# Blessing

| Level | Range | Duration | Casting Time | Save |
|---|---|---|---|---|
| Cleric 1 | Self or touch | 1 turn or more | 1 action or more (see below) | N/A |

| | |
|---|---|
| **General** | The cleric beseeches the blessing of his god. If bestowed, this blessing can be a great boon to the success of his endeavors. The spell can be cast on the cleric himself, on an object, or on one of the cleric's allies. The spell is most effective on allies with the same alignment. Casting this spell on a target with a different alignment incurs a -1 penalty to the spell check, and casting the spell on a target with an opposite alignment or in allegiance to an opposed deity incurs a -2 penalty.<br>The casting time reflects prayer and meditation as the cleric uses his holy symbol to conduct the blessing ritual. Blessings cast under auspicious circumstances receive a bonus of +1 to +4, according to the judge's discretion. Such circumstances include casting in the temple of the cleric's god, casting on a sacred holiday, or casting with the use of a holy relic. Likewise, casting under inauspicious circumstances, such as in an unholy enemy temple, receives a penalty ranging from -1 to -4. |
| **Manifestation** | Roll 1d4: (1) target glows; (2) target is limned in a brilliant aura; (3) target manifests an angelic crown; (4) the heavenly host sings softly when the blessing is present. |

| | |
|---|---|
| **1-11** | Failure. |
| **12-13** | **Self**: A god's favor grants success to the cleric's efforts. He receives a +1 bonus to all attack rolls for 1 turn.<br>**Ally**: The ally receives a +1 bonus to all attack rolls for 1 round.<br>**Object**: Failure. |
| **14-17** | **Self**: The cleric receives a +1 bonus to all attack rolls, damage rolls, saving throws, skill checks, and spell checks for 1 turn.<br>**Ally**: The ally receives a +1 bonus to all attack rolls for 1 turn.<br>**Object**: The cleric can bless a vial of liquid to create holy water. The holy water does 1d4 damage when splashed upon unholy creatures. It remains holy for 1 day, as long as it is used in the service of the cleric's deity. |
| **18-19** | **Self**: The cleric receives a +2 bonus to all attack rolls, damage rolls, saving throws, skill checks, and spell checks for 1 turn.<br>**Ally**: The ally receives a +1 bonus to all attack rolls, damage rolls, saving throws, skill checks, and spell checks for 1 turn.<br>**Object**: The cleric can create holy water (as result 14-17 above) or bless a small amulet. The amulet is considered holy and magical for the duration of the spell, which is 1 day. The amulet grants its wearer a +1 bonus to the saving throws, as long as it is used in the service of the cleric's deity. |
| **20-23** | **Self**: The cleric receives a bonus to all attack rolls, damage rolls, saving throws, skill checks, and spell checks. The bonus is equal to 1d3+CL (rolled at time of casting) and lasts for 1 turn. In addition, the cleric radiates a holy aura. Allies within 5′ also receive the same blessing, as long as they remain within the aura.<br>**Ally**: The ally receives a +2 bonus to all attack rolls, damage rolls, saving throws, skill checks, and spell checks for 1 turn.<br>**Object**: The cleric can create holy water (as result 14-17 above), a holy amulet (as result 18-19 above), or bless a weapon. A blessed weapon grants a +1 bonus to all attack and damage rolls *or* a +2 bonus to attack and damage rolls against unholy creatures. The weapon remains holy for 1 day and is considered magical. |
| **24-27** | **Self**: The cleric receives a bonus to all attack rolls, damage rolls, saving throws, skill checks, and spell checks. The bonus is equal to 1d3+CL (rolled at time of casting) and lasts for 1 turn. In addition, the cleric radiates a holy aura. Allies within 10′ receive the same blessing as long as they remain within the aura.<br>**Ally**: The ally receives a bonus to all attack rolls, damage rolls, saving throws, skill checks, and spell checks. The bonus is equal to 1d3+CL (rolled at time of casting) and lasts for 1 turn.<br>**Object**: The cleric can create holy water, a holy amulet, or a holy weapon, as above with the following changes: holy water remains potent permanently, holy amulets grant a +2 bonus, and holy weapons grant a +2 *or* +3 bonus. However, the cleric asks much of his deity and loses the ability to cast this spell for the remainder of the day. |
