

Gonzalo

Personality:

Everyone dies—it is Boron's will. Until that day, however, we should live and suffer no harm from the dead or the undead. To ensure this, the Blessed One of Boron strives to banish evil spirits and help needy souls find their way to Boron's Halls. The Blessed One refrains from speaking ill of other people. He always tries to speak with deliberate care, and never without cause. On the road, he helps his comrades as best he can. He is very frugal, requires little food, and does not complain about poor sleep or the many other harsh conditions of an adventuring life. Like any Blessed One, he sticks to the moral code of his Church and reminds his comrades of its teachings, if needed. He always tries to prevent them from looting corpses, breaking into tombs, or doing anything else that is opposed to Boron's will. He fights the undead, the archdemons, and the Nameless One without hesitation, and uses every weapon at his disposal, if necessary. As an Almadan, he will not spill good wine or waste other mundane luxuries, however odd this might seem for a Blessed One of Boron. He knows that he must face his god soon enough—until then he will remain alive and enjoy what life brings.



Advantages:

BLESSED:

Only heroes consecrated to and accepted by the gods may become Blessed Ones, at which point they can receive KP and use liturgical chants.

Rules: The hero receives a karma base stat of 20 karma points (KP). Each Blessed One must also begin the game with a *Tradition* (a special ability—see page 316), which you must buy separately. Also, you can be consecrated to only one deity at a time—it is not possible to buy another Tradition. A hero who desires to become a Blessed One may acquire this advantage later in life.

INNER CLOCK:

Some Aventurians have an innate sense of time, telling them the exact time of day, even if they have no idea about the position of the sun.

Rules: The character has a perfect sense of time and can determine the exact time of day without seeing the sun or using other tools.

RESISTANT TO POISON I:

Your hero is more resistant to poison than usual, either by birth or desensitization.

Rules: Resistant to Poison raises your Toughness and Spirit by 1 per level when resisting poison.

UNREMARKABLE APPEARANCE:

Some people look so unremarkable that they can easily disappear in a crowd.

Rules: Heroes with this advantage receive a bonus of 1 with Streetwise (Shadowing).

Disadvantages:

OBLIGATIONS II (TEMPLE, CHURCH):

The adventurer has obligations to a group, organization, or person such as a church, an order, or a teacher. The hero is considered an underling to this person or group. Failure to meet obligations might have big consequences—from a penitential pilgrimage to expulsion from the community, or even leader-sanctioned assassination.

Rules: The hero must obey the entity's commands or suffer the consequences. Heroes can be obliged to more than one institution or group, but can receive adventure points for this disadvantage only once (for the highest level of Obligations).

PRINCIPLES II – CHURCH OF BORON:

These characters follow strict moral or religious limitations and always try to live by some sort of code. Breaking these codes can, for example, result in selfdoubt, a self-imposed quest for redemption, or even expulsion from a like-minded community.

Rules: Principles has three levels. The first level restricts the hero only slightly, the second level is demanding, and the third places heavy restrictions on the hero's actions. The hero can follow more than one set of principles, but can receive adventure points for this disadvantage only once (for the highest level of Principles). Characters acting against their principles suffer a penalty of 1 in all skill checks for at least an hour (the GM determines duration based on the situation).

Moral Code of the Blessed Ones of Boron

- **Burial:** Every corpse must be buried. You must see to it that the dead rest in peace.
- **Silence:** Silence is a virtue. You should never speak without reason.
- **Dream:** Study the world of dreams. In it, you can find the will of Boron

SPECIAL ABILITIES:

AREA KNOWLEDGE (Specific Area)

You know the region of your birth (or where you have lived for many years) better than other places.

Rules: Area Knowledge grants a bonus of 1 for checks using Streetwise and Orienting in the named location. Area Knowledge must be purchased for each area. This can be a village and its surroundings, a small town, a neighborhood in a city, a path, or even a road.

SKILL SPECIALIZATION (Religions):

The hero can specialize in certain applications of skills. Many skill descriptions mention applications, but not necessarily all that are available for that skill. Ask the GM about others that may exist.

Rules: A hero receives a skill rating bonus of 2 when making a check using the application. Heroes can specialize in a maximum of three applications per skill. This application's bonus can raise the skill's SR above the normal maximum (as determined by Experience Level during hero creation—see page 39).

SUPPRESS PAIN:

A hero can internally mitigate pain.

