

Circle of Power V: At Level 11, you may cast Level 5 and lower spells you know.

Circle of Power VI: At Level 13, you may cast Level 6 and lower spells you know.

Circle of Power VII: At Level 15, you may cast Level 7 and lower spells you know.

Circle of Power VIII: At Level 17, you may cast Level 8 and lower spells you know.

Circle of Power IX: At Level 19, you may cast Level 9 and lower spells you know.

Bonus Feat: At Levels 4, 8, 12, 16, and 20, you gain 1 additional Skill or Spellcasting feat.

Spell Secret: At Levels 6, 9, 12, 15, and 18, you may choose 1 spell you know. Its spell level is considered to be 1 lower than normal for you. You may not apply this ability to the same spell more than once.

Arcane Wellspring I: Your magical reserves run deep. At Level 10, when you have no spell points remaining, you may cast Level 1 spells without spending spell points. However, you may not apply spellcasting tricks to these spells.

Arcane Wellspring II: At Level 20, you may cast Level 2 spells without spell points as well.

Master of Magic: While the mightiest of spells still require your full attention, lesser spells are now trivial for you. At Level 14, you may always take 10 with Spellcasting checks and the time required is not doubled when you do. You may use this ability a number of times per scene equal to your starting action dice.

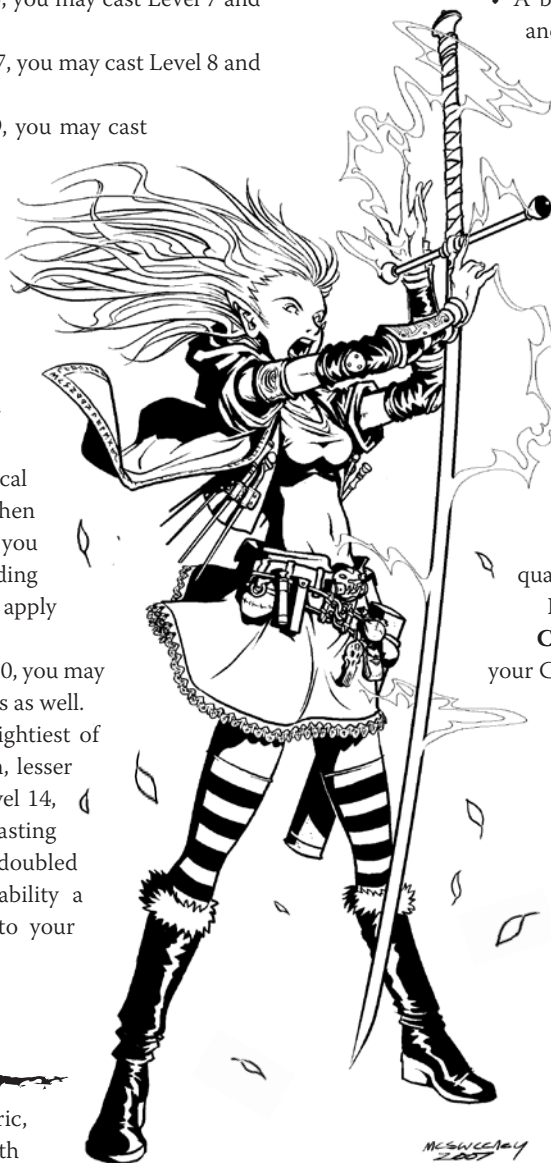
PRIEST

The Priest is a shaman, druid, cleric, acolyte, or other purveyor of the faith who anchors communities and conveys the will of the universe. His power derives from his close connection to the divine; the strength of his faith grants access to special skills, strange and sometimes magical powers, and even miracles. The particulars of these abilities depend on the Priest's faith — if he's devoted to nature he might be a healer, for example, but if he follows an evil trickster god his offerings could include perversions of the mind and body.

Depending on your campaign, a Priest could be...

- A humble parishioner tending the faith of a small community at the edge of an expanding empire of unbelievers

- A fledgling warrior-monk seeking enlightenment and grace in a savage world
- An armored cleric, healing the pious and converting or eliminating unbelievers across the land
- A beleaguered chaplain treating the bodies and souls of soldiers during a bitter war
- The most renowned healer in a major city, trading the gifts of his faith for a life of luxury



Party Role: Wildcard/Backer.

Your class abilities often provide direct or indirect support to your teammates, though your specific role largely depends on the Paths you walk. Common choices include War and Strength, which are helpful to holy warriors, and Protection and Life, which fit the classic "cleric" role.

CLASS FEATURES

Requirements: *Miracles* campaign quality, Alignment (see page 61)

Favored Attributes: Wisdom, Charisma

Caster: Each level in this class increases your Casting Level by 1.

