*“To you I charge this, whether by sermon or steel, bring my will to the masses of the land. Now go forth my child and show the doubtful that I am real.”*

***New Spells***

*Restoration*

* *Radiant Destruction*

*“The radiant might of the heavens is channeled through your hands.”*

***Channeling, R Attack (15m)***

| ***Level*** | ***1*** | ***2*** | ***3*** | ***4*** | ***5*** | ***6*** | ***7*** |
| --- | --- | --- | --- | --- | --- | --- | --- |
| ***Cost*** | 6 | 7 | 8 | 9 | 10 | 11 | 12 |
| ***SP Str*** | 3 | 4 | 5 | 6 | 7 | 8 | 9 |

Effect

Once a Target is struck by this spell, they can no longer defend against it on subsequent turns, until it is recast. The Target takes “SpStr” Sunlight damage when struck by the spell and at the start of each of the Caster’s turns.

* *Backlash*

*“Brand the target with a divine force that will redouble your efforts against them.”*

***Direct, Upkeep***

| ***Level*** | ***5*** |
| --- | --- |
| ***Cost*** | 10 |
| ***SP Str*** | +0 |

Effect

The target must make a +0 Wp test or become marked by the spell. When marked, the caster needs to keep track of all damage inflicted on the Target while the spell is Active. The Spell lasts for 1 round and at the end of the spell's effect, the target immediately takes Half the amount of damage they took over the round as non-negatable damage to the torso.

* *Cleansing Grace*

*“By channeling the purifying light of the Divine you can rid yourself and allies of their afflictions.”*

***Channeling, AoE (15m)***

| ***Level*** | ***1*** | ***2*** | ***3*** | ***4*** | ***5*** | ***6*** | ***7*** |
| --- | --- | --- | --- | --- | --- | --- | --- |
| ***Cost*** | 11 | 13 | 15 | 17 | 19 | 21 | 23 |
| ***SP Str*** | 1 | 2 | 3 | 4 | 5 | 6 | 7 |

Effect

Heal all allies of the Caster within the 15m Area around the caster for “SpStr '' HP at the start of the caster’s turn each round. Alternatively, the target of the spell may elect to forgo the Healing to instead remove one of the following conditions.

* Bleeding
* Panic
* Burning
* Dazed
* Slowed

*(****NOTE****:* ***Channeling*** *acts like upkeep without the MP cost, instead you can’t take any actions aside from maintaining the effect or ending the effect. If the Caster receives more damage than their WpB+EndB within a round, their Channeling spell ends.)*

***New Items***

* *Blessed Holy Symbols*

***Cost****: 800dr*

***Quality****: Wearing multiple Blessed Holy Symbols negates all of their effects.*

| ***Deity*** | ***Blessing*** |
| --- | --- |
| Kynareth | Wearer’s Speed and Initiative gains a +1 |
| Akatosh | Wearer reduces incoming Magic damage by 1 |
| Mara | Healing spells cast by the Wearer restores +1 HP |
| Stendarr | Wearer Inflicts +1 Damage against Undead & Daedra |
| Talos | Wearer reduces incoming Physical damage by 1 |
| Zenithar | Wearer Gains +1 max Luck Points |
| Julianos | Wearer’s Max Magicka is increased by +3 |
| Arkay | Wearer Gains +2 Max Health |
| Dibella | Wearer Gains +1 Max Stamina |
| Almalexia | Wearer’s WpB is at +1 for Restraining spells |
| Sotha Sil | Wearer’s WpB is at +1 for Overloading spells |
| Vivec | Wearer gains +2 to the TN of all trained skills |
| All-Maker | Wearer Inflicts +2 Damage against Beasts |
| Shezzar | Wearer Inflicts +1 Damage against Mortal Foes |

Blessed Holy Symbols are very rare items that are empowered by the Divine being they are dedicated to directly and are not some common enchanted item. The Symbol can lose its power if the wearer acts in a way that would displease the Deity.

