

Name

Gospell Stern (Edward's body)

Description

Holy Radiance (action or triggered action on your turn, 1 minute, 5 uses/ rest)
Cause light to shine from a point within your space out to 10 yards. Light moves with you. You and members of your group in the area of light cannot be *frightened* and make challenge rolls with 1 boon to resist attacks. Demons, devils, faerie, spirits, and undead in the area of the light are *impaired*.

Ancestry

Human

Novice

Priest

Expert

Paladin

Master

Theurge

Level

10

Professions

Inquisitor's {Rudolphus} Henchman (Religious)
Spy (Criminal)
Detective (Martial)
Flagellant (Religious)

Languages:

Read & Speak Common
Read & Speak High Archaic

Talents

Improved Shared Recovery (action, 2/day) Heal self & ally Healing Rate

Prayer & Divine Strike
(Triggered action short range)
Grant 1 boon & 1d6 extra damage

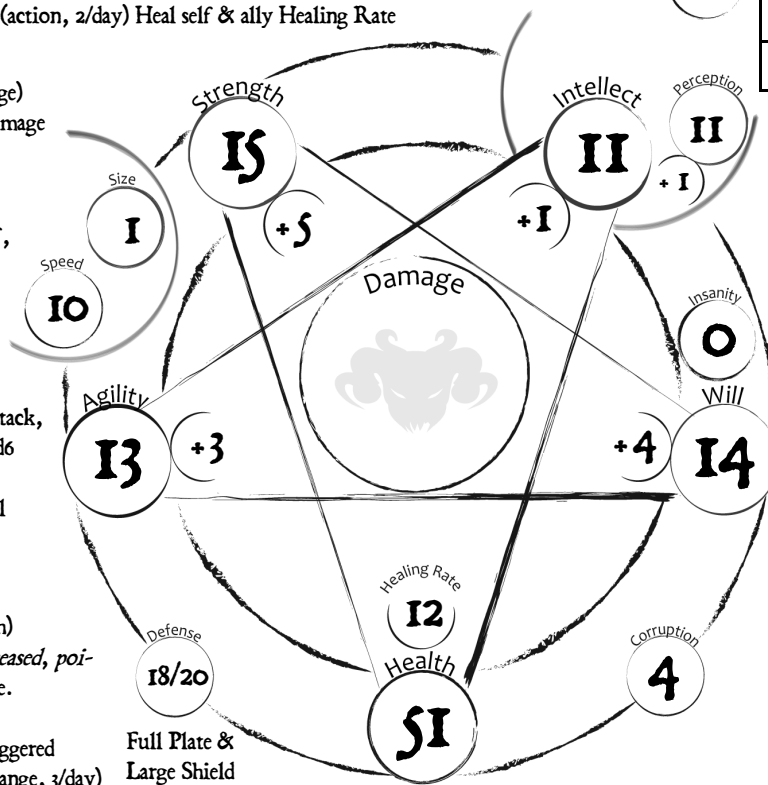
Inspiring Prayer
When you use Prayer on a creature other than yourself, you make attack, challenge rolls with 1 boon for 1 round.

Divine Smite
When success on weapon attack, can expend a casting for +1d6 extra damage per level. (min. +1d6) +1d6 additional damage vs. demons, devils, faeries, spirits or undead

Faith Healing (action, touch)
Expend a casting remove *diseased*, *poisoned* or heal 1/2 healing rate.

Sense Enemies (action or triggered action, 1 minute, medium range, 3/day)
no creature can hide from you and your attack rolls ignore *obscurement*.

Divine Vigor
Immune to *disease* & *poison*.



Power

5

Magic

Rank	0	1	2	3	4	5
Uses	6	3	2	2	1	1

Theurgy (pg 144)
(6) Create Holy Symbol, lvl 0
(3) Blessing, lvl 1
(2) God Hammer, lvl 2
(2) Wrath of God, lvl 3
(1) Avatar, lvl 4
(1) Fire From Heaven, lvl 5

Life (pg 132)
(6) Life Sense, lvl 0
(6) Minor Heal, lvl 0 - 1/2 HR
(3) Cure, lvl 1
(3) Light Heal, lvl 1 - HR
(2) Moderate Heal, lvl 2 - HRx2
(1) Major Heal, lvl 3 - HRx3
(1) Total Heal, lvl 4 - Health
(1) Resurrect, lvl 5

Pious Restoration You can use an action to expend a casting of a rank 1 or higher Theurgy spell and heal damage equal to 1d6 per rank of the spell whose casting you expended.

