



# Godwill



**Core Rulebook**

# Introduction

Godwill is what is called a tabletop RPG. You may have heard of some like Dungeons and Dragons and Pathfinder. This game has a system called the Prestige Combat System, making it unique. This game is made mostly by me. I will now give you a crash course in what you absolutely need to play the game.

Firstly, you will need some dice which can be bought online or in store. You will need a d20, a d12, 2d10, a d8, a d6, and a d4. You will also need a character sheet if you are a player and a writing utensil, preferably a pencil. Some other not totally necessary materials would be other Godwill rule books, expansion books, or pre-made stories/settings.

This book will include a pre-made setting and some history and details of the setting. Expansions will usually be on the shorter side and be more like a pamphlet and probably hold a short amount of expansion material. Other rule books might contain extended expansion materials, or they might be a guide to help with GMing, or even be something like a bestiary.

Godwill is a game made to be played by anyone. It might take a decent amount of time to set up characters, encounters, and create stories. This game requires no previous knowledge of games like it. There are usually two types of player, the typical player, and the GM (Game Master). The

typical player plays individual characters with a full body of stats, while the GM plays enemies, NPCs (Non Player Characters) like shop keepers and everyday citizens, and usually designs dungeons and other constructions that they PCs (Player Characters) would possibly explore, alongside the story itself. I will now get into the details of rules and such.



## Character Creation

Every player needs their own character. Characters can be many classes and races. Characters are usually made of their own player's thought cannon and usually will have unique backstories. These backstories often have a large role in how the character is role played, which is acting as your character. Each character has a class and race which will give them certain racial and class abilities that other races and classes do not have.

Before you pick your class and race though you will want to roll for stats. There are 3 core stats for every character and monster, body (BOD), mind (MND), and personality (PER). For each stat you roll 4d6 and take the lowest roll away, you add the other three together and then add your racial bonus.

Dwarf	+2 BOD, -1 MND
Elf	+2 MND, -1 BOD
Goblin	+1 BOD, -2 MND
Half-Elf	+2 PER
Half-Orc	+3 BOD, -1 MND, -1 PER
Human	+1 to any 1

Each stat is used for an array of skills that effect gameplay. Each class will have a set of skills that you can choose from. Stats can be affected by magical weapons, armor, items, blessings, and curses. After you have your race and stats figured out you should pick your class. Classes usually fit some type of general archetype and description like

how a Warrior might be better when it comes to body, but a Wizard might be better when it comes to mind.

Class	Prioritized Stat
Archer	BOD
Bard	PER
Bonded	PER
Priest	PER
Warrior	BOD

This table shows the generally prioritized stat for each class. A prioritized stat is the stat that the class uses most for it is skills and abilities. Say if you made a Half-Orc character you would probably want to pick the warrior class. After you have gotten your skills, stats, class, and race in order you will want to get your equipment. Each class has gear that they will be trained in meaning that they can use them without having a major decrease to things like their attack and damage rolls.

Some classes like the Wizard will not have training in weapons or armor meaning that they should not use them. However, your character can devote in game time and money to be trained in weapons and armor, meaning that you can have an awesome Wizard roaming around with a sword in one hand and a fire ball in the other. Anyways each character will have starting equipment and gold depending on their class.

You basically have your character set up. If you want you can buy miscellaneous items before the game starts with the starting gold, or you can save it just in case

you need a certain item to complete a particular quest.

EXP Required	Level
0	1
500	2
800	3
1250	4
1800	5
2400	6
3000	7
3600	8
4200	9
4800	10

Stat	Modifier
1	-5
2-3	-4
4-5	-3
6-7	-2
8-9	-1
10-11	0
12-13	+1
14-15	+2
16-17	+3
18-19	+4
20-21	+5
22-23	+6
24-25	+7
26-27	+8
28-29	+9
30	+10



# **Dwarf**

The dwarves of the hills, mountains, and cliffs. Famous for making beautiful cities deep in the earth and famous for making articulate weapons and armors. They are known to be stout and wide, which is very true.