Rules: This special ability grants you a new use for the skill Self-Control (Stay Conscious). When suffering the condition Pain, a successful check using Self-Control (Stay Conscious) allows the hero to ignore one level of Pain per QL. The pain remains suppressed for the duration of the combat (but not more than one hour). The hero must have at least one level of Pain to invoke this special ability. Using Suppress Pain is a free action. When the effect ends, the hero receives one level of the condition Confusion to go along with any remaining levels of Pain.

TRADITION (CHURCH OF BORON):

- **Used to Darkness:** Reduce the effect of darkness visibility modifiers by one level (treat Level II like Level I, and so on). Note that you still cannot see in total darkness.
- Blessed Ones of Boron inflict double damage against undead opponents (roll for damage, multiply the result by two, and then subtract PRO).
- Blessed Ones of Boron must adhere to their Church's moral code (Principles). You must take this disadvantage if you want to play a Blessed One of the Church of Boron.
- **Favored Skills:** *Astronomy, Carousing, Empathy, Intimidation, Religions, Self-Control, Sphere Lore, Stealth, Treat Disease, Treat Poison, Treat Soul, Treat Wounds, Willpower.*
- The primary attribute of the Tradition is Courage.

LITURGICAL CHANTS:

BIRTH BLESSING

Blesses and welcomes newborns into the community of believers and protects them against kidnapping by kobolds, fairies, and lesser demons for the duration of the blessing (as long as 12 years—see below). You can cast this blessing up to 12 days after a child's birth. If you wait longer to cast the blessing, it has no effect.

Range: Touch

Duration: In the congregation of the Twelvegods, it lasts through the child's 12th year of life

Target Category: Intelligent Creatures

Aspect: General

DRINK BLESSING

Those who consume the blessed drink feel refreshed. This blessing neutralizes poisons up to Level 2 and eliminates all other contaminants from a drink. The blessing affects two pints of liquid (enough for one person).

Range: Touch

Duration: Immediate

Target Category: Objects

Aspect: General

FIRE BLESSING

A small flame appears on the tip of your index finger. It is bright enough to illuminate a room, and is sufficient to light a candle. The flame does not hurt you (but you can be hurt by fires lit with the Fire Blessing). The flame burns as brightly as a normal candle (see page 376).

Range: Self

Duration: 5 minutes

Target Category: Intelligent Creatures

Aspect: General

FOOD BLESSING

Blessed food is tasty and nutritious. This blessing neutralizes poisons up to Level 2 and eliminates all other contaminants from the food. The blessing affects food equivalent to one portion for one person.

Range: Touch

Duration: Immediate

Target Category: Objects

Aspect: General

GRAVE BLESSING

You bless a dead person's grave. Anyone wishing to exhume the body or damage the grave must make a Willpower (Face Threats) check with a penalty of 1. Failure means the person gets a bad feeling and refrains from damaging the grave. Necromantic spells and rituals targeting the grave's occupant suffer a penalty of 1 as long as the body remains within its consecrated grave.

Range: Touch

Duration: 12 months

Target Category: Zone

Aspect: General

HARMONY BLESSING

Recipients experience positive feelings for the rest of the day. Anything that causes the condition Fear suffers a penalty of 1.

Range: Touch

Duration: 12 hours

Target Category: Intelligent Creatures

Aspect: General

LUCK BLESSING

Once during the duration of the blessing, the target experiences a bit of luck. Examples include adding 1 SP after making a skill check, in order to achieve a higher QL.

Range: Touch

Duration: 12 hours

Target Category: Intelligent Creatures

Aspect: General

MINOR HEALING BLESSING

The recipient gains 1 LP. A person can receive this blessing only once per day.

Range: Touch

Duration: Immediate

Target Category: Intelligent Creatures

Aspect: General

MINOR PROTECTION BLESSING

This protection blessing can ward off unholy creatures. It can stop the following types of creatures: undead (mindless) and demons (lesser demons). While preparing the blessing, you must decide which of the two types of creatures it will repel. The named type of creature cannot enter the blessed area for the duration of the blessing. If the creature is forced to enter the area, it tries to leave at once. The Minor Protection Blessing's zone has a maximum radius of 4 yards, but can

be smaller. The protective zone is stationary and does not move with you. If persons in the zone move to the edge of the zone to attack creatures lurking there in melee, the creatures can attack as well.

Range: 4 yards

Duration: 4 combat rounds

Target Category: Zone

Aspect: General

OATH BLESSING

You help somebody swear a binding oath. Recipients must swear the oath voluntarily, after which they perceive it as binding. The Oath Blessing can be broken by making a Willpower check with a penalty of 1.

