



# PRIEST ABILITIES

## RANK ONE [ACOLYTE]

### HEALING (MINOR)

You can heal yourself or an ally in the same region for one hit point with a touch. This ability can only be used once per turn, and a given character can only be a recipient of this ability once per turn (even if there are multiple attempts to heal them). This ability does not work on anything that is dead or unliving (dead characters, undead, constructs, etc.). Using this ability on a knocked out character is an exclusive action instead of a minor one (and will provoke an opportunity attack), and requires a MP. A knocked out character who has just been revived will be stunned for their entire next turn.

### PROTECTION (MAJOR)

If you or an ally within half your PRE in regions is attacked, you can use a major interrupt action to place them under your protection for the next turn. The caster rolls their PRE to defend against any attacks (of any type). If the attack fails, the attacker takes damage instead, just as if the caster's roll had been an attack.

### ELECTIVE:

Rank one Paladin, Monk, Warrior, or Alchemist abilities only.

### HOLY RITUALS

Rank one holy rituals can have minor effects related to the creation or purification of food, water, light, warmth, protective circles or wards, etc. Note that healing normal wounds doesn't require a ritual, as the Healing ability would be faster, but holy rituals can heal as well.

## RANK TWO [DEACON]

### SENTINEL (MINOR)

1 MP

With a minor interrupt action, you can re-roll any roll (that could normally be re-rolled with a MP) made by someone else within half your PRE in regions. The target must agree to this; it cannot be forced. You can also use this ability for free when dead or unconscious, but only once per turn (your spirit remains to help your friends for at least the duration of the encounter).

### SANCTION (MAJOR)

1 MP, COOLDOWN

This spell allows the caster to sanction a single target within a range of half their PRE in regions. Each time the sanctioned target makes an attack of any kind (or casts an offensive spell or otherwise performs an aggressive act), the caster gets a free PRE vs. FOR attack on that target (which is never modified by combat conditions, line-of-sight, etc.). This lasts for three turns, even if the caster is dead or unconscious, or the target moves out of range.

### ELECTIVE:

Rank one Paladin, Monk, Warrior, or Alchemist abilities only.

### HOLY RITUALS

Rank two holy rituals can heal almost all physical damage short of death. This includes healing permanent wounds, restoring lost limbs, restoring eyesight, curing poisons, curing diseases, etc.

## RANK THREE [PRELATE]

### RESTORATION (EXCLUSIVE)

2 MP, COOLDOWN

You can heal a single target (which could be yourself) for a number of hit points equal to the caster's PRE die. Range of one region. All other allies in the same region are healed for a single hit point each (including the caster if they are in the region). This ability does not work on anything that is dead or unliving (dead characters, undead, constructs, etc.). A knocked out character who has just been revived will be stunned for their entire next turn.

### REBUKE (MAJOR)

3 MP, COOLDOWN

Everyone within your region and all adjacent regions (that the caster desires to be affected) are hit by a PRE vs. PRE stunning attack. Any undead, demons, and infernal characters take lethal damage. A double success also forces the target back into an adjacent region, if possible, otherwise it knocks them down.

### ELECTIVE:

Rank one or two Paladin, Monk, Warrior, or Alchemist abilities only.

### HOLY RITUALS

Rank three holy rituals can remove curses, exorcise possessions, restore sanity, or otherwise purify or restore living beings. They can even resurrect the dead, although a resurrection attempt that takes place more than a day after death should be given a level of disadvantage for each extra day (and still requires the body to be somewhat intact).

## RANK FOUR [BISHOP]

### PACIFY (MAJOR)

3 MP, COOLDOWN

All enemies within your region and all adjacent regions are hit by a PRE vs. PRE attack. Each success "pacifies" the target for a turn. A pacified target cannot make attacks or take aggressive actions of any kind. If attacked (or otherwise targeted), they can fight back against the aggressor and any of their allies (but not against anyone else).

### SACRIFICE (EXCLUSIVE)

3 MP, COOLDOWN

With an exclusive interrupt action, you can begin to absorb all damage done to any of your allies within half your PRE in regions. You take half the total damage done (round down) at the beginning of your turn. The effect lasts for a number of turns equal to half your PRE or until you are knocked out or killed. This cannot be stopped voluntarily. Even when you are knocked out or killed, your spirit remains and can cast a single rank 1 or rank 2 holy spell for free for a number of turns equal to half your PRE die. However, your spirit cannot move.

### ELECTIVE:

Rank one or two Paladin, Monk, Warrior, or Alchemist abilities only.

### HOLY RITUALS

Rank four holy rituals can perform major miracles, such as calling down an angel, resurrecting the dead without a body (although this still requires some personal item or token), etc.