



HUMAN KRIEG CLERIC

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NAME: "The War Cleric"
ARCHETYPE: Cleric
Total L.P. Earned: 0
Fate Pool: 1

RACE: Human
GENDER:
L.P. Left:
Spent Fate:



	Base	Bonus	Final
BODY	6		6
STRENGTH	6		6
QUICKNESS	5		5
INTELLIGENCE	5		5
WILLPOWER	6		6
CHARISMA	2		2
MAGIC	6		6
REFLEX	5		5

Combat Pool 8
Magic Pool 5
Astral Pool 4

Initiative 5 + 2d6
Initiative Dice 2
Init. Penalty -4

Primary Weapon : Pole Axe
Primary Weapon Damage : (8)S
Secondary Weapon : Spiked Mace
Secondary Weapon Damage : (8)M
Ammo Count :

Scale Mail	
ARMOR	
SLASHING	4
CRUSHING	5
ARCANE	0
PIERCING	3

Movement : 5
Run Multiplier : 4

Damage Meters		
	Physical	Mental
Deadly 10	+4 TN (-4 Init)	+4 TN (-4 Init)
9		
8		
Serious 7	+3 TN (-3 Init)	+3 TN (-3 Init)
6		
5		
4		
Moderate 3	+2 TN (-2 Init)	+2 TN (-2 Init)
2		
Light 1	+1 TN (-1 Init)	+1 TN (-1 Init)

Active Skills	Base	Skill Ups	Knowledge Skills	Base	Skill Ups
Sorcery	6		Krieg Cleric Customs	5	
Conjuring	5		Magical Threats	5	
Intimidation	3		Poisonous Plants	5	
Pole-arms / Staves	6		Cooking	5	
Clubs	6		Interesting Mausoleums of Omen	5	

Item	Weight	Cost
"The Kitchen Sink" Kit		5
Firefly Lantern (Magic)		3
"Furnace Fashions" Complete Outfit		1
"Dagger Falls Elite" Complete Outfit		1
"Traveler's Garb" Outfit		0.02

Mage Spells	Force	Cost
Force Blast	6	6
Force Bomb	6	1
Banish	6	6
Flash Mob	6	1
Arcane Armor	5	5
Juggernaut Armor	5	1
Heal	5	5
Tactical Heal	5	1
Create Food	4	4

TRAITS	
<i>Foible: Malicious</i>	
<i>Lineage: War Born</i>	

Gold	1
Silver	96
Copper	

Contact #1	Location	Rank	NOTES
Ogre Talismonger	Dagger Falls	1	
Buys, sells & crafts spell formulae or magic related supplies.			
Contact #2	Location	Rank	
Black-Alley Fence	Furnace	1	
Buys & sells anything (legal or not).			
Contact #3	Location	Rank	
Contact #4	Location	Rank	
Contact #5	Location	Rank	
Contact #6	Location	Rank	
Contact #7	Location	Rank	
Contact #8	Location	Rank	

Character Information

Race: Human

The humans of *Zethyria* represent the broadest and most diverse cross section of cultures in the world of *Zethyria*. From the *A'Bondi Kingdom of the Western Sands* to the island nation of *Ka'Li*, humans of every shape and color can be found. Humans tend to be the most adaptive of all races, being best able to adjust to any rapid change in condition or environment. This means that, while the humans seem to lack many of the inherent bonuses of other races, they more than make up for it with their adaptability.

Culture

Zethyria is home to as wide and diverse a variety of human cultures and environments as it is non-human races. Humans make up almost half the known population of *Zethyria* itself, often being the starting point for tense inter-species relationships with the other races of the world.

The kingdoms of man have, unfortunately, perpetrated some of the most heinous of crimes cataloged in the history of *Zethyria*. The most recent of these atrocities is the slave trade still being run by the *Theran Empire* to the north. They still manage a very heavy traffic of slaves within their region, as well as to some less scrupulous spots outside of their borders. Many an airship captain has had to make the hard decision: do they keep their principles and turn down such a lucrative *Theran* slave contract?