Range: 4 yards

Duration: 1 year

Target Category: Intelligent Creatures

Aspect: General

STRENGTH BLESSING

The recipient feels no exhaustion and can reroll one die when making a single Self Control (Stay Conscious) check (as if using an Aptitude). A person can receive only one Strength Blessing per day.

Range: self

Duration: 12 combat rounds

Target Category: Intelligent Creatures

Aspect: General

WISDOM BLESSING

Recipients of this blessing enjoy newfound wisdom. They can focus better on solving problems, and can reroll one die when making a single check using a Knowledge skill. A person can receive only one Wisdom Blessing per day.

Range: Touch

Duration: 12 hours

Target Category: Intelligent Creatures

Aspect: General

BANISH FEAR

Blessed Ones of Boron use this blessing to calm frightened people.

Check: INT/CHA/CHA

Effect: This liturgical chant removes one level of the condition Fear per QL.

Liturgical Time: 2 actions

KP Cost: 8 KP

Range: Touch

Duration: Immediate

Target Category: Intelligent Creatures

Traditions: Boron (Dream)

BANISH LIGHT

Blessed Ones of Boron can cast an area into darkness.

Check: COU/SGC/CHA

Effect: This liturgical chant creates a sphere of darkness around the Blessed One with a diameter of QL x 3 yards. Anyone inside the sphere suffers a visibility penalty equal to the QL (see Visibility on page 348). Natural and magical light sources cannot penetrate the sphere or provide illumination within. However, if another Blessed One uses a chant to create light within, the higher QL determines whether the sphere contains light or darkness (like a competitive check). This effect is all or nothing—the sphere is not lit by a dim, mixed light. You do not suffer any penalties from the darkness you create. Before casting, you must declare whether the sphere will move (with you at its center) or remain stationary if you walk away

Liturgical Time: 4 actions

KP Cost: 16 KP (casting) + 8 KP per 5 minutes

Range: Self

Duration: Sustain

Target Category: Zone

Traditions: Boron (Death and Dream), Phex (Shadow)

BLESS OBJECT

This liturgical chant blesses an object.

Check: COU/INT/CHA

Effect: This chant blesses materials used for church services (such as oil for Blessed Ones of Boron, seeds for Blessed Ones of Peraine, or star dust for Blessed Ones of Phex). These items are not sanctified, only blessed (see pages 309 and 312).

Liturgical Time: 4 actions

KP Cost: 4 KP

Range: Touch

Duration: QL x 3 hours

Target Category: Objects

Traditions: General

EXORCISM (CEREMONY)

This ceremony banish demons and ghosts possessing a victim or object. Exorcism can only banish creatures that have taken control of an object or a victim's body.

Check: COU/INT/CHA (modified by the creature's Spirit)

Effect: A successful Exorcism chant banishes the demon or ghost from the person or object and sends it back to the Netherhells or the Realms of the Dead.

Ceremonial Time: 8 hours

KP Cost: 32 KP

Range: 4 yards

Duration: Immediate

Target Category: Demons, Ghosts

Traditions: General, Praios (Anti-Magic), Boron (Dream)

MINOR UNDEAD BAN

Blessed Ones of Boron use this liturgical chant to fight the undead and grant them peace. It affects their bodies directly, making them wither to dust.

Check: COU/COU/CHA (target's Toughness as a penalty)

Effect: Ban inflicts 2D6 + (QLx2) DP (ignoring PRO) against an Undead target. The Ban hits automatically, and the target cannot defend.

Liturgical Time: 1 action

KP Cost: 4 KP (you cannot use a modification on this chant's cost)

Range: 8 yards

Duration: Immediate

Target Category: Undead

Traditions: Boron (Death)

SLEEP

This liturgical chant's target is overcome with exhaustion and falls into a slumber pleasing unto Boron.

Check: SGC/INT/CHA (modified by Spirit)

Effect: The liturgical chant inflicts levels of the condition Stupor on the target, based on the QL. A target that reaches Level IV falls asleep and only wakes if exposed to loud noises, shaking, or similar disturbances. If not disturbed, the sleep continues until the target wakes naturally.

QL 1: 1 level of Stupor, for 1 CR

QL 2: 1 level of Stupor

QL 3: 2 levels of Stupor

QL 4: 3 levels of Stupor

QL 5: 4 levels of Stupor

QL 6: 4 levels of Stupor for twice the normal duration

Liturgical Time: 2 actions

KP Cost: 8 KP

Range: 8 yards

Duration: QL x 3 in minutes

Target Category: Intelligent Creatures

Traditions: Boron (Dream)