| **28-29** | **Self**: The cleric radiates an aura of exquisite holiness. All allies within 30′ of the caster receive a blessing that grants a +4 bonus to all attack rolls, damage rolls, saving throws, skill checks, and spell checks. The bonus lasts for one hour.<br>**Ally**: The ally receives a bonus to all attack rolls, damage rolls, saving throws, skill checks, and spell checks. The bonus is equal to 1d3+CL (rolled at time of casting) and lasts for 1 turn. In addition, the ally radiates a holy aura. Allies within 5′ of the ally receive the same blessing as long as they remain within the aura.<br>**Object**: The cleric can create holy water, a holy amulet, or a holy weapon, as above with the following changes: holy water remains potent permanently, holy amulets grant a +2 bonus for one month, and holy weapons grant a +2 *or* +3 bonus for one month. The cleric asks much of his deity and loses the ability to cast this spell again for 1d7+1 days. |
| **30-31** | **Self**: At this level of power, the blessing applies to the cleric and to an enterprise he serves in the name of his deity. This can be an army, a mission to liberate a princess, a castle, a sea voyage to new lands, or other such endeavors. The judge's discretion governs this power. All persons involved in the enterprise with the cleric receive a +1 bonus to all activities associated with the enterprise, as long as it remains in the<br>service of the cleric's deity. In addition, the cleric can designate a number of individuals equal to his CL who receive an expanded bonus of +CL to all activities associated with the enterprise. The bonus lasts for 7 days. This is such a mighty drain of strength the cleric loses the ability to cast this spell for the same 7 days. If at any point the cleric falls out of favor with his deity, the blessing is revoked. The blessing is magical in nature and can be dispelled temporarily.<br>**Ally**: The ally receives a bonus to all attack rolls, damage rolls, saving throws, skill checks, and spell checks. The bonus is equal to 1d3+CL (rolled at time of casting) and lasts for 1 turn. In addition, the ally radiates a holy aura. Allies within 10′ of the ally receive the same blessing as long as they remain within the aura.<br>**Object**: The cleric can create holy water, a holy amulet, or a holy weapon, as above with the following changes: holy water remains potent permanently, holy amulets grant a +2 bonus for one year, and holy weapons grant a +2 *or* +3 bonus for one year. The cleric asks much of his deity and loses the ability to cast this spell again for 1d4 weeks. |
| **32+** | **Self**: At this level of power, the blessing applies to the cleric and to an enterprise he serves in the name of his deity. Moreover, the blessing bestowed to an ongoing enterprise is *permanent*, as long as it is favored by the cleric's deity, until either the completion of the enterprise or its dissolution. Note that there is a "reasonableness factor" in the deity's granting of this blessing. Attempting to abuse the definition of a "permanent enterprise" risk a deity's wrath. The enterprise can be a pilgrimage to a distant shrine, an army with a certain holy goal, a mission to liberate a princess, a sea voyage to encounter new lands, or other such endeavors. All persons involved in the enterprise with the cleric receive a +1 bonus to all activities associated with the enterprise, as long as it remains in the service of the cleric's deity. In addition, the cleric can designate a number of individuals equal to his CL who receive an expanded bonus of +CL to all activities associated with the enterprise. This is such a mighty drain of strength the cleric loses the ability to cast this spell for 1d20+10 days. If at any point the cleric falls out of favor with his deity, the blessing is revoked. The blessing is magical in nature and can be dispelled temporarily.<br>**Ally**: The ally receives a bonus to all attack rolls, damage rolls, saving throws, skill checks, and spell checks. The bonus is equal to 1d3+CL (rolled at time of casting) and lasts for 1 turn. In addition, the ally radiates a holy aura. Allies within 20′ of the ally receive the same blessing as long as they remain within the aura.<br>**Object**: The cleric can create holy water, a holy amulet, or a holy weapon, as above with the following changes: holy water remains potent permanently, holy amulets grant a +2 bonus permanently, and holy weapons grant a +2 *or* +3 bonus permanently. The duration is increased to permanent as long as the object remains in the service of the cleric's deity; if the object is used for an unholy purpose, its magic is revoked and forever lost. The cleric asks much of his deity and loses the ability to cast this spell again for 1d4 months. |

This material is copyright © 2012 Goodman Games, reprinted with permission.