to read their thoughts, and can spoof false memories the snooper has access too.

412 - Moisture - Summon

The priest's clothes are damp with a faint whiff of mold. The priest's clothes count as wearing plate armour vs. any fire based damage.

413 - Clothing - Summon

The priest's clothes always look prim and proper, like a noble, even if the priest travels through dirt and mud.

414 - Weights and Measures - Defend

The priest has perfect instincts for weight, as long as they can lift it.

415 - Tailors - Heal

The priest can make clothes out of materials based on their tertiary aspects.

416 - Amulets - Exorcise

As long as the priest is wearing an amulet they are immune to diseases. They can enchant another amulet to do the same for an ally for a period of time equal to [dice] turns.

421 - Gates - Consecrate

The priest may close one door per day. It will remain closed for [dice] turns.

422 - Orbs - Inspire

The priest has an orb which they can use to trap a monster that has been killed. After a fight, the priest can spend a turn to place the monster inside the orb. While the monster is trapped, it will never come back, even after 10 turns have passed. Only one

monster can be held in this state at a time.

423 - Rituals - Consecrate

The priests have a ritual for everything. If they take twice as long to do something, they may get +2 to any rolls regarding it.

424 - Healing - Heal

The priest can cast Heal at a distance of [dice]x5 feet

425 - Teeth - Curse

If the priest presses something against their teeth or bites it they can tell if it is poisonous or if it is cursed.

426 - Feather - Inspire

The priest falls gently from tall heights.

431 - Rainbows - Ecstatic Flight

Once the priest finds objects which each represent the 7 colors of the rainbow, they can make a rainbow appear at their location. The priest will also receive a useful object characterized by their tertiary aspects.

432 - Books - Exorcise

The priest can read books, scrolls or tablets in 1 turn..

433 - Chains - Abominate

The priest can bless a chain to be unbreakable for [dice] turns.

434 - Ignorance - Bless

The priest can make a target ignorant of a topic the priest's chooses. The topic can be anything, but some topics require more [dice] than others.

Making a target forget what they had for breakfast would take 1 [die] along with other minor topics.

But making someone forget you killed their daughter would take 4 [dice].

The duration has a minimum of 1 turn but is increased based off of [sum]

At 6 [sum] it lasts for 2 turns
At 12 [sum] it lasts for 3 turns
At 18 [sum] it lasts for 4 turns
At 24 [sum] it lasts for 5 turns

435 - Souls - Heal

After killing a creature the priest can change the location where the creature will come back to life on the next cycle. The priest must invest 1 [die] per turn of time the priest has to run to the location where they want the creature to come restore itself to.

436 - Murderhobos - Smite

When the priest commits a significant crime with no apparent

benefit or reason then the priest gains a conviction point.

441 - Whispers - Summon

The priest may whisper [sum] words to someone they know, and the person will hear the priest no matter how far away they are.

442 - Glass - Bless

The priest can touch a piece of glass and turn it into a one way mirror. This lasts for [dice] turns.

443 - Divine Attunement - Summon

the priest can enchant a weapon with divine power for [dice] turn. The weapon gains +1 to hit and damage rolls.

444 - Moon - Exorcise

The priest can turn themselves into a minor werewolf, doubling their current HP (beyond the maximum) and damage for the next turn for a number of rounds equal to [sum].

445 - Jealousy - Ecstatic Flight

Once per rest, the priest can make a creature extremely jealous of one object or generalized idea.

446 - Bed - Summon

The priest can enchant a bed for [dice] turns to cause anyone that lays on it to fall asleep. The creature must be able to comfortably lay on the bed but

they don't need to willingly get in the bed.

451 - Boxes - Inspire

The priest can cause a box or a chest to remain locked for [dice] turns.

452 - Water - Consecrate

The priest cannot drown and can walk on water.

453 - Penance - Defend

The priest may ritually harm themselves to inflict [sum] pain on themselves and a target in melee. They may also cause pain to others in order to cure them of sickness or sinful thought.

454 - Friendship - Smite

The priest can make a subject their friend unless the target has clear evidence otherwise. The target can make a charisma save to avoid this. The effect last for [dice] turns.