## **Racial Bonuses:**

Night Vision

Sense Underground

AC Bonus

## **Racial Traits:**

Speed | 25ft

Size | Short & Stout

HP | 1d8+BOD Mod

All races have racial bonuses, some are unique, and some are not. The dwarf has an AC Bonus, Sense Underground, and Night Vision which will be detailed later. The racial traits are used mostly for reference and character description like how a new Game Master might say that a dwarf is tall, when they are usually short and plump, and a player might correct him on that.

## **Night Vision**

After millennia of living underground dwarves, alongside many other creatures, have developed Night Vision. Night Vision allows the PC to see up to 60ft ahead of them. Night Vision only works in the natural

darkness that creatures are used to, if the darkness is created by a magical effect, spell, or enchanted item.

## **Sense Underground**

Since most dwarfs have lived underground most of their lives, they have learned to sense footsteps and other sounds through their feet. If the thing or creature making the noise is within a 50ft radius the sound is clear enough to make out voices. If the sound is created in a 51-65ft radius the sound is muffled, but if it is any further it is not hearable.

## **AC Bonus**

All characters and creatures have an AC (Armor Class) which determines how hard said character or creature is to hit. Dwarfs have extremely thick skin as they adapted from their extremely common craft of smithing where they would have sparks thrown at their skin and would also adapt from them having stalactites commonly fall on them, piercing their skin. This adaptation has allowed them to have a natural, unarmored AC of 12 instead of 10 like most other humanoids, or have a +2 to their armored AC.

# Elf

The elves, hailing from the fairy forests in the far east. Born from the nexus of magical power, the Arcanexum. Many are highly spiritual and through generations they have learned a way to prolong their natural lives that only works on elves and half-elves. They must return to the Arcanexum once every twenty-five years and start meditating for seven days and must get their seven days before their birthday so that they do not die.

## **Racial Bonuses:**

Uncanny Arcana

Nexus Point

Arcane Aura

## **Racial Traits:**

Speed | 30ft

Size | Tall & Slim

HP | 1d6+BOD Mod

## **Uncanny Arcana**

If you look at the skills box on your character sheet there will be a skill called Magic, even if your class does not have you trained in that skill you gain training from being an elf. Since elves come from the Arcanexum they already have strong ties to magical energies allowing them to tap into it to a small degree without being trained or having a patron giving you magic power. However, this does not enable you to use magic you just have general knowledge of it.

## **Nexus Point**

This bonus allows you to restore any magic user's mana. This bonus is known as Nexus Point. Elves can meditate once every rest, when they do this, they can restore 1d6 worth of mana per the elf PC's level. However, they cannot use Nexus Point in combat or when restrained or incapacitated. Nexus Point basically utilizes an elf's natural connection to the Arcanexum to turn themselves into a wellspring of magic energies, but they can only take so much magic energy flowing directly from the Arcanexum and out their body that if they force themselves to meditate for any longer they will take one point of damage for every second too long that they force themselves to connect to the Arcanexum.

## **Arcane Aura**

Like the AC Bonus of the dwarf this bonus is purely defensive. Once per rest they can use their connection to the Arcanexum to create a magical aura around themselves that improves their AC to a 20 for the current turn and two turns after that. If their AC is already higher than 20, they get a +2 to their AC for that turn and the two turns after that.



## **Goblin**

The goblins are mischievous creatures from dirty tribes that hide deep in caves and wooded areas, but they can be civil and well mannered. Goblins were first born when an elf clan disobeyed the king they served under and were cursed by his court mage. Very few who are civilized can be found in the world of Godwill, but they do pop up in the streets of cities. Many cities and organizations discriminate against them for their general nature of evil and do not even allow them in. It is many goblins dreams to be freed of their curse, but at this point it has been bread into them for centuries.

