

DIVINE PRAYERS
and
SERVICES



Book of Prayer

You may elect to pray to the gods and if the prayers are answered, you will be rewarded.

To pray, a PC must:

- ✓ Proficient in Religion Skill
- ✓ Include a god in their back story.
- ✓ Determine what they are praying for (see Prayer table)
- ✓ Roll Religion Skill check to determine the outcome.

Notes:

- Prayers act like spells.
- A prayer must consist of 30 minutes during a short or long rest period and cannot be interrupted.
- A PC can only make one prayer per day.
- Clerics and Paladins automatically can pray, even without Religion Skill proficiency. Clerics and Paladins roll +4
- PC can pray for themselves or others.
- PC cannot pray resurrection on oneself.
- PC cannot pray if HP is zero (unconscious) or dying.
- Nat 1 = Critical Failure and the god is disappointed. PC suffers -1 on ALL rolls and may NOT roll Advantage for the day.

Prayer Table

Type	Name	Description	Duration	DC
Spell / Weapon	Righteous	Advantage	1 attack / cast	18
	God's Hammer	Critical Hit	1 attack / cast	20
	Blessed Weapon	+2 damage to a single weapon	1 day	22
	God's Faith	2x duration / 2x area / 2x range / 2x effect	1 day	22
	Blessed Thoughts	+1 damage to all spells	1 cast	24
Health	Bless Health	Recover 50% of total health (HP)	Immediate	14
	Purity of Health	Recover all health (HP)	Immediate	18
	God's Touch	Cure poison or disease	Immediate	20
	Resurrection (dying)	PC recovers to 1 HP	Immediate	22
	I see the light	Avoid death blow (1st damage-causing death stops at 1 HP)	1 day	24
Protection	Protect thyself	Protection from any element attack	1 save	16
	Protect faith	Protection from any mind/sleep/charm spell	1 save	18
	Thou shall not suffer	Reroll any Natural 1 once	1 time	20
	God's Shield	+1 AC	1 day	22