* *Sacred Relics*

Sacred Relics are not always powerful artifacts, but instead are items that share a bond with an associated deity.

Relics act as a Shrine for the purposes of prayer and worship.

While many Relics are strange items of cultural significance, some are great artifacts that the Divines bestowed upon the world. The items on the following list gain the “Relic” quality.

* *The Brush of Truepaint (Dibella)*
* *The Lord’s Mail (Kynareth)*
* *The Ring of the Wind (Kynareth)*
* *Auriel’s Bow (Akatosh)*
* *Auriel’s Shield (Akatosh)*
* *Mace of Aevar Stone-Singer (All-Maker)*
* *Helm of the Crusader (Dibella)*
* *Cuirass of the Crusader (Akatosh)*
* *Gauntlets of the Crusader (Stendarr)*
* *Boots/Greaves of the Crusader (Mara/Kynareth)*
* *Shield of the Crusader (Julianos)*
* *Mace of the Crusader (Zenithar)*
* *Sword of the Crusader (Arkay)*
* *Kyne’s Token (Kynareth)*
* *The Bloodskal Blade (All-Maker)*
* *Clanbringer (All-Maker)*
* *Clever of St. Felms (Almsivi)*
* *Veloth’s Judgement (Almsivi)*
* *Stendarr’s Hammer (Stendarr)*
* *Crosier of St. Lolthis (Almsivi)*
* *Bow of the Hunt (Kynareth)*
* *Boots of the Apostle (Talos)*
* *Shoes of St. Rilms (Almsivi)*
* *Hair Shirt of St. Aralor (Almsivi)*
* *Old Man’s Lucky Coin (Talos)*
* *The Everflow Ewer (Mara)*
* *Amulet of Kings (Shezzar/Akatosh)*

***Worship of the Gods***

***New Talents***

*New Elite Advance*

*Saint*

*“Your god has chosen you to be their will upon the world.”*

***Costs:*** Costs 300 CrP & you must burn 5 luck

***Requirement:*** You must worship one of the ***Deities*** listed below.

| ***Deity*** |
| --- |
| Kynareth |
| Akatosh |
| Mara |
| Stendarr |
| Talos |
| Zenithar |
| Julianos |
| Arkay |
| Dibella |
| Almalexia |
| Sotha Sil |
| Vivec |
| All-Maker |
| Shezzar |

***Note****: Shezzar and the All-Maker share Aedric values (Sins/Virtues)*

As a Saint, you have access to the following powers and talents

***Hand of Fate***

*“Your will may alter the world around you in small ways.”*

* You may spend your own “Luck Points” on your allies.

***Gift of Fate***

*“Even at your lowest point, you are never alone.”*

* Whenever you roll an Unlucky Number, you regain a spent Luck Point.

***Divine Favor***

*“While it is true that the love of the gods is boundless, you are their favored and their will is known to you.”*

* You gain further abilities as your Favor increases. Increasing your Favor is based on your actions, by committing Sins and upholding virtues will influence your Favor as shown below.

***Sins***

| ***Action*** | ***The Aedra*** | ***Almsivi*** |
| --- | --- | --- |
| *Unjust Murder* | D8 | D8 |
| *Theft* | D4 | D6 |
| *Impure Deviance* | D6 | D4 |
| *Civic Defiance* | D6 | D8 |
| *Blaspheme against the Gods* | D8 | D8 |
| *Betrayal of your Given Word* | D8 | D6 |
| *The Knowing Spread of Lies and Falsehoods* | D6 | D4 |
| *Needless Destruction* | D4 | D6 |

***Virtues***

| ***Action*** | ***The Aedra*** | ***Almsivi*** |
| --- | --- | --- |
| *The Act of Mercy* | D6 | D4 |
| *Redeeming a Sinner* | D6 | D6 |
| *Cleansing the Wicked* | D6 | D8 |
| *Tithe to the Faith (Minimum of 500dr +1 per 100)* | D4 | D6 |
| *Charity* | D6 | D6 |
| *Self Sacrifice for the Greater Good* | D6 | D6 |
| *Repentance for Past Sins* | D4 | D4 |
| *Defending the Innocent* | D8 | D6 |

When you commit one of the Actions listed above, you roll the Die noted above and adjust your Favor by the number rolled, Sins reduce, Virtues increase.