455 - Crows - Ecstatic Flight

The priest may communicate with crows, most numerous of interplanar birds. They are not necessarily cooperative, since crows are very headstrong and playful, but the priest can speak to them.

456 - Clay - Heal

The priest can form clay into aspect specific forms that will remain animate for [dice] turns.

461 - Learning - Abominate

The priest can gain a skill which lasts for [dice] turns, the skill's score is equal to [sum]

462 - Boundaries - Abominate

Abominations that pass through the priest's abominate spell also are cursed (as the spell) when they fail their save to enter the barrier.

463 - Brooms - Exorcise

The priest may sweep a room (thoroughly) and test Charisma to evict any curses or ill-spirits from the room.

464 - Coins - Ecstatic Flight

The priest can talk to money, be careful though, money is greedy.

465 - Mimicry - Curse

The priest can mimic the voice of someone they've heard speaking for at least a couple of minutes.

466 - No Context Visions - Summon

The priest will occasionally receive visions without any context or and only sometimes they have apparent value.

511 - Darkness - Smite

The priest can see in pitch dark.

512 - Perfume - *Summon*

The priest can manipulate the smell of any object, the smell isn't particularly strong.

513 - Eloquence - *Abominate*

The priest may cure or confound the tongue. The priest can either create or cure a speech impediment for a number of turns equal to [dice].

514 - Bird Beaks - *Defend*

The priest carries a bag of bird beaks. The priest can leave behind a bird beak to communicate a short message to whoever opens the beak.

515 - Cage - *Smite*

Once per rest, the priest can lock a target in a magical cage if the target fails a charisma save. The cage is impenetrable. However those inside the cage can hear the priest's thoughts, and the priest can't leave sight of the cage.

516 - Zero - *Defend*

The priest can cease to exist for a number of rounds equal to [sum].

521 - Undead - *Consecrate*

The priest has the choice of being a zombie. They may be very

presentable, or wear a cool mask, or just be decaying and gross, but they are undead. If they aren't undead they may just impersonate them very well (will be treated as undead by other undead)

522 - Bodyguards - *Defend*

If an adjacent ally would take damage from a physical attack, the priest can choose to take the damage for them.

523 - Sand - *Create Food & Drink*

The priest can construct things out of sand. Like sandcastles and stuff.

524 - Tunnels - *Exorcise*

The priest may fit through any hole big enough to accommodate his head.

525 - Mercy - *Inspire*

Heroes never die. Once a day, the priest can restore 1 Hit Point to a fallen ally within 30 feet once per rest.

526 - Bravery - *Inspire*

The priest is immune to fear. From any source.

531 - Cowardice - *Create Food & Drink*

If the priest and their allies ever try to run away from dangerous enemies, they all get a +2 on associated checks.

532 - Inspiration - Inspire

Once per cycle the priest may implant a thought in another's head.

533 - Dirt - Defend

The priest is always dirty, it's a holy sacrament. The priest can make those walking on dirt unwelcomed by it. Creatures of the priests choosing lose [dice]x5ft of movement speed when walking on dirt.

534 - Animacy - Consecrate

The priest can recall their weapons to them, the weapons travel through the air and return to the priest. This can only be done with weapons the priest can see and owns.

535 - Hindsight - Bless

The priest is able to accurately trace your their mis-decisions, pinpointing exactly where you went wrong.

536 - Hare- Ecstatic Flight

The priest can make themselves or an ally travel [dice]x5ft per round.

541 - Faeries - Inspire

The priest can turn into a faerie for a number of turns equal to [dice]. Don't get squashed

542 - Grab - Exorcise

The priest can lock their hand to an object they can reasonable hold for a number of turns equal to [dice].

543 - Tails - Consecrate

The priest has a feline tail, it can be used to hold small objects or to hold the priest up.

544 - Silence - Smite

The priest may create a sphere of divine silence [Dice]x10 feet from the priest. No sound may penetrate or originate from the area. Magic will not be castable, for the most part.

545 - Dragons - Abominate

The priest was once apart of a dragonewt entourage and worshiped it. When Death disappeared, the priest and the rest of the worshipers were disbanded from the dragonewt. The priest can cough up a large egg which grows to the size of a briefcase. When the priest dies and enters the world again, they can choose to emerge out of the egg instead of where they normally would return.

