

Praedicant

Overview

THE end of times is upon us brothers. All we have left is to meet our makers on terms of our own choosing; fighting against the darkness or cowering in our beds. May the gods give us strength to hold our course.

Praedicants are itinerant preachers that have eshewed the beauracatic, and often corrupt, church organizations in order to take the message of the gods directly to the people. Trade off aspects from their gods for their spell dice. e.g. purge the unclean by the letter of the book holy number of X aescetic.. keeps almost no money. shed no blood chaste Get thee hence. God provides.. roll to have a required item. hold undead. turn undead. destroy undead aspect... Shed no blood - Not a drop by mine hand.

Armour Class: 9

Move: 6

Archetype Initiative: 11

Starting Coin: 20 + d4 sp

Starting Gear: Chain armour, mace, hat, dagger, backpack, rations for a week.

Height: 4'8" + 2d8 inches

Weight: 130 + 4d20 pounds

Age: 16 + 3d6 years

Appearance Examples: Aloof, wild-eyed, watchful.

Starting Coin: 20 + d4 sp

Tags: Cleric, Human, Magic-User

Attr Bonuses:

Attr Limits:

Example Aspects: Purity of Mind above All,

Innate Abilities: The following abilities are innate to this archetype specifically: Etiquette I, Theology II.

We do not list those abilities that are innate to all characters.

Suggested Builds

XXXX FIXME

Level Progression

The level progression table contains the skill points the player gets to spend on abilities when they gain a new level. Abilities that are innate to all characters are marked thus ☆. All characters get them for free at first level. Abilities that are specially innate to your archetype are marked with a ★. These are also free, but are special to your archetype. Your character automatically receives all innate abilities at first level. Abilities that we recommended you purchase for characters of this archetype are marked with a ! symbol.

Purchasing Abilities

Abilities are purchased using points. There are four different point types: Lore 📖, Martial ⚔️, General 🗡️, and Magical ⚡. Starting points for the archetype are specified in the previous section. The following sections contain point costs for ability levels in the following form: 📖/⚔️/🗡️/⚡.





Level		Stamina		Health		Skill Points					Resolve		Magic		Fate	
No#	XP	Base	Rest	Base	Rest						Base	Rest	Base	Rest	Base	Rest
1	5	6+d3	2d4	6+d3	2d4	15	12	20	30		2d10	1d10	4d6	2d6		XX

Table 1.1: Praedicant Level Progression Table

Alarum

I	5/-/-/7	○○○
II	-/-/-/3	○
III	-/-/-/3	○

Alchemy

I	7/-/7/-	○○○?/?/?
Prereq:Mathematics I		
II	7/-/7/-	○○○?/?/?

Animal Handling

0 ☆	-/-/-/-	○○○○○○○
I	-/-/3/-	○○○○○○○

Antiquarian

I	7/-/2/-	○○○?
II	3/-/2/-	○○○○?/?/?
III	3/-/3/-	○○○○?/?/?

Arcana

0 ☆	-/-/-/-	○○?/?/?
I	8/-/-/-	○○?/?/?
Prereq:Inochian I		
II	4/-/-/2	

Archery

0 ☆	-/-/-/-	○○○○○○○
I	-/7/-/-	○○○○○○○
II	-/14/-/-	
III	-/14/-/-	
Prereqs:Agility>12, Perception>12		

Armour Smith

I	1/-/4/-	○○○○○○○
Prereq:Smith II		

Art

I	2/-/4/-	??
II	2/-/4/-	?
III	3/-/2/-	

Augury

I	5/-/-/2	○○○○○○○
Prereq:Tag: Cleric		
II	-/-/-/2	
III	-/-/-/2	

Auri Fames

I	-/-/-/3	??
II	1/-/-/3	○○?

Axe Frenzy

I	-/3/-/-	○○○○○○○
Prereqs:Willpower>11, Axe Strike I		
II	-/2/-/-	

Axe Hook

I	-/4/-/-	○○?/?/?/?
Prereq:Axe Strike I		
II	-/7/-/-	

Axe Strike

0 ☆	-/-/-/-	○○○○○○○
I	-/6/-/-	○○○○○○○
II	-/12/-/-	

Banish

I	-/-/-/3	○○○○?
II	-/-/-/2	○○○○?

