

# The Theurgist

A calling for one who would bridge the chasm between mortal despair and divine mystery.

In a world steeped in cynicism and the dying echoes of forgotten gods, you have discovered that the sacred rites of old, whispered in hidden temples and etched in ancient hymns, still carry the power to stir souls. While others dismiss such archaic rituals as the ramblings of madmen, you have felt the unmistakable touch of the divine in moments of quiet revelation. It was not chance that set you on this path, but a profound summons from realms unseen, a beckoning to rekindle the dormant fires of transcendent truth. Embrace the call of the sacred, and let your voice be the beacon that summons the gods back to a world starved for wonder.

## Initial Skills

When you take up this calling, you learn a number of initial skills equal to your INTELLECT. Whenever your INTELLECT increases at a higher level, learn another skill. Only your initial skills are restricted to this list.

- Athletics
- Crafting
- Folklore
- Letters
- Magic
- Speech

## Adventuring Crafts

- Defense (MIGHT)
- Earth (MIGHT)
- Frost (INTELLECT)
- Leadership (SPIRIT)
- Prowess (INTELLECT)
- Wind (AGILITY)

## Expert Fortitude

When you take up this calling, your hit points increase by an extra +5. This makes your hit point total at second level equal to  $15 + 2$  (MIGHT).

## Sacred Incantations

The strength of your faith lends you the power to cast incantations. When you take up this calling, learn INTELLECT + 2 incantations. Whenever your INTELLECT increases at higher level, learn another. You learn them randomly from the sacred magic table

## Divine Virtues

Theurgists spend much of their time in sacred ritual to invoke the gods to induce their presence and embody their divine virtues. When you take up this calling, replace one of your alignment traits with a Virtue. You gain the Lasting State associated with your chosen Virtue with an intensity equal to its total affirmations +1.

As a camp activity, you may choose to invoke a different Divine Virtue. This replaces your existing Divine Virtue. Doing so does not reset its affirmation or denial progress. Replace the Lasting State associated with your previous Divine Virtue with the new one. You may not take a Divine Virtue when suffering a lasting effect that would be canceled by its associated State.

Virtue	Lasting State	Hymn Effect
Calm	<i>Solace</i> : Gain intensity bonus to prevail checks	The target may immediately roll to prevail against one state affecting them.
Daring	<i>Swift</i>	The target may immediately move their speed towards any hostile creature.
Thoughtful	<i>Accurate</i>	The target may immediately attempt a light deed.
Dutiful	<i>Guarded</i>	The target may confer provoked 2 to an adjacent creature.
Generous	<i>Mending</i>	The target may transfer any one common state to a willing ally within sight.
Honest	Unyielding - Reduce forced movement by intensity.	The target may immediately push or pull a creature within sight a number of squares equal to their Unyielding intensity.
Supportive	<i>Fortified</i>	Grant the target a support die.
Humble	<i>Strong</i>	The target may swap positions with one willing ally in sight.
Kind	<i>Willful</i>	Grant recovery 2
Trusting	<i>Hastened</i>	The target may exchange any amount of Focus with one willing ally within sight.

## Hieratic Hymn

Your diligent cultivation of divine virtue expressed through ceremony and song nurtures both power and healing in yourself as well as your allies. You gain the Hieratic Hymn special deed. It has no focus cost. At the start of each combat encounter, you gain the ability to attempt this deed. Once you do, it is lost until you regain it, as described below

### HIERATIC HYMN

#### SPELL SUPPORT VS. IO | 1 CREATURE

Base: Confer the State associated with your Divine Virtue.

Hit: Confer your Divine Virtue Hymn Effect with an Intensity equal to your Divine Virtue's total affirmations +1.

Spark: Confer your Hieratic Hymn Effect to an additional target creature.

Whenever you take a moment to recover in combat, you issue an appeal to the divines to restore you. When you attempt the Recover deed, you may spend one spark to regain the use of your Hieratic Hymn.

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## Enhancements

### Anagoge

Whenever you use your Hieratic Hymn you gain "Flying: This creature jumps instead of moving normally. When it guards an attack, it can jump half its speed" as a State.

### Entheos

When you use your camp action to invoke a new divine virtue, you may choose an additional Divine Virtue for your second alignment, and you gain both Lasting States, and can choose which Divine Virtue to use when attempting your Hieratic Hymn deed.

### Henosis

Whenever you confer a state to an ally, you also gain that state. Whenever an ally confers a state to you, they also gain that state.

### Katharsis

Whenever you use your Hieratic Hymn targeting yourself or an ally, you may also immediately end one common State on that target.

### Teleiosis

Whenever you gain the state associated with your Divine Virtue, or confer that state to an ally, add your Skill bonus to its intensity.

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