

Priests

“By Balinor, I grant you a release from your suffering” is a phrase the bartender had heard said with several meanings. If he were forced to describe these people of faith he would be hard pressed to say what motivated them . But he would be sure of one thing. Tread lightly around someone who has the ear of a god.

Priests have four major mechanics.

Devotion

A devotion is the power that the priest calls on for their power. It grants a trait and simple boon, like a god of the hunt might grant the use of claws.

Pools

A priest's pool is limited to 4 charges* and is multi purpose. It allows for both healing or damage output and has stackable upgrades (for a price) in the spells section. There is no limitation on how many active unique pool modifiers that can be stacked other than the resource usage.

A priest's pool resets on a one minute rest. All stacking modifiers expire at that point as well. They can be reapplied if the base resources are spent again.

(* there are upgrade spells that can increase the pool size)

Spells

Priest spells are granted by level. Each level access purchased grants access to all the spells on that level. There are generally 5 spells in each level , a damage spell “Wrathful” , a pool upgrade spell “Inspired” , a general buff “Gift” , buff other “Blessing” , and a healing “Divine”

Devotees - AKA - Shrines

Shrines are an advanced header only open to priests. Shrines function on the fuel of Devotion Points and have leveled access to bigger boons and more Devotion Points to be used on the skillset. A few select boons will require additional resources to use.

A physical representation of the shrine must exist for it to grant boons. This can be anything from a statue, an altar, a holy book on a stand or anything that thematically makes sense for the characters story.

A shrine is established with a short rest and lasts for five days. The power that fuels the shrine does so willingly once an event. To create more than one will require a deep sacrifice by the priest but will result in a fully devotion point charged shrine for their use.

Only the priest who creates a shrine may call on and grant its boons.

Only a divine being or the priest who created a shrine may destroy one.

Shrines can be anything from a very basic object that remains stationary, to an elaborate display.

Moving or otherwise physically manipulating a shrine's physical representation does not destroy its power. The power itself is fixed to that physical point.

Shrine boons can affect up to twice the Devotees Shrine Level.

EX:

A Devotee with shrine level one can cast an effect that blesses only two people while someone with level 5 could bless up to 10 people.

Divine Champions

Divine Champions are charged with standing as the warriors of their faith. They do not use force as their preferred solution, but it's always an option if all else fails.