546 - Truth - Abominate

The priest can force someone to speak the truth, the next [sum] words a target says must answer the priests questions as simply as possible.

551 - Bags - Bless

The priest can carry 4 of an item in one small slot.

552 - Drowning - Summon

The priest can put water in a targets lungs, if they fail a charisma save, then they are disabled for [dice] rounds.

553 - Sight - Curse

The priest can enchant their eyes.

At 1 [die] the priest can see in the dark up to 30ft.

At 2 [dice] the priest can see invisible creatures

554 - Heights - Abominate

The priest can subtract [sum] damage from themselves and allies from damage taken by falling.

555 - Cannibalism - Consecrate

The priest treats members of their own race as provisions. And eating some parts of a creature can give you some insights on it.

556 - Falling Stars - Bless

Once per day, while outside, the priest can derail a star. This may be aimed at where someone is standing. The star does [sum] + [dice] damage and the priest must succeed in a charisma based attack. Stars must be visible.

561 - Repair - Bless

The priest can magically repair small defects in non magical, nonliving material, and not complicated stuff.

562 - Coal - Bless

The priest is always covered in coal dust. May blow it in people's eyes or use it to cause massive fire hazards.

563 - Iron - Smite

The priest can turn a small object into pure iron. This lasts for [dice] turns.

564 - Mirrors - Defend

Enter into mirrors. They enter the plane of mirrors, which appears as a small room filled with mirrors. The mirrors will be replicas of their real world counterparts. The priest may pick one to enter at their leisure. There is no hint as to what is on the other side other

than the appearance of the mirror itself.

565 - Temptation - *Summon*

Once per day cause someone to test their Charisma or be inextricably drawn to an object. It can be anything.

566 - Thought - *Inspire*

The priest can read the thoughts of those around them. At 1 [die] the priest gains limited knowledge in a targets state, at more dice the priest cans more details. The target can make a charisma save to know the priest is reading their mind.

611 - Resistance - *Create Food & Drink*

The priest can make themself resistant to a type of element. They are immune to its effects for [dice] turns.

612 - Copycats - *Inspire*

The priest can create [dice] clones of themself, the clones mimic the priest's actions exactly.

613 - Paladins - *Heal*

The priest may detect all evil creatures and evil entities within [dice]x10ft.

614 - Binding - *Smite*

The priest can immobilize a creature with [sum] max Hit points for [dice] rounds

615 - Supreme Deity - *Abominate*

The One True God. The priest may ignore the effects of another faith's priestly effects.

616 - Wood - *Create Food & Drink*

The priest can cause a wooden object [dice]x5 feet or smaller to bend and warp.

621 - Resuscitation - *Bless*

If an attack would reduce the priest to 0 Hit Points the priest can spend [dice] to restore an equivalent amount of Health Points

622 - Flavors - *Heal*

The priest can change the taste of anything they touch.

623 - Disasters - *Summon*

The priest may predict natural disasters. The GM is obliged to inform the priest whenever one happens in their immediate vicinity.

624 - Pain of your Allies- *Bless*

The priest picks a fellow ally. As long as that PC has Hit Point damage, the priest gains +1 to attack rolls and -1 to AC.

625 - Pain - *Smite*

While casting a spell or ability, the priest can add an additionally [die] to the effect if they also take [sum] damage.

626 - Portals - *Ecstatic Flight*

The priest can hold open portals, even when their creator wishes them closed.

631 - Adventurers - *Heal*

If the priest becomes deliberately lost, they are guaranteed to turn up somewhere interesting. What interesting means is up to interpretation.

632 - Terror - *Exorcise*

The priest is immune to fear.

633 - Spirits - *Inspire*

The priest can speak with a ghost of someone they or the party have permanently killed (during a session). If the ghost has no clue how they died or that the priest killed them, this only takes 1 [die], but the more angry the spirit is or the more powerful they are could require more [dice].

634 - Dice - *Bless*

The priest can cheat at dice games. The only reason to suspect them of cheating is they always seem to win but a priest would *never* lie.