### **Racial Bonuses:**

Thief's Hand

Neuss Grip

Shallow Pockets

### **Racial Traits:**

Speed | 25ft

Size | Small and Thin

HP | 1d4+BOD Mod

### **Thief's Hand**

If you do not gain training in Stealth from your class, you now gain that from your small size. You also gain training in a skill that cannot be gained from a current class, Stealing, which makes it easier to steal from someone or something without it noticing.

### **Neuss Grip**

Neuss Grip is a bonus that allows turn someone incapacitated if you are holding onto them. You do not need to roll for it at all, but you cannot move or do anything else while you are using Neuss Grip thereby marking you as incapacitated until you cancel your Neuss Grip or die.

### **Shallow Pockets**

The goblin is a very discriminated race that people often assume are poor. Whenever you ask for money there is an 80% chance on a percentile dice roll (2d10/1d100) and if you ever get caught with a unique stolen object or are caught stealing you can utilize your small size and empty pockets to slip through the bars. Your small size can also allow you to slip through anything one ft win diameter or more that larger humanoids cannot slip through.

# **Half-Elf**

The result of elves intermingling with humans. Most of the time they have a very loose connection to the Arcanexum comparatively to their elven cousins. They do have one keen feature in that they are used to traveling as half-elves are commonly not accepted in elf civilizations and are rarely allowed in human civilizations, making them the perfect nomad.

## **Racial Bonuses:**

Arcane Overflow

The Wanderer

Mixed Blood

## **Racial Traits:**

Speed | 30ft

Size | Tall & Filled Out

HP | 1d6+BOD Mod

## **Arcane Overflow**

Normally a half-elf's connection to the Arcanexum is limited but when they are hit with a dump of adrenaline when they are near death (can be activated when at 10% or less of max health) they can kick into Arcane Overflow which is a burst of magic energy coming directly from the Arcanexum. Arcane Overflow allows the PC to deal 1d10 per PC level in AoE (Area of Effect) damage, with a radius of 25ft. This damage does not affect neutral NPCs or allied NPCs and PCs. Arcane Overflow will also deal double damage to any demon or undead.

## **The Wanderer**

This allows for a half-elf PC to gain training the Nature & Survival skill and the Climbing skill. Many half-elves are nomads and have developed these skills in their travels. This bonus also allows the PC to know basic directions to basically everywhere.

## **Mixed Blood**

Through both their human and elf ancestral lines they have inherited many abilities allowing them to gain proficiency in one weapon or armor type that their class does not already give them.



# **Half-Orc**

Half-Orcs commonly live in tribes of barbarian-type warriors who commonly raid local villages. Half-Orcs are used to people fearing them and many are too scared to even agree to talk to them. Living in the wilderness they have gained many skills that most do not have.

## **Racial Bonuses:**

Outsider

Raider Weapons

Mixed Blood

Death Glare

## **Racial Traits:**

Speed | 40ft

Size | Tall & Muscular

HP | 1d12+BOD Mod

## **Outsider**

This allows for a half-orc PC to gain training the Nature & Survival skill and the Crafting skill. These abilities in crafting come from having to learn how to build items and such on their own as they are not allowed in many major civilizations. The Nature & Survival skill comes from learning how to adapt and use their surroundings in exile.

## **Raider Weapons**

An expansion upon the Outsider bonus. If you use your self-crafted weapons, they deal an extra amount of damage equal to 1.5 times the PCs level. If they use their

self-crafted armor it will have a +2 bonus to AC.

## **Mixed Blood**

Through both their human and orc ancestral lines they have inherited many abilities allowing them to gain proficiency in one weapon or armor type that their class does not already give them.

## **Death Glare**

Once per rest a half-orc PC can incapacitate someone by simply looking them in the eye. The incapacitated enemy is incapacitated for five turns.

