

The Saint

"My eyes are ever toward the Lord."

Playing the Saint

The Saint is the character who has forsaken nearly everything of the world in order to wield the power of God, which can only come by such faith. He or she has given up relying on strength and might to receive the blessing of supernatural powers. By these Miracles, the Saint lives and dies.



Advantages

Special Miracle Abilities

At the cost of no *Faith*, Saints are able to illuminate any crucifix they hold in their hand. As long as a Saint holds the crucifix, the pleasant luminescence will emit up to a 30-foot radius around them.

Limitations

Armor Restrictions

Due to the Saint's devotion to things above this world, he or she would never wear anything that one would wear as protection from combat damage, including any kind of armor. Therefore, the Saint is limited to wearing robes.

- Robes and cloaks only
- Never wears any kind of armor

Weapon Restrictions

Saints cannot ever use anything that has a primary function of causing *Damage*, which limits them to the use of a staff only.

- Staves only

The Saint

Creating the Saint

Attribute Requirements

Patience: 7

Wisdom: 5

Life and Faith

Life: $2d4^{(GE)} + (\textit{Strength} + \textit{Endurance} + \textit{Wisdom})$

Faith: $2d8^{(GE)} + (\textit{Patience})$

Gifts

Edify

Empower Crucifix

Intuition

Meditation

Miracles: *High*

Talents

Choose four (4) Talents and three (3) Crafts at Level 1. You may select Skills from the following list or Weapon Skills from the list below:

Animal Science

Carpentry

Demonology

Falconry

HP: Sight

HP: Touch

Mechanics

Miracles: *Clerical (limit one per level)*

Nightvision

Play Stringed Instrument

Play Wind Instrument

Preach

Sacred Studies

Sorcery Studies

Tailor

Weapon Skills

You may select a Weapon Skill from the following list in place of selecting a Talent or Craft.

W.S. Combat Arms

W.S. Thrown

Initial Equipment

Staff (1d12 Damage)

Light Robe (AP: Chest; DEF: +1)

Sandals (AP: Feet; DEF: N/A)

Pouch of 2d6 Gold, 1d6 Silver

Sleeping blanket, small pack, medium candle

2d6 Food Rations

Wooden Crucifix

Progressing the Saint

Experience points

The following is a list of Experience points needed to attain each new level.

1.	0
2.	1,140
3.	2,420
4.	3,980
5.	5,960
6.	8,500
7.	11,740
8.	15,820
9.	20,880
10.	27,060
11.	34,500
12.	43,340
13.	53,720
14.	65,780
15.	79,660

Life and Faith

Add the following to the Saint's *Life* and *Faith* upon reaching each new level:

Life: $+1d4^{(GE)}$

Faith: $+1d8^{(GE)}$