Bind

I	-/-/-/3	○○○○?
II	-/-/-/2	○○○○○○○

Book Keeping

I	4/-/1/-	
Prereq:Mathematics I		
II	4/-/1/-	
III	4/-/1/-	

Brace for Charge

I	-/3/-/-	○○?/?/?/?
Prereq:Polearm Stab I		
II	-/14/-/-	

Brythinian/Common

0 ☆	-/-/-/-	○○○
I	1/-/-/-	○○○
II	4/-/5/-	○○○○?/?
III	1/-/2/-	○○○○?/?
IV	1/-/2/-	○○○○?/?

Builder

I	-/-/4/-	??
Prereq:Carpentry I		
II	-/-/5/-	??
III	2/-/7/-	

Carpentry

I	-/-/4/-	??
II	-/-/5/-	??
III	2/-/7/-	

Cartwright

I	-/-/4/-	??
Prereq:Carpentry I		
II	-/-/5/-	??
III	2/-/7/-	

Circle of Protection

I	-/-/-/3	○○○?
II	1/-/-/2	○○○?

Cleave

I	8/3/-/-	○○○○○○○
Prereqs:Axe Strike II, Strength>9		
II	-/3/-/-	
Prereq:Strength>11		
III	-/3/-/-	
Prereq:Strength>13		

Climb

I	-/-/5/-	○○○○○○○
II	-/-/2/-	

Cloak of Shadows

I	-/-/-/3	○○○○
II	1/-/-/2	○○○○

Club Smash

I	-/4/-/-	○○?/?/?/?
Prereqs:Mace Strike I, Strength>10, Tag: club		
II	-/7/-/-	
Prereq:Strength>12		

Commune

I	-/-/-/3	○○?
II	-/-/-/2	○○?

Commune with the Dead**Concealment**

0 ☆	-/-/-/-	○○○?
I	8/-/-/-	○○○○?/?
II	-/-/2/-	

Contacts

0 ☆	-/-/-	○○○?
I	-/-/2/-	○○○??
II	-/-/3/-	○○○○○○
III	-/-/4/-	○○○○○○

Contego

I	-/-/-/3	○○○?
II	-/-/-/2	○○○○○○

Contortionist/Escape Artist

0 ☆	-/-/-	○○○○○○
I	-/-/3/-	○○○○○○
II	-/-/2/-	○○○○○○

Cooper

I	-/-/4/-	??
Prereq:Carpentry I		
II	-/-/4/-	??

Crossbow Use

0 ☆	-/-/-	○○○○○○
I	-/7/-/-	○○○○○○
II	-/14/-/-	

Cryptogrtaphy

I	2/-/-/-	○○○○○○
II	3/-/-/-	

Dagger Strike

0 ☆	-/-/-	○○○○○○
I	-/5/-/-	○○○○○○
II	-/11/-/-	

Dance

0 ☆	-/-/-	??
I	-/-/5/-	??
II	-/-/2/-	

Dead Eye

I	-/3/-/-	○○○○??
Prereq:Archery II		
II	-/6/-/-	

Deceive

0 ☆	-/-/-	○○○○
I	-/-/3/-	○○○○○○

Demonic Lore

I	5/-/5/-	○○?
II	5/-/5/-	○○?