# Human

The most common and civilized race in the world of Godwill. Groups of them have adapted to basically every environment in the world to the point that they gain bonuses in certain areas. Humans are also a very civilized and prefer to live in large, walled cities that are governed by kings instead of in nomadic tribes and clans.

## **Racial Bonuses:**

Ancestral Adaptation

Loyalty to Royalty

Not So Close to Home

## **Racial Traits:**

Speed | 30ft

Size | Tall-Short & Wide-Thin

HP | 1d6+BOD Mod

## **Ancestral Adaptation**

Through generations of living in a certain environment your character has adapted to be immune or resistant to many things. resistance means that your AC is doubled for that damage type and immunity means that you cannot take damage from it at all. You should choose in your character's backstory where they come from, such as a swamp or a desert. Each environment will have different bonuses based on what would be common in that area. Some environments will not give you resistances or immunities, but instead will give you bonuses that others will not have. They are called Ancestral

Adaptation sub-bonuses and will be detailed later in this race page.

Desert	Fire <b>R</b>
Forest	Tree Jumper
Plaines	Open Combat
Swamp	Poison <b>I</b>
Tropics	From the Seas, From the Sands

**R=Fire I=Immune**

## **Ancestral Adaptation | Tree Jumper:**

After generations of this bonus being passed down your character has finally mastered it. With the Tree Jumper sub-bonus your character can jump up to 30ft in any direction if the things they are landing and jumping from are both made of wood.

## **Ancestral Adaptation | Open Combat:**

Your character has learned to fight in wide, open spaces their entire life. Your character has learned how to maneuver and fight in these spaces. When your character is in an open space, meaning they are not in a room or cavern with walls and a ceiling, they get a +10 boost to their speed, and have an extra +1 damage to any weapons they are trained in.

## **Ancestral Adaptation | From the Seas, From the Sands:**

All your life you have fished and harpooned fish from the sea to eat them. You have adapted to gain training in throwing weapons and get a +1 to all attack rolls when



you are on sand or in ankle to knee deep water. With your tropical origins you learned how to make small boats such as rafts, kayaks, and canoes.

### **Loyalty to Royalty**

As mentioned before human civilizations are usually governed by a monarch or by many such as earls under kings. Humans have grown accustomed to having a monarchal leader and are less capable without them. If there is a set leader to the party the human PCs deal an extra +2 to their damage, but if they are the leader, they instead gain a +1 to their AC. If they do not have their leader, they temporarily lose their boost, but if they are the leader and they lose their entire team they lose the boost.

### **Not So Close to Home**

If a human PC is not within the city or region where their home/base is they gain a bonus. Humans like to explore and conquest, while home is nice, they prefer to be out and about to fight and adventure. They gain the Climbing skill because of this.

## Archer

High in the trees a man wearing long, dark green clothing with a hood and leather boots. He pulls back the string of the bow with a sharp, iron tipped arrow ready to be shot. The arrow shoots through the sky piercing a deer's neck. The deer falls to the ground and the man in the green jumps down to the ground. He checks to make sure it's dead before skinning it and cutting the edible meats off.

The archer is one who sits in the trees and watches from afar. They jump from the shadows to make quick strikes on their opponents. They are hired as assassins by many powerful people for their prowess in quick, deadly strikes. Archers are also commonly hunters or even the caretakers of the local forest that they call home.

Level	Gain
1	Trainings / Quick Shot
2	
3	Stat Score Increase
4	
5	Arrow Storm
6	
7	Shadow Step or Natures Gift
8	
9	Stat Score Increase
10	Perfect Stealth

Each class will have 10 levels in it and each level may or may not allow you to gain from it. You might gain an increase to your

stats or a brand-new ability that will allow your character to do some new things in the game.