635 - Lock Picking - *Defend*

The priest only needs their fingers to lock pick.

636 - Help - *Exorcise*

The priest can spend their conviction points on an ally.

641 - Evaporation - *Consecrate*

The priest can evaporate up to [dice] gallons of water.

642 - Purity - *Summon*

The priest can clean objects by running their hands over the object.

643 - Profanity - *Curse*

The priest can use the spell curse at a range of 30ft by spewing curse words.

644 - Languages - *Heal*

The priest understands all mundane languages

645 - Keys - *Consecrate*

When the priest finds a lock they can get a general direction of where the key is

646 - Flies- *Inspire*

The priest can drain [dice] hitpoints from a target within 30ft.

651 - Knots - *Defend*

The priest may instantly untie any mundane knots.

652 - Balance - Exorcise

The priest can add [sum] to their AC and add an equivalent amount to their Health Points

653 - Cyclops - Consecrate

The priest has one large eye in between where they eyes should normally be. The priest can make charisma checks instead of wisdom to perceive the environment.

654 - Damage - Curse

For one round, the priest can make all attacks made by within 30ft of the priest deal +[dice] damage.

655 - The Future - Heal

The player of the priest can write one prediction for the session on a slip of paper and give it to the Referee in secret, the player is not allowed to reveal the prediction until the end of the session. If the prediction is met then the priest gains a conviction point. The prediction must be reasonable, examples that will be rejected include walking or breathing but others exist as well.

656 - Gucci - Bless

For each encumbrance slot the priest fills with useless jewelry and swag, they gain 1 max Hit Points.

661 - Double Doubles - Exorcise

When the priest does 10 damage with melee attacks, and 10 damage with ranged attacks in one cycle, they gain a point of conviction.

662 - Eyes - Abominate

The priest may, once per rest, inhabit another. Their presence is passive, just going along for the ride. It lasts for [dice] turns, and the target knows the priest is in their head.

663 - Hearsay - Curse

The priest may, once per rest, invent a rumour about one person. This rumour must be no longer than a sentence, but once it is out everyone who knows the target will have heard it somehow. They might not believe it, but it's out there.

664 - Law - Consecrate

The priest may rebuke someone once per day who is acting inappropriately. This someone can be a person, an animal, a monster or a force of nature. Whatever it is, the priest must roll their Charisma and if successful causes the rebukee to retreat, apologise, or otherwise relent.

665 - Hooks - Heal

The priest has a small weapon which is a length of rope with a large hook on the end, they are the only one proficient in how to

666 - Chaos - Summon

Erratic the day, purest it's
Freedom per edges. The ended
cycle of day and night wans upon
the hardest of minds. Once per
rest, before rolling, the priest may
decide that failure is success and
success is failure.

use it, and teaching others how to
use the weapon is sacrilege. On a
successful attack the priest can
pull the target 5ft towards the
priest.

Priestly Miracles

Heal

On touch, the priest heals [sum] damage to a target.

Create Food & Water

Creates [dice] rations which disappear after a turn.

Smite

The priest uses their holy symbol to do [sum] damage at a range of 30ft.

Bless

Grant +[dice] to a skill or ability check of an ally within 30ft

Consecrate

Turn up to level of bottles of water or oil into holy water/oil.

Exorcise

Test charisma to keep one undead creature from getting closer to the priest.

Curse

The priest can touch a target to reduce an attribute modifier by [dice], this requires an attack roll.

Abominate

Declare one thing or type of thing to be abominated. Such as Undead, people with bad breath, elves, or the color green. The thing cannot enter the area of the spell. The spell is centered around the priest. Abominated things in the circle must Save versus charisma each round or be pushed to its edges.

Inspire

Fill your allies with the holy presence. They get +[dice] to all saves for the next turn.

Summon

The priest summons a mundane animal of 1 HD or less. The animal remains for [dice] turns and obeys the caster's commands within normal bounds of animal logic.

Defend

The Priest can subtract [dice] from an ally within 30ft's AC for [sum] rounds

Ecstatic Flight

For a turn the priest can travel [dice]x10 feet per round in flight.