Deutellus

I	5/-/5/-	○○○○○○
II	5/-/5/-	○○○○○○
III	5/-/5/-	○○○○○○
IV	5/-/5/-	○○○○○○

Disarm

I	-/6/-/-	○○○○○○
II	-/6/-/-	

Disguise

0 ☆	-/-/-	○○○?
I	-/-/4/-	○○○?
II	1/-/1/-	

Dodge

0 ☆	-/-/-	○○○○○○
I	-/3/-/-	○○○○○○
II	-/3/-/-	

Drive Cart

0 ☆	-/-/-	○○○○○○
I	-/-/2/-	

Dungeoneering

0 ☆	-/-/-	○○○○○○
I	8/-/-/-	○○○○○○
II	3/-/2/-	
III	3/-/2/-	

Earth Science

I	7/-/7/-	○○○?
II	7/-/7/-	○○○○??
Prereq:Mathematics I		

Etiquette

I ★	-/-/-	○○○○○○
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Farmer

I	-/-/4/-	??
II	-/-/4/-	??
III	2/-/4/-	

Fast Loader

I	-/3/-/-	○○○○??
Prereq:Crossbow Use I		
II	-/14/-/-	

Fey

I	5/-/5/-	○○○○○○
II	5/-/5/-	○○○○○○
III	5/-/5/-	○○○○○○
IV	5/-/5/-	○○○○○○
V	5/-/5/-	○○○○○○

Fey Resilience**Flesh Ward**

I	-/-/-/3	○○○?
II	-/-/-/2	○○○○○○
III	-/-/-/2	○○○○○○
Prereq:Willpower>12		

Glamour

I	-/-/-/3	○○○?
II	-/-/-/3	○○○?
III	-/-/-/3	○○○?

Grapple

0 ☆	-/-/-	○○?
I	-/2/2/-	○○?
II	-/3/-/-	

Gun Maintenance

0 ☆	-/-/-	○○○?
I	-/3/-/-	○○?
Prereq:Crossbow Use I		
II	-/14/-/-	

Hammer Smash

I	-/4/-/-	○○○○??
Prereq:Hammer Strike I		
II	-/8/-/-	

Hammer Strike

0 ☆	-/-/-	○○○○○○
I	-/6/-/-	○○○○○○
II	-/13/-/-	

Head Butt

0 ☆	-/-/-	○○?
I	-/2/-/-	○○?
II	-/3/-/-	

Heavy Cross Bow Proficiency

0 ☆ -/-/-/ 0000000

I -/7/-/- 0000000

II -/14/-/-

Hex

I -/-/-/1 0000?

II -/-/-/2 0000?

Hibernian

I 5/-/5/- 0000000

II 5/-/5/- 0000000

III 5/-/5/- 0000000

High Contacts

I -/-/2/- 0000000

II -/-/3/- 0000000

III -/-/4/- 0000000

High Etiquette

I 2/-/3/- 0000?

History

I 7/-/7/- 000?

II 7/-/7/- 000?

Hook

I -/3/-/- 0000000

Prereq:Polearm Stab I

II -/14/-/-

Prereq:Strength>13

Horse-Riding

0 ☆ -/-/-/- 0000000

I -/-/2/- 0000000

Prereq:Animal Handling I

II -/-/2/- 0000000

Hunting

0 ☆ -/-/-/- 0000000

I 6/-/-/- 0000

Prereq:Tracking I

II 2/-/3/-

Incendo

I -/-/-/3 0000?

II -/-/-/2 0000000

Inochian

I -/-/-/3 0000000

II 7/-/-/- 0000000

Interrogate/Torture

0 ☆ -/-/-/- 000

I -/-/4/-

Intimidate

0 ☆ -/-/-/- 0000

I -/-/3/- 0000

Jester

I 2/-/3/- 0000000

II -/-/2/- 0000000

Jump

I -/-/5/- 0000?

II -/-/3/-

Khuzdern/Dwarvern

I 3/-/2/- 0000000

II 3/-/2/- 0000000

III 5/-/5/- 0000000

IV 5/-/5/- 0000000

V 5/-/5/- 0000000

Kick

0 ☆ -/-/-/- 0000

I -/3/-/- 0000

II -/3/-/- 000000?

III -/3/-/-

Law (Society)

I 7/-/7/- 000?

II 7/-/7/- 000?

Leadership

0 ☆ -/-/-/- 0000000

I -/2/2/- 0000000

II -/2/3/- 0000000

Listen

0 ☆ -/-/-/- 0000000

I -/-/5/- 000000

II -/-/3/-

Long Bow Proficiency

I -/6/-/- 0000000

Prereqs:Archery I, Strength>10, Not Short

II -/6/-/- 0000000

Prereqs:Archery I, Strength>12, Not Short

III -/14/-/-

Low Contacts

I -/-/2/- 0000000

II -/-/3/- 0000000

III -/-/4/- 0000000

Low Etiquette

I -/-/1/- 0000000

Lucky

I -/-/3/- 000

II -/-/3/- 0000

III -/-/1/- 0000000

Mace Strike

0 -/-/-/- 0000000

Prereq:Tag: club

I -/6/-/- 0000000

II -/12/-/-

Mason

I -/-/4/- 0?