### **Archer's Trained Weapon/Armor Types:**

Ranged Weapons, Basic Melee Weapons, and Light Armor

Skills: Nature & Survival, Animal Handling, Stealth, and Perception

### Quick Shot

Quick Shot is what happens when an Archer become proficient enough with his bow so that he can aim quicker. Any other PC who is not an Archer but has training in Ranged Weapons would have to take two turns to use his bow, one to aim and load it and one to shoot it. However, this is not true for the Archer who has Quick Shot, allowing them to do what would normally take up two turns into only one.

### Stat Score Increase

You see your three stats, right? Well pick one or two that you would like to make better and place two points into the stat itself, not the mod. Then do the math and you get your new mod according to the table in Character Creation.

### Arrow Storm

Arrow Storm allows an Archer character to shoot three arrows in one turn once per rest.



### **Shadow Step**

Shadow Step is for someone who plays their Archer character as a stealthy character instead of a protector of nature. Shadow Step allows a character to move half of their speed in any direction (round up if it ends up being non-divisible by 5). This ability makes it so that you can pass through walls and over magical mines without setting them off. You move through the shadow dimension which is two times the size of the physical dimension, which is why you only move half your normal speed.

### **Natures Gift**

Natures Gift is for an Archer who is the protector of his or hers local forest. This allows the Archer to have two passive traits, meaning that it does not need to be activated because it is always active. The first is that the Archer has made such a strong emotional and mental link with animals and plant life that they have tuned their brain like a radio through the Arcanexum so that they can telepathically talk to them. The second is the trait of being able to tell what a plant or animal is without having to make a Nature & Survival skill check.

### **Stat Score Increase**

You see your three stats, right? Well pick one or two that you would like to make better and place two points into the stat itself, not the mod. Then do the math and you get your new mod according to the table in Character Creation.

### **Perfect Stealth**

Both a nature's protector and an assassin need stealth. Whether it being to train a possible animal friend or to shoot the opponent from afar. You can now transition into stealth mode to get a stealth attack without having to roll for stealth twice per a rest.

## **Bard**

A woman singing sonnets and reciting poems in her local tavern. As she sings a small translucent blue man appears and he begins to act out a poem's story as he skips through the air. Other translucent figures appear to help to tell the poem, also skipping through the air. At the end of the show the translucent figure spiral together and explode into a ball of blue sparks.

Level	Gain	Mana Points (MP)
1	Trainings / An Arcane Talent	4
2	Stat Score Increase	6
3		6
4	A Sonnet for You and a Sonnet for Me	8
5		9
6	Stat Score Increase	10
7	Seducer	12
8		15
9		16
10	Going Platinum	18

Bards are performers and story tellers and often make their money in taverns and local pubs where they will often sit with a small container where people put gold coins, which they live from. They do like to travel and think of it more as a musical tour or a traveling production of a play instead of a long quest. Bards like to tell stories of their past journeys, making them seem more like epic poems that never truly happened to the

small-town people who know very little about these strong, powerful magic creatures.

### **Bard's Trained Weapon/Armor Types:**

Light Melee Weapons, Light Armor, and Musical Instruments

Skills: Persuasion, Performance, Magic, and Acrobatics

### **An Arcane Talent**

Bards perform to cast their magic through things such as song, dance, and poems. When a Bard does any of those things, they can cast the spell that comes to mind if they are able to through their mana points.

### **Stat Score Increase**

You see your three stats, right? Well pick one or two that you would like to make better and place two points into the stat itself, not the mod. Then do the math and you get your new mod according to the table in Character Creation.

### **A Sonnet for You and a Sonnet for Me**

Twice per a rest you can sing a song for someone. This song will allow both the Bard and the one who was serenaded heal 50% of their current HP.



### **Stat Score Increase**

You see your three stats, right? Well pick one or two that you would like to make better and place two points into the stat itself, not the mod. Then do the math and you get your new mod according to the table in Character Creation.

### **Seducer**

Once per a rest you can persuade someone without having to make a Persuasion check. However, if it is an evil creature you must make a Persuasion check but with the max DC (Dice Count, which is the minimum number that you need to make a check) of 10.