Class Skills: Impress, Intimidate, Medicine, Notice, Resolve, Sense Motive, Alignment skills

Skill Points: 6 + Int modifier per level

Vitality: 9 + Con modifier per level

Starting Proficiencies: 4

CORE ABILITY

Devout: You've been appointed by a higher power to represent divine will in the world of mortals. This divine will is sometimes felt in the form of miracles. When you fail an attack check with your ritual weapon or a skill check with a Priest class skill and don't suffer an

error, you may spend an action die to re-roll the check. You may use this ability only once per check.

CLASS ABILITIES

Acolyte: At Level 1, you take the first Step along any 1 of your Alignment's Paths and gain your Alignment's ritual weapon at no cost. This weapon may not be sold and when it's lost or destroyed it's replaced at no cost at the end of the next Downtime lasting 1 day or more.

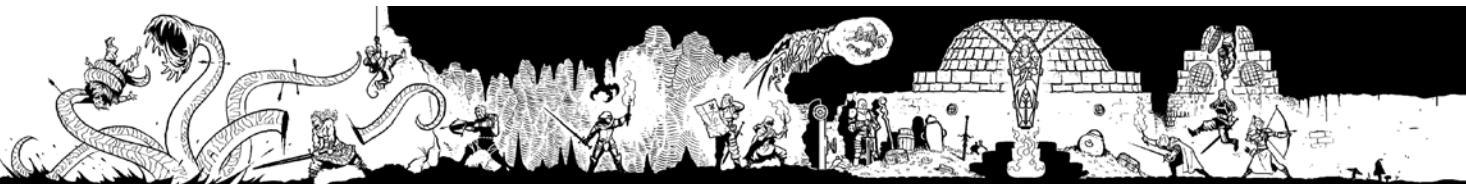


Table 1.12: The Mage

Level	BAB	Fort	Ref	Will	Def	Init	Lifestyle	Legend	SP	Abilities
1	+0	+0	+0	+2	+0	+1	+1	+1	2	Arcane adept, subtle and quick to anger
2	+1	+0	+0	+3	+1	+1	+2	+2	4	Arcane might
3	+1	+1	+1	+3	+1	+2	+2	+3	6	Circle of power I
4	+2	+1	+1	+4	+2	+2	+2	+3	8	Bonus feat
5	+2	+1	+1	+4	+2	+3	+3	+4	10	Circle of power II
6	+3	+2	+2	+5	+2	+4	+3	+5	12	Spell secret
7	+3	+2	+2	+5	+3	+4	+4	+6	14	Circle of power III
8	+4	+2	+2	+6	+3	+5	+4	+6	16	Bonus feat
9	+4	+3	+3	+6	+4	+5	+4	+7	18	Circle of power IV, spell secret
10	+5	+3	+3	+7	+4	+6	+5	+8	20	Arcane wellspring I
11	+5	+3	+3	+7	+4	+7	+5	+9	22	Arcane might, circle of power V
12	+6	+4	+4	+8	+5	+7	+6	+9	24	Bonus feat, spell secret
13	+6	+4	+4	+8	+5	+8	+6	+10	26	Circle of power VI
14	+7	+4	+4	+9	+6	+8	+6	+11	28	Master of magic
15	+7	+5	+5	+9	+6	+9	+7	+12	30	Circle of power VII, spell secret
16	+8	+5	+5	+10	+6	+10	+7	+12	32	Bonus feat
17	+8	+5	+5	+10	+7	+10	+8	+13	34	Circle of power VIII
18	+9	+6	+6	+11	+7	+11	+8	+14	36	Spell secret
19	+9	+6	+6	+11	+8	+11	+8	+15	38	Arcane might, circle of power IX
20	+10	+6	+6	+12	+8	+12	+9	+15	40	Arcane wellspring II, bonus feat

Signs & Portents I: You may contact higher powers for guidance in times of need. At Level 2, as a 1-minute action, you may request a hint from the GM. If he refuses, you gain 1 bonus action die. You may use this ability a number of times per adventure equal to your starting action dice.

Signs & Portents II: At Level 11, if the GM refuses, you gain 2 action dice.

Signs & Portents III: At Level 19, if the GM refuses, you gain 3 action dice.

Path of the Devoted: At Levels 3, 5, 7, 9, 11, 13, 15, 17, and 19, you take a Step along any 1 of your Alignment's Paths.

Bonus Feat: At Levels 4, 8, 12, 16, and 20, you gain 1 additional Chance or Style feat.

Masks of God: At Levels 6, 9, 12, 15, and 18, you may choose one of the following abilities. Each of these abilities may be chosen only once.