Invocation When you cast a Theurgy spell, you can use a triggered action. A pulse of energy spreads out a number of yards from a point you can reach equal to 1 + the spell's rank. Each creature you choose in the area must get a success on a Will challenge roll or become *frightened* until the end of the round. If it is already *frightened*, it instead becomes *stunned* until the end of the round.

Weapons

Rifle 3d6
long range, reload, 2H, Misfire
Shots:
Bastard Sword 2d6 - cumbersome
Sword of Unmaking 3d6
- 2H, Cumberstone
- Eats Souls
-Dooms your soul to hell
- Might end the world

Equipment

Fine Clothing
Cloak
Backpack
Rations
Torches
Waterskin
Coil of Rope
Tinderbox

Amber with human faced fly
Silver Ring
Construct Key
Bag of caltrops
Pouch
Gold
Silver
Copper
Bits

Might potion
Will potion
Healing potion
Holy Water
Bless

At Home:
Keg of small beer
Light Mail Armor

Theurgy (pg 144)

CREATE HOLY SYMBOL * UTILITY 0

Duration 1 minute; see the effect

A gleaming holy symbol appears in your hand and remains for the duration or until you drop it. The holy symbol grants 1 boon to your attack rolls with Theurgy spells.

BLESSING * UTILITY 1

Target Any number of creatures you can reach

Duration 1 minute

You touch each target and bestow your blessing. For the duration, the target makes attack rolls and challenge rolls with 1 boon and cannot be frightened.

GOD HAMMER * ATTACK 2

Target A point in space within medium range

Duration 1 minute

A glowing golden hammer appears at the target and hovers there. For the duration, you can use a triggered action on your turn to move the hammer up to 10 yards and attack one creature within 1 yard of it. Make a Will attack with 1 boon against the target's Defense. On a success, the target takes 2d6 damage.

Attack Roll 20+ The target takes 2d6 extra damage.

WRATH OF GOD * ATTACK 3

Target A point on the ground within medium range

A bolt of lightning strikes the target and deals 2d6 + 2 damage to each creature within 1d6 yards of that point. A creature that takes damage this way must make an Agility challenge roll. It becomes *dazed* for 1 round on a failure, or just takes half the damage on a success.

AVATAR * UTILITY 4

Duration 1 minute

Divine power flows into you. For the duration, you take half damage from all sources, make attack rolls with 1 boon, and deal 2d6 extra damage with weapon attacks.

FIRE FROM HEAVEN THEURGY ATTACK 5

Area A vertical cylinder, 25 yards tall with a 5-yard radius, centered on a point on the ground within extreme range

Flames spread through the area and deal 7d6 damage to each creature in it. A creature that gets a success on a Will challenge roll takes half the damage. Any creature incapacitated by this damage disappears, erased from the fabric of reality.

Life (pg 132)

LIFE SENSE * UTILITY 0

Area A sphere with a 5-yard radius centered on a point within your space

Duration 1 minute

You know the locations of any living creatures in the area. Such creatures cannot become hidden from you for the duration.

MINOR HEALING * UTILITY 0

Target One creature you can reach

You touch the target, which heals damage equal to half its Healing Rate.

CURE * UTILITY 1

Target One creature you can reach

You touch the target, granting one of the following benefits:

- Remove one of the following afflictions from the target: *diseased, fatigued, impaired, or poisoned.*
- Remove 1 Insanity from the target.
- Remove any penalty to the target's Health.
- The target heals damage equal to half its Healing Rate.

LIGHT HEALING * UTILITY 1

Target One creature you can reach

You touch the target, which heals damage equal to its Healing Rate.

MODERATE HEALING * UTILITY 2

Target One creature you can reach

You touch the target, which heals damage equal to twice its Healing Rate.

MAJOR HEALING * UTILITY 3

Target One creature you can reach

You touch the target, which heals damage equal to three times its Healing Rate.

TOTAL HEALING * UTILITY 4

Target One creature you can reach

You touch the target, which heals all damage.

RESURRECT * UTILITY 5

Target One creature dead no longer than 24 hours that you can reach

You must concentrate uninterrupted for 1 hour, during which time you must maintain physical contact with the target.

If the target's soul resides in the Underworld, it returns to its body and the target is restored to life. The target heals 1 damage and becomes *fatigued* and *impaired* until it completes a rest.

If the target's soul resides in Hell, make a Will challenge roll with a number of banes equal to the target's Corruption. On a success, you restore the target to life as described above. On a failure, the soul is utterly lost. It cannot be returned to its body by further castings of this spell.

Sacrifice You can expend a casting of this spell to cast *total healing*.