### **Going Platinum**

The Going Platinum ability is used mostly as a distraction but can also be used to make money. You can use Going Platinum twice per rest. Going Platinum gathers people and creatures around you, up to 25. While they are gathered around, they will completely ignore all sound, motion, and light flashes. This will last for three turns of combat or three minutes of in game time.

## **Bonded**

A man blasts a burst of dark magical energy from his hand, throwing a small group of goblins against a wall. A black smoke-like mass with red eyes comes forth from his body and casts a giant burst of energy at the goblins, making goblin sized dents in that cave wall almost three feet deep. The black smoke creature whisps over to the man and enters back into his body through the man's ear.

Level	Gain	MP
1	Trainings / The Beast Within	6
2		6
3	Blood Lust	6
4	Stat Score Increase	9
5		9
6	Inhibitor Bonus	12
7		12
8	Blood Lust +	12
9	Stat Score Increase	16
10	Equilibrium	20

Bonded our people who have been used as a prison for powerful magical creatures such as demons, spirits, and fey. The things that inherit their bodies strike deals with the original occupant's souls for strange, but magnificent, powers. They strike these deals so that the creature can use the body more as a home and will protect it whenever its home, but the creature will still vie for control over the body to control it 100% of the time.

Bonded are commonly made when either a weakened creature inherits a humanoid's body to heal, or when orders of mages use a humanoid's body as a prison for a creature. Commonly the agreements they make have a fie text to them saying that once the body's mortal life is done that the creature can use it as sort of a vessel. The reason a semi-immortal creature would want a mortal vessel is usually so that they can interact with mortals and not be hunted or blamed for things that may just be pure coincidence.

### **Bonded's Trained Weapon/Armor Types:**

Light Armor and Light Melee Weapons

Skills: Intimidation, Stealth, Deception, Magic, and Religion

### **The Beast Within**

You now have an inhibitor. Your inhibitor can be several things. These can be a demon, spirit, or fey as mentioned prior. Each one has differentiation, and they will have separate powers as you and your inhibitor's bond grows stronger. Your inhibitor will be inherently strong with magic powers ad will grant you a small piece for allowing him to stay in your body, therefore a Bonded can cast magic spells.

By the time, a Bonded is first level they have grown so strong that it is physically painful to be separated from an inhibitor. When a Bonded is separated from its inhibitor its powers that it has gained from the inhibitor (all gained abilities but



the stat increases). A Bonded can be separated from his or hers inhibitor by spells and rituals and as mentioned prior it is physically painful for the Bonded, but also for the inhibitor itself.

When they are separated the Bonded takes 1d6-BOD modifier in damage for every in-game hour they are separated. The inhibitor itself slowly returns to its true home/resting place and will only survive in the material realm by themselves for Pcs level multiplied by 5 hours. A demon would return to the Underworld, a spirit would return to its original resting place, and a fey would return to the fairy forests of the far east. This happens because of the spiritual link between a PC and an inhibitor, which is basically because their spirits have basically become almost one.

### **Blood Lust**

Your PC now has the option to go into Blood Lust mode once per a rest. In Blood Lust the PCs body is completely controlled by its inhibitor. Blood Lust makes the character deal 50% more damage and take 50% less. Blood Lust lasts for three turns and at the end of it the PC is worn and deals only 25% damage. Round down on percent-based calculations.

### **Stat Score Increase**

You see your three stats, right? Well pick one or two that you would like to make better and place two points into the stat itself, not the mod. Then do the math and you get your new mod according to the table in Character Creation.

### **Inhibitor Bonus**

As mentioned before as a PC grows closer to its inhibitor, the more power it unlocks, and said power is different depending on the inhibitor type.

