

Selim

Personality:

The Church of Peraine is eminently respectable in Arania. Its Blessed Ones care for people's welfare and assist peasants with agriculture and livestock farming. Every so often, the church sends priests on pilgrimages to help those most in need. The Blessed One of Peraine is very energetic and does whatever can be done to support the community, whether helping a peasant with tilling or harvesting a field, or tending an injured craftswoman, or halting a plague with Peraine's blessings. The Blessed One of Peraine goes where he is needed. He is pacifistic, but he accepts that dark forces threaten mankind. He is quite strong due to his work in the temple and the fields, and he knows how to use his fists to defend himself. However, hurting others is furthest from his thoughts, and he uses weapons only as a last resort. Instead he avoids combat and cures his comrades' wounds afterwards. He respects every creature and will not hesitate to help elves, dwarves, and other beings alike, as long as they respect Peraine's gifts to the world (fruits, vegetables, and other crops, plus livestock, fish, and so on—in other words, food). He uses his karma powers if necessary, but first tries to solve problems by more mundane means.



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.

INSPIRE CONFIDENCE:

An adventurer with this advantage appears trustworthy to most intelligent beings.

Rules: Checks with *Commerce (Haggling)*, *Fast-Talk (Begging Manipulate, Sweet-Talk)*, or *Persuasion (Conversation Debate, Oration)* receive a bonus of 1.

Disadvantages:

MISFORTUNE:

Misfortune just seems to follow some heroes around. Cruel Fate seems drawn to them again and again.

Rules: If the GM must decide something randomly (Which hero does the arrow hit? Who was near the trap when it was activated?), the chances of something bad happening are twice as high for an adventurer with this disadvantage than for others. If several heroes in a group were to choose this disadvantage, they would cancel out each other's disadvantages, so talk to your GM about choosing Misfortune.

NEGATIVE TRAIT:

Characters are not always driven by rational motives. Greed, superstition, or short tempers can compel them just as easily.

Rules: When confronting possible triggers, characters must succeed at a *Willpower* check or else act out their Negative Trait, which controls them as long as they remain in the trigger's presence. GM-assigned bonuses and penalties for *Willpower* checks depend on the trigger's severity.

Curiosity: All adventurers are curious, but some of them are so driven by curiosity that they must sate it by taking unnecessary risks.

Submissive to Authorities: The character never doubts the word of superiors, even if their commands go against common sense or are plainly not credible.

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 I – CHURCH OF PERAINE:

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 Peraine

- **Help:** Help those who are in need.
- **Sacrifice:** Work hard and avoid sloth.
- **Initiative:** Seek those who are in need. Do not waste the gifts of the goddess.
- **Healing:** Learn the arts of healing.

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).

TRADITION (CHURCH OF PERAINE):

- When administering *Minor Healing Blessings*, recipients receive 2 LP instead of 1.
- **Resistant to Disease:** Even if a disease check against the Blessed One is successful, the disease inflicts its milder progression. If the check fails, the Blessed One does not catch the disease.
- Blessed Ones of Peraine 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 Peraine.
- **Favored Skills:** *Animal Lore, Carousing, Empathy, Fishing, Myths & Legends, Persuasion, Plant Lore, Religions, Treat Disease, Treat Poison, Treat Soul, Treat Wounds, Willpower*
- The primary attribute of the Tradition is Intuition.

DEFENSIVE POSTURE (passive):

This allows a hero to focus on defense.

Rules: Improve your defense stat by 4 for the current combat round. You must announce Defensive Posture at the start of the combat round and cannot take any other action in that round.

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 DISEASE

Blessed Ones of Peraine use this liturgical chant to cure targets suffering from diseases.

Check: SGC/INT/CHA

Effect: This liturgical chant cures diseases. The maximum disease level that can be cured is equal to the QL. If the QL is not great enough to cure the disease, the liturgical chant fails. Banish Disease cures the symptoms of a disease, but does not heal damage already suffered (conditions, loss of LP, and so on).

Liturgical Time: 16 actions

KP Cost: 2 KP per disease level (you cannot use a modification on this chant's cost)

Range: Touch

Duration: Immediate

Target Category: Living Creatures

Traditions: Peraine (Healing)

BANISH POISON

Blessed Ones of Peraine use this liturgical chant to heal targets that have been poisoned.

Check: SGC/INT/CHA

Effect: Banish Poison neutralizes one poison. The maximum poison level it can treat is equal to the chant's QL. If the QL is not high enough to neutralize the poison, the liturgical chant fails.

Liturgical Time: 4 actions

KP Cost: 2 KP per disease level (you cannot use a modification on this chant's cost)

Range: Touch

Duration: Immediate

Target Category: Living Creatures

Traditions: Peraine (Healing)

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

BLESSING OF HEALING

Blessed Ones of Peraine use this liturgical chant to heal wounded targets.

Check: SGC/INT/CHA

Effect: The target recovers a number of LP equal to the KP spent on the chant. You can use as many KP as you have SR in the chant. The healing occurs in five minutes. If you start performing this chant during the time period defined by a mortally wounded character's Constitution, you can save that character's life (see Life-Saving Measures and Death in Chapter 12: Detailed Rules on page 340).

If the liturgical chant is interrupted, the target survives only for the number of CR that remain.

Liturgical Time: 16 actions

KP Cost: 1 KP per LP, at least 4 KP (you cannot use a modification on this chant's cost)

Range: Touch

Duration: Immediate

Target Category: Intelligent Creatures, Supernatural Creatures

Traditions: Peraine (Healing)

PEACEFUL AURA

It is common knowledge that most people would never attack a Blessed One. Perhaps this liturgical chant is the reason why.

Check: COU/INT/CHA

Effect: Opponents must make checks with Willpower (Face Threats) to attack you (and must get a QL higher than the liturgical chant's QL to do so). If they fail their check, they cannot attack. If they succeed, their attack suffers a penalty equal to the QL of the liturgical chant. This liturgical chant only protects the caster. As long as the liturgical chant remains in effect, the Blessed One cannot make attacks (close or ranged combat) or initiate other offensive actions against opponents, but can support companions.

Liturgical Time: 1 action

KP Cost: 8 KP

Range: Self

Duration: QL x 3 combat rounds

Target Category: Intelligent Creatures

Traditions: Hesinde (Magic and Knowledge), Peraine (Healing and Agriculture)

PLANT GROWTH

Blessed Ones of Peraine use this liturgical chant to enhance a plant's growth.

Check: SGC/INT/CHA

Effect: This liturgical chant makes a bush-sized or smaller plant grow to its normal mature size at a supernaturally fast rate. For each QL, the plant grows 30% faster than normal.

Liturgical Time: 16 actions

KP Cost: 8 KP

Range: Touch

Duration: 1 year

Target Category: Plants

Traditions: Peraine (Agriculture)