Adherent

Adherents are called by the divine to act in the world and channel their power. Their favored Stats are Aptitude and Will, they are proficient in Divine Enigmas, Knowledge, Social, and one additional Skill. Adherents have a base HP of 8. They begin with a Basic weapon, Holy Symbol, and a Chain Shirt.

#### Tier 1

##### Divine Conduit

Adherents channel spells from a Divine source. Their Spellcasting Bonus is Will+Enigmas, they use a holy symbol as a Foci, and do not need a free hand to cast spells. They pray every morning at dawn for spells and prepare as many Tier 1 spells as their Aptitude+Knowledge bonus and two Cantrips. They have a base Burn of 6 that resets after a Long Rest.

##### Domain

Adherents also have spells granted to them by their divinity. Every divinity has one or more domains that they have dominion over. Adherents channel their power through one of their divinity's Domains. Depending on the Domain they always have certain spells prepared that don't count against their prepared spells.

###### Arcana

* Chaos Orb

###### Life

* Bolster

###### Order

* Command

###### Sun

* Purifying Flame

###### Tempest

* Thunderblast

###### War

* Bond of Ward

#### Tier 2

##### Divine Conduit

Adherents channel spells from a Divine source. Their Spellcasting Roll is Will+Enigmas, use a holy symbol as a Foci, and do not need a free hand. They pray every morning at dawn for spells and prepare as many Tier 1 and 2 spells as their Aptitude+Knowledge bonus and three Cantrips. They have a base Burn of 4 that resets after a Long Rest.

##### Domain Blessing

Adherents gain Features granted to them by their deity based on their Domain.

###### Arcana

**Spellbook** The Adherents of the arcana domain gain a spellbook that they can scribe Wizard spells into and prepare one of them for every Tier after a Long Rest. They can cast spells from their spellbook as a Ritual.

###### Life

**Font of Life** When the Adherents of the Life domain casts Cure Wounds its casting time is an Action.

###### Order

**Call to Aid** As an Response the Adherents of the Order Domain can command an ally to move up to half their movement and make a single commanded Action. This movement does not provoke a Movement Response.

###### Sun

**Glorious Dawn** As a Maneuver a Adherents glows with a 4 spaces aura of Daylight for 1 minute. They have Edge on all Social rolls against creatures within that aura.

###### Tempest

**Call the Thunder** On an attack, if the Adherents's attack roll that hits exceeds their Burn they can increase their Burn by 1 to add 2d8 damage.

###### War

**Armament Mastery** Gain Expertise in one weapon. The Adherents can change the weapon after a Long Rest.

#### Tier 3

##### Divine Conduit

Adherents channel spells from a Divine source. Their Spellcasting Roll is Will+Enigmas, use a holy symbol as a Foci, and do not need a free hand. They pray every morning at dawn for spells and prepare as many Tier 1, 2, and 3 spells as their Aptitude+Knowledge bonus and four Cantrips. They have a base Burn of 2 that resets after a Long Rest.

##### Domain Boon

Adherents gain Features granted to them by their deity based on their Domain.

###### Arcana

**Countershock** As a Response, the Adherents can deal 2d8 damage to a target within6 spaces that is casting a spell. If the damage is greater than the defense of the spell or the Spellcasting Roll, the spell does not complete.

###### Life

**Channel of Life** When a Adherents casts a spell that heals HP or grants Temporary HP, they gain that amount as well.

###### Order

**Divine Dictate** When the Adherents casts spells that make a target Charmed their Spellcasting Roll has an Edge.

###### Sun

**Channel of the Sun** The Adherents gains Expertise on all rolls while within Daylight.

###### Tempest

**Throw the Lightning** As a Maneuver the Tempest domain Adherents can cast Lighting Bolt as a Tier 1 spell, increasing Burn by 1.

###### War

**Battle Bond** With a Response to an ally being struck, the Adherents can switch places with the ally without provoking a Movement Response, making the attack miss, and make a melee weapon attack against any creature within range.

#### Tier 4

##### Divine Conduit

Adherents channel spells from a Divine source. Their Spellcasting Roll is Will+Enigmas, use a holy symbol as a Foci, and do not need a free hand. They pray every morning at dawn for spells and prepare as many Tier 1, 2, 3, and 4 spells as their Aptitude+Knowledge bonus and five Cantrips. They have a base Burn of 0 that resets after a Long Rest.

##### Domain Benediction

Adherents gain Features granted to them by their deity based on their Domain.

###### Arcana

**Spell Mastery** Choose one 1st level spell, the Adherents can cast it as a Cantrip at its lowest level.

###### Life

**Master of Life** When a Adherents casts a spell that heals HP or grants Temporary HP, grant the maximum that the die would allow.

###### Order

**Divine Intercession** Once before a long rest, a Adherents can summon a Tier 3 Outsider (Celestial) that will do their bidding for 1 minute.

###### Sun

**Blinding Blows** When a Adherents hits with a melee weapon, if their roll exceeds their burn, blind the target for a round. Does not increase burn.

###### Tempest

**Storm Aura** As an act a Adherents can summon an3 spaces aura. Foes that begin their turn within the or move into it aura take 1d6 damage. As a Maneuver a Adherents can push a foe out of the aura. Ranged attacks into the aura have a Hindrance.

###### War

**Command Liturgy** As a Response a Adherents can command an ally to move up to half of their movement, without provoking a Movement Response, and make a single attack.