**Demon | Demonic Rush:** With Demonic Rush the PC releases a manifestation of their inhibitor in a power packed burst of magical energy. Demonic Rush will attack any targeted entity in a 30ft radius, jumping between them. The damage it deals is equal to 5 by the PCs level + PER modifier and can be divided up between entities in any way. Once per rest.

**Spirit | A Spirit's Gentle Touch:** This sub-ability is used for healing. It will manifest white, translucent hands that will fly within a 50ft radius and use a pool of HP to heal, with a max of 35 HP. Pool of HP will be restored every rest.

**Fey | Childish Pranks:** Childish Pranks is used to distract opponents. An enthralling or seducing (whatever you choose) illusion will appear in any area you like if it only fills up a 15x15x15ft cube. The illusion will appear differently to every entity to appeal more to its personal tastes. This can only be done twice per a rest and only lasts 15 in game minutes.

### **Blood Lust +**

The PC can now use Blood Lust twice per rest. It can also now be used for a fourth or fifth extra turn, but it has its costs. If the PC uses it for a fourth turn the PC can only deal 10% of its normal damage and cannot move for the next two turns, if used for a fifth turn the PC is too weak to deal any damage and cannot move for the next two turns. When the PC cannot move it cannot defend itself either, meaning that all attacking it do not have to roll to break AC.

### **Stat Score Increase**

You see your three stats, right? Well pick one or two that you would like to make better and place two points into the stat itself, not the mod. Then do the math and you get your new mod according to the table in Character Creation.

### **Equilibrium**

Your soul and your inhibitor have become perfectly in tuned with each other. With this you can now shoot a small blast of magic energy directly from the Underworld for demons, Spirit Realm for spirits, and fairy forests for fey. The demons will deal fire damage when the others will just deal the undescribed force damage like most other attacks. This damage will shoot enemies back up to 15ft, only stopping before that if they hit a solid object. This has no limit to its use and will deal 1d10 of either fire or force damage.



## Priest

A woman rises an offering to her god in a clearing in the woods. She is raising a bowl filled with burning incense, assorted berries, and a stone with the symbol of her god etched into it. A beam of light comes down from the night sky onto a stone altar in front of her where a wounded man lay. The man's wounds suddenly disappear. The woman drops to her knees and begins thanking her god for restoring her friend to health.

Level	Gain	MP
1	Trainings / An Arcane Blessing	5
2	Stat Score Increase	5
3		7
4	A Healer's Heart	8
5	Stat Score Increase	10
6		11
7	A Healer's Heart +	12
8		14
9		16
10	The Highest of Blessings	18

Priests are certain devout men and women blessed by their respective gods. Many of them swear oaths according to the god's guidelines or they will make pacts with a god for power and in the pact swear to convert people to that god's worship. Priests will commonly travel either to convert people or to heal and help people in the name of their gods. Priests do not have to be completely good though, a Priest's god could be a god who wants the blood of the

innocence as his sacrifice weekly, or could be a worshipper of a god who likes to heal and bring peace to the world.

### **Priest's Trained Weapon/Armor Types:**

Cloth Based Armors and Light Melee Weapons

Skills: Magic, Medical, and Religion

### **An Arcane Blessing**

Through the blessing of their respective god they now can cast magic. If they have a pact or oath depicted in their backstory and they break said pact they will lose all their abilities besides the stat increases. If they want to repair their relationship with their god they will have to do a tremendous task, some suggested ones are: saving a town in the god's name, retrieving a powerful artifact for the god, or sacrificing a powerful creature to the god. Ultimately giving and taking the powers away from a Priest PC is a GM's choice.

### **Stat Score Increase**

You see your three stats, right? Well pick one or two that you would like to make better and place two points into the stat itself, not the mod. Then do the math and you get your new mod according to the table in Character Creation.

### **A Healer's Heart**

Instead of using a healing spell you now have a pool of HP to heal your group from. With the base A Healer's Heart ability

a Priest PC will have a healing pool equal to their PER mod multiplied by three. This pool will be refilled every time the Priest PC rests. If they expend all the pool on one person in one turn, they will get a burst of recoil equaling 1d6-PER modifier in force damage.