II -/-/5/- 0?

III 2/-/7/-

Master

I 2/-/3/- 0000

Prereq:Sailor I

II -/-/3/- 000

III 4/-/2/- 0000

Prereq:Mathematics I

Mathematics

I 4/-/-/- 00

II 4/-/-/- 00

III 4/-/-/- 00

Mind Worm

I -/-/-/4 0000?

II -/-/-/2 0000?

Misfortune

I -/-/3/- 0000000

II -/-/3/- 0000000

Mist

I	-/-/3	○○○○
II	-/-/3	○○○○

Musician - Keyed

I	1/-/3/-	○○○○○○
II	1/-/2/-	○○○○○○

Musician - Percussion

I	2/-/3/-	○○○○○○
II	1/-/2/-	

Musician - Singing

0 ☆	-/-/-/-	○○○○○○
I	1/-/3/-	○○○○○○
II	1/-/3/-	○○○○○○

Musician - Strings

I	-/-/3/-	○○○○○○
II	1/-/2/-	○○○○○○

Musician - Wind Instrument

I	-/-/3/-	○○○○○○
II	1/-/2/-	○○○○○○

Natural History

I	7/-/7/-	○○○○?
II	7/-/7/-	○○○○???
III	7/-/7/-	○○○○???
Prereq:Alchemy I		

Natural Sprinters**Necromantic Lore**

I	5/-/5/-	○○
II	5/-/5/-	○○
III	5/-/5/-	○○○○

Negotiate

0 ☆	-/-/-/-	○○○○??
I	-/-/2/-	○○○○??
II	-/-/2/-	○○○○??

Nick of Time

I	1/1/1/-	○○○○○○
II	-/-/3/-	○○○○○○
III	-/-/3/-	○○○○○○

Not As Bad As It Looks

I	-/-/2/-	○○○○○○
II	-/2/3/-	○○○○○○
III	-/2/3/-	○○○○○○

Notice

I	-/-/5/-	○○○○○○
II	-/-/3/-	

Oratory

I	-/-/2/-	○○○○○○
II	2/-/3/-	○○○○○○

Parry

I	2/9/-/-	○○○○
II	-/4/-/-	

Perceive

0 ☆	-/-/-/-	○○??
I	2/-/2/-	

Physics

I	7/-/7/-	○○?
Prereq:Mathematics I		
II	7/-/7/-	○○?

Pick Locks

0 ☆	-/-/-/-	○○○○??
I	8/-/-/-	○○○○?
II	8/-/-/-	○○○○?
III	2/-/2/-	

Polearm Stab

0 ☆	-/-/-/-	○○○○○○
I	-/7/-/-	○○○○○○
Prereq:Strength>11		
II	-/14/-/-	

Politics

I	7/-/7/-	○○???
II	7/-/7/-	○○???

Portal

I	-/-/-/9	○○○○?
II	1/-/-/2	○○○○?
III	4/-/-/2	○○○○?

Potion Making

I	5/-/5/-	○○○○○○
Prereq:Natural History II		

Punch

0 ☆	-/-/-/-	○○○○
I	8/-/-/-	○○○○○○
II	-/2/-/-	

Rain of Arrows

I	-/3/-/-	○○????
Prereqs:Archery II, Agility>10		
II	-/6/-/-	
Prereq:Agility>12		
III	-/6/-/-	
Prereq:Agility>13		