***Benefits of Favor***

| ***Favor*** | ***Boon*** |
| --- | --- |
| 20 | *Divine Health* |
| 50 | *Divine Smite* |
| 75 | *Prophetic Dreams* |
| 100 | *Sacred Blessing* |
| 150+ | *Banish the Wicked* |

*Divine Boons*

***Divine Health***

*“Your god’s grace protects you from mortal ailments.”*

You are immune to Disease, magical and mundane, Daedric Curses, Fear, and Posion (not damage).

***Divine Smite***

*“You can channel the wrath of the heavens to smite evil and heretics.”*

You can spend a Luck Point to add your Favor Bonus (10s place) to the Damage of your next attack (As unnegatable Damage)

***Prophetic Dreams***

*“In your dreams you can catch glimpses of the future and can use these viewings to capitalize on upcoming scenarios.”*

During a Long Rest you can roll a % die and record the outcome, you can then swap it out for any roll made during the time between your rest until your next rest. You can swap out your own roll, an allies roll, or an enemy’s roll.

***Sacred Blessing***

*“Your devotion has earned you a powerful blessing from your Deity to aid you in your quests.”*

You gain the following Blessing depending on your patron deity.

| ***Deity*** | ***Blessing*** |
| --- | --- |
| Kynareth | Spend a Luck Point and roll your Favor to summon any beast native to the land to your aid for DoS rounds. You can also talk to all the beasts (at GM’s discretion). |
| Akatosh | Gain Magic Resistance ‘2. The first reroll in a session that you make by spending a Luck Point does not cost LP. |
| Mara | Healing spells all gain the Overload attribute |
| Stendarr | Your Divine Smite inflicts twice the damage against Daedra and Undead. |
| Talos | Add your Favor Bonus to the TN of all Command and Persuade tests. Increase your WT by 2. |
| Zenithar | When making a successful Commerce/Athletics/Smithing test, you may spend 1 Luck Point to add (Favor Bonus) DoS to the result. |
| Julianos | Power Well (Favor Bonus). You may spend 1 Luck Point to add (Favor Bonus) DoS to any successful spellcast. |
| Arkay | Regeneration (2), natural healing is doubled |
| Dibella | Gain Spell Absorption (2). When successfully absorbing a spell, you also replenish 1 SP. |
| Almalexia | Spend a Luck Point to double the Spell Restraint WpB for one spellcast. |
| Sotha Sil | When performing any Ritual or Rite, you may use your Favor instead of the magic skill once per Long Rest to determine the outcome. |
| Vivec | +8 to TN of all of your learned skills |
| All-Maker | Spend a Luck Point to add (Favor Bonus) DoS to a successful Survival/Observe/Navigate test. Beasts reduce their WT by 1 against your attacks. |
| Shezzar | Spend a Luck Point to cause one of your Melee Attacks against a Mortal Foe to heal you for the amount equal to the damage dealt (after mitigation). This also affects Power Attacks. |

***Banish the Wicked***

*“You can call upon the will of your god to banish the vile daedra and punish abuser’s of dark magics.”*

You can spend 1 Luck point to release a surge of divine power in a 10m area centered on you. All Daedra, Undead, and Enemy magic users must make an opposed Willpower test against the Saint. All who fail suffer the following penalties. This power can only be used once per Long Rest.