### **Stat Score Increase**

You see your three stats, right? Well pick one or two that you would like to make better and place two points into the stat itself, not the mod. Then do the math and you get your new mod according to the table in Character Creation.

### **A Healer's Heart +**

You now take no recoil from expending all the healing pool at once. The pool is also expanded upon by adding a new thing called blessings, blessings can only be used once per a rest.

**Blessing of Invulnerability:** A blessing placed on a PC or NPC that makes it so that the next three attacks attempted on them auto miss.

**Blessing of Herculean Strike:** A blessing placed on someone making their next two attacks auto hit, but they still must roll for damage.

**Blessing of Purification:** A blessing placed on an object or person that will remove one known negative effect from it/them.

### **The Highest of Blessings**

You have now become either the sword or shield of your respective god (player's choice between the two) which are different in many ways but are still similar. You also get three more blessings.

### **The Holy Shield of...**

As a shield of a god you have sworn yourself into direct service of your god, and when the PCs mortal life ends it will become a Guardian Angel under the service of your god. In the mortal life you gain the ability to be able to block any attack perfectly twice per rest. All NPCs who may be worshippers of your god will automatically recognize and respect the PC as well.

### **The Holy Sword of...**

As a sword of a god you have sworn yourself into direct service of your god, and when the PCs mortal life ends it will become an Angel of Destruction under the service of the PCs god. In the mortal life the PC gains the ability to make any attack without having to roll for it twice per rest. All NPCs who may be worshippers of your god will automatically recognize and respect the PC as well.

**Blessing of Regeneration:** Anyone with this blessing on them will restore 1d6 of HP each turn for the next three turns, or for the next three in-game minutes.



**Blessing of Protection:** Anyone with this blessing on them now has their AC boosted to 20 for three turns. If their AC is already 20 or higher their AC gets a +2 for the next three turns.

**Blessing of Smite:** Anyone with this blessing on them will do double damage for their next attack.

## Warrior

A woman in full plate armor holding a longsword walks through a cavern. She thrashes and slashes goblins down. She clears a way out of the cavern for her injured group, leading them to the Priest that was captured on the other side. She single handedly takes them all down.

Level	Gain
1	Trainings / A Dance of Blades
2	
3	Flurry of Strikes
4	Stat Score Increase
5	Furious Strike
6	Stat Score Increase
7	
8	Flurry of Strikes +
9	
10	Deathly Blow

A Warrior is one who can slash through their opponents with a chain of continuous blows from both blades and blunt weapons. They are valiant knights protecting a damsel in distress, or a tribal barbarian raiding a village. A Warrior is almost the head of every adventuring group.

### **Warrior's Trained Weapon/Armor Types:**

Light Melee Weapons, Heavy Melee Weapons, Light Armor, and Heavy Armor

Skills: Perception, Intimidation, and Acrobatics. +1 other of your choice.

### A Dance of Blades

A Warrior PC can now dodge one attack once per rest. As long as the roll for attacking them is not the same number as their AC, if they use their A Dance of Blades for that attack that matches the AC the charge of the ability is used up, but they do not dodge the attack.

### Flurry of Strikes

A Warrior PC can now attack twice in one turn or can just do fifty percent more on only one attack.

### Stat Score Increase

You see your three stats, right? Well pick one or two that you would like to make better and place two points into the stat itself, not the mod. Then do the math and you get your new mod according to the table in Character Creation.

### Furious Strike

Twice per rest a Warrior PC can deal double damage on an attack. However, you cannot bundle Furious Strike with Flurry of Strikes.

### Stat Score Increase

You see your three stats, right? Well pick one or two that you would like to make better and place two points into the stat itself, not the mod. Then do the math and you get your new mod according to the table in Character Creation.