- **Benediction:** You extend divine blessings to close friends. The error ranges of checks made by allies within Close Quarters decrease by 1 (minimum 1).
- **Congregation:** You gain the Followers feat (*see page 98*), the NPC group consisting of Worshipers (*see page 248*). You may gain the Followers feat a second time later, as your character options allow.
- **Exemplar:** You're an ideal of your faith. The threat ranges of checks you make with your Alignment's skills increase by 1.





Table 1.13: The Priest

Level	BAB	Fort	Ref	Will	Def	Init	Lifestyle	Legend	Special
1	+0	+1	+0	+1	+2	+0	+1	+1	Acolyte, <i>devout</i>
2	+1	+2	+0	+2	+3	+0	+2	+2	Signs & portents I
3	+2	+2	+1	+2	+3	+1	+2	+3	Path of the devoted
4	+3	+2	+1	+2	+4	+1	+2	+3	Bonus feat
5	+3	+3	+1	+3	+5	+1	+3	+4	Path of the devoted
6	+4	+3	+2	+3	+6	+2	+3	+5	Masks of God
7	+5	+4	+2	+4	+6	+2	+4	+6	Path of the devoted
8	+6	+4	+2	+4	+7	+2	+4	+6	Bonus feat
9	+6	+4	+3	+4	+8	+3	+4	+7	Masks of God, path of the devoted
10	+7	+5	+3	+5	+9	+3	+5	+8	Saved! I (Will)
11	+8	+5	+3	+5	+9	+3	+5	+9	Path of the devoted, signs & portents II
12	+9	+6	+4	+6	+10	+4	+6	+9	Bonus feat, masks of God
13	+9	+6	+4	+6	+11	+4	+6	+10	Path of the devoted
14	+10	+6	+4	+6	+12	+4	+6	+11	Divine intervention
15	+11	+7	+5	+7	+12	+5	+7	+12	Masks of God, path of the devoted
16	+12	+7	+5	+7	+13	+5	+7	+12	Bonus feat
17	+12	+8	+5	+8	+14	+5	+8	+13	Path of the devoted
18	+13	+8	+6	+8	+15	+6	+8	+14	Masks of God
19	+14	+8	+6	+8	+15	+6	+8	+15	Path of the devoted, signs & portents III
20	+15	+9	+6	+9	+16	+6	+9	+15	Bonus feat, saved! II (Fortitude)

- **Fell Hand:** You're a conduit of divine wrath. When attacking with your ritual weapon, you benefit from the All-Out Attack and Cleave Basics feats (*see page 87*).
- **High Priest:** Your piety has earned you the flock's respect and admiration. The Disposition of any NPC sharing your Alignment improves by 5.
- **Perceptive:** Your Wisdom score rises by 1.
- **Rebuke:** You're an instrument of divine spite. Characters you successfully Turn also suffer an amount of divine damage equal to your Resolve check result; those targeted who make their Will saves suffer half this damage (rounded down). You may only choose this ability if you may Turn.
- **Sacred Turning:** Choose a Type from the following list: animal, beast, construct, elemental, fey, horror, ooze, outsider, plant, spirit, or undead. Once per combat you may Turn characters of this Type or an opposing Alignment (*see page 309*).
- **Sacred Weapon:** You're a divine champion, your ritual weapon possessing extraordinary gifts. You may not be disarmed when wielding your ritual weapon. Also, when the weapon is lost or destroyed it's replaced at the start of the next scene.
- **Visitation:** Once per adventure, you may spend 10 minutes in prayer to summon your Alignment's avatar (*see page 309*).

Saved! I: Your divine bond infuses your party with penetrating judgment. At Level 10, your Wisdom score rises by 1. Also, when you or a hero who can see and hear you makes a Will save and the result is less than your Wisdom score, the result becomes equal to your Wisdom score.

Saved! II: At Level 20, your Wisdom score rises by 1 more (total increase 2), and this ability also applies to Fortitude saves.

Divine Intervention: You may call upon your gods for direct assistance. At Level 14, once per adventure, you may cast the Wish II spell without making a Spellcasting check, spending spell points or completing the Quest Subplot (*see page 151*).

SAGE

A deep well of knowledge, but more importantly a fountain of wisdom and guidance, the Sage has the practical know-how to help any party reach its goals. He's flexible and adaptable, always ready with a trick or word of advice, and he can dabble in the techniques of almost any class, filling in where needed.

Depending on your campaign, a Sage could be...

- A scholarly noble tempering book learning with hard-earned practical experience
- A born leader with infectious good spirits
- A cocky know-it-all who's almost as good as he thinks — and inspires others to the same high standard
- A village wise-man guiding his small kinship to greatness
- A royal librarian searching the world for lost tales

Party Role: Backer/Wildcard. Your greatest strength is your party, whom you forge into a tight-knit, well-oiled machine ready to face any challenge. You can assume almost any secondary role, given your ability to define your own class abilities.