Recoil

0 ☆	-/-/-/-	○○○
I	-/-/3/-	○○○
II	-/-/3/-	○○○○
III	-/-/1/-	○○○○○○

Ropecraft

0 ☆	-/-/-/-	○○○○?
I	8/-/-/-	○○○○?
II	-/-/2/-	

Run

0 ☆	-/-/-/-	○○○○?
I	-/-/5/-	○○○○?
II	-/-/2/-	

Sailor

0 ☆	-/-/-/-	○○○○??
I	-/-/3/-	○○○○??
II	-/-/3/-	○○?
III	-/-/3/-	
IV	-/-/3/-	

Scout

0 ☆	-/-/-/-	○○○
I	4/-/1/-	○○○
II	2/-/2/-	

Scroll Writing

I	5/-/5/-	○○○○○○
Prereq:Inochian II		

Search

0 ☆	-/-/-/-	○○○○?
I	8/-/-/-	○○○○?
II	8/-/-/-	○○○○?
III	2/-/1/-	

Shield Block

0 ☆	-/-/-	○○○
I	-/5/-	○○○○
II	-/5/-	

Shield Push

I	8/-/-	○○○○
II	-/2/-	○○○○
III	-/2/-	○○○○

Shipwright

I	-/-/4-	○○
Prereq:Carpentry I		
II	-/-/5-	○○
III	2/-/7-	

Shoot

0 ☆	-/-/-	○○○○○○
I	-/7/-	○○○○○○
II	-/14/-	

Sign of Idresheim

I	-/-/4	○○○○
II	-/-/3	○○○○

Sixth Sense**Sleight of Hand**

0 ☆	-/-/-	○○○○
I	8/-/-	○○○○
II	-/-/4-	○○○○
III	-/-/3-	

Smith

I	-/-/5-	○○
II	-/-/5-	○○
III	2/-/8-	

Smoke Measel

I	-/-/2	○○○○
II	-/-/2	○○○○○○

Sneak

0 ☆	-/-/-	○○○○
I	8/-/-	○○○○
II	-/-/2-	○○○○

Stealth

0 ☆	-/-/-	○○○○○○○○
I	3/-/-	○○○○○○
II	3-/3/-	

Stone Skin

I	-/-/3	○○○○
II	-/-/3	○○○○

Summon

I	-/-/5	○○○
II	-/-/3	○○○

Support

I	8/-/-	○○○○○○
II	-/2/-	

Survivalism

0 ☆	-/-/-	○○○○○○
I	8/-/-	○○○○○○
Prereq:Wayfinding I		
II	-/-/3-	

Swim

I	-/-/5-	○○○○○○
II	-/-/3-	

Sword Feint

I	8/4/-	○○○○
Prereq:Sword Strike II		
II	-/4/-	

Sword Strike

0 ☆	-/-/-	○○○○○○
I	-/8/-	○○○○○○
II	-/15/-	

Sylvan

I	5-/5/-	○○○○○○
II	5-/5/-	○○○○○○
III	5-/5/-	○○○○○○
IV	5-/5/-	○○○○○○
V	5-/5/-	○○○○○○

Theology

0 ☆	-/-/-	○○○
I ★	-/-/-	○○○○
II ★	-/-/-	○○○○
III	1/-/-	○○○○

Throw

0 ☆	-/-/-	○○○○
I	-/4/-	○○○○○○
II	-/2/-	

Throw Dagger

I	-/3/-	○○○○○○
Prereq:Dagger Strike I		
II	-/14/-	

Tracking

0 ☆	-/-/-	○○○○○○
I	5/-/-	○○○○○○
II	3/-/-	

Trap Work

0 ☆	-/-/-	○○○○○○
I	4/-/-	○○○○○○
II	2-/2/-	

True Sight

I	-/-/3	○○○○
II	-/-/2	○○○○○○
III	-/-/2	○○○○○○
Prereq:Willpower>12		

Turn Undead

I	-/-/-	○○○○○○
Prereq:Tag: praedicant		
II	-/-/2	

Wayfinding

0 ☆	-/-/-	○○○
I	4-/1/-	○○○
II	2-/2/-	

Weapon Smith

I	-/5/-	○○
Prereq:Smith II		
II	-/5/-	

Wild Swing

I	-/3/-	○○○○○○
Prereq:Tag: club		
II	-/2/-	

Wither

I	-/-/3	○○○○
II	-/-/2	○○○○○○