* Daedra with less HP than you are banished
* Undead with less HP than you are destroyed
* Magic Users end all active spell effects on them (Armor, Regeneration, ect…)

*Saintly Talents*

***Sacred Avatar***

*“You have become a true embodiment of your gods power upon Mundus and can even invoke their divine power to manifest within you.”*

**Master (None), Requires 200+ Favor**

You gain the following abilities that you can activate once per 7 days, depending on the Deity you embody:

* ***Kynareth***: Spend an action point. Your AP maximum and that of your allies within 15 m increases to 4 for 1 minute and your maximum number of attacks per round increases by one while the Reload (X) attribute of all ranged weapons decreases by one.
* ***Akatosh***: At the end of the round, you may bend the time and revert the events that happened during that round. When performed, your next round starts exactly as if it was the round you had reverted.
* ***Mara***: During a combat encounter, you may spend an AP to impose a Willpower (-Favor Bonus) test on all sentient enemies capable of perceiving you. If they fail, their hearts open up to you, allowing you to see them for who they truly are, making them repent for their sins.
* ***Stendarr:*** Spend an action point. For 1 minute, all your allies within 15 m gain benefits of ***Divine Health*** and ***Divine Smite,*** healing any diseases and curses that they had.
* ***Talos***: Spend an Action Point and perform a Command test. All your allies within 15 m perform an attack against a single enemy, gaining (Favor Bonus/2) additional DoS to their successful Combat Style test, and their Combat Style gains +(Favor Bonus). When all attack rolls are resolved, the target receives the combined damage from all attackers, combining Slashing/Splitting/Crushing qualities together and using SB of the strongest character in the party.
* ***Zenithar***: Spend an action point. For 1 minute, all your allies’ weapons gain *Proven* quality and their armor is treated as one weight class lighter. Additionally, all of your party members’ Stamina Points max is tripled.
* ***Julianos:*** Spend an action point. For 1 minute, your Magicka Points Maximum is increased by (Favor). Additionally, you may cast spells of higher levels without penalty and Backfire and gain Spell Reflection (7).
* ***Arkay:*** Spend an action point. For 1 minute, you transcend mortality and ignore Wound effects and do not drop unconscious 5 rounds after receiving a Wound or falling to 0 HP or lower, as long as you keep passing Shock Tests. Additionally, all your Shock Tests receive a +(Favor Bonus) modifier. After the effect wears off you remain with 1 HP.
* ***Dibella:*** Spend an action point. For 1 minute you are incandescent with the power of divine beauty and love, making yourself and all your allies within 15 m immune to all mental effects of any kind and gaining Sanctuary (Favor Bonus/2). Additionally, your Spell Absorption trait from Dibella’s blessing increases by 5.

***Light of the Three***

*“ALMSIVI has become the foundation of the road you walk, allowing you to change the middle world with the power of a god.”*

**Master (None), Requires 200+ Favor**

You gain the following abilities that you can activate once per 7 days, depending on the Tribune you embody:

* ***Almalexia***: Spend an Action Point and perform a Destruction test. On a success, you may mark up to (DoS) enemies with Weakness to Fire (7) within your vicinity for 3 rounds. Any damage dealt to that target by a Fire spell heals you for the same amount.
* ***Sotha Sil***: Spend an Action Point. You may perform any Ritual known to you mid-combat using your Favor in place of the related magic skill, without using any ingredients and preparation. Any numbers in excess of 100 add to the result of your roll (so a roll of 20 with 200 Favor would equate to the final roll of 120). This includes the **Rite of Conjuring** and the **Rite of Princely Summoning** (refer to the Scroll of Oblivion).
* ***Vivec***: Spend an Action Point and roll your Favor. Any numbers in excess of 100 add to the result of your roll (so a roll of 20 with 200 Favor would equate to the final roll of 120). You instantly gain +(DoS) Luck that you **must** instantly Burn to perform a CHIM intervention. Whatever this character wants to go his way goes his way, however improbable or unlikely. Consult your GM for the implications of what needs to be altered based on the number of Luck burned.

***???***

*“Description”*

**Master (None)**

***???***

*“Description”*

**Master (None)**

***???***

*“Description”*

**Master (None)**

***???***

*“Description”*

**Master (None)**