The human city of *Dagger Falls* sits as the prime example on the opposite end of this point. *Dagger Falls* is a city open in their beliefs and very blind to whom their trade comes from. While you may find some taverns with a prejudice of one kind or another, the city itself maintains a very short watch list of "trouble makers", and the law enforcement there can be quite accommodating to the unique properties of some of the more monstrous races of *Zethyria*.

Bozrah, major city of the *A'Bondi Kingdom*, is a haven of culture and art as well as a massive center of trade. Hidden just beneath this layer of enlightenment, however, is a major black market that specializes in the deepest dreams and darkest or most twisted fantasies a person could ever image.

While the human race may well be the largest population segment on the map, the primary saving grace of this tense political status will eternally be saved by the fact the primary enemy of humans are regularly other humans. This sets itself as a self balancing equation, forever preventing humans from ever rallying together as a single unified nation against the other races.

Game Information

Average Height: 1.7 Meters

Average Weight: 70 Kilograms

Skin Coloration: Pinkish-white to Ebony

Stat Bonuses: None

Abilities: Humans advance their Fate Pool **1** point for every **10** Legend Points earned, instead of every **20** as normal for other races.

Skill Bonuses: +2 to Etiquette

Archetype: Cleric

The Cleric shows devout dedication towards their chosen deity and the beliefs that deity represents. While some Clerics may remain leaders of one community for their entire lives, others venture out very early in their training to spread their faith to world. Those venturing forth into the world will easily find positions in mercenary or adventurer groups healing party members and repelling undead threats.

Clerics use libraries of religious tomes and texts to research their magical abilities and build upon their faith. They do not use conjuring to summon, but rather to banish summoned beings (with undead being the most hated of this type).

Clerics choose a deity that they worship, which will determine which potential bonuses and penalties they will gain.

Clerics represent the embodiment of the power granted to them by their deity. Often mistakenly thought of as healer or doctor, the actual function and personality of a cleric encompasses a wide variety roles based upon the deity they follow. While clerics of *Zephyron* tend towards command or leadership roles, clerics of *Krieg* serve directly on the battlefield. Clerics are as diverse as the beliefs of the gods they follow, only being limited by some possible rules of their church and their own personality.



Krieg is the God of War & the Smithy, offering strength in battle for the brave and honorable. Some consider *Krieg* to be the eldest son of *Zephyron* and *Mantle*, but this is not something widely held as fact, and bringing it up in conversation can lead to heated discussions and even fights. *Krieg* followers are most commonly warriors and soldiers, with clerics of *Krieg* often service in the ranks of the military. Many a craftsman (not just blacksmiths) can be counted as followers of *Krieg*, often seeking the services of a cleric of *Krieg* in order to have their tools blessed. This is

believed to aid in the creation of works of master craftsmanship.

Benefits: +1d6 to *Combat* spells, +1d6 to *Manipulation* spells

Sanctus Ability: “*Krieg’s Honing*” – The *Sanctus* is the embodiment of *Krieg’s* preparation for battle. All weapons and armor within its radius are constantly honed and cleaned, making them ready for the next test of strength to come to their owners. Any weapons or armor that have taken damage or otherwise become dirty are slowly cleaned and sharpened over the course of a number of hours (equal to 8 hours divided by half the force rating of the *Sanctus*, rounded down with a minimum time of 1 hour.)

Sanctus

The *Sanctus* is a summoned embodiment of the powers granted to cleric by their deity, created by the cleric using the *Conjuring* active skill. *Sanctus* usually takes the form of a small glowing orb of energy that floats through the air, orbiting the cleric that commands it. *Sanctus* have numerous boons they grant their clerics, the primary of which is the ability to sense danger, and convey this information to the cleric they serve. The *Sanctus* holds other abilities as well, but these abilities can vary greatly depending upon the deity that the commanding cleric follows. The *Sanctus* emits an aura with a radius equal to its rating in meters. Any abilities it may have take effect within this range, as commanded or otherwise triggered by the Cleric in control. The Cleric can only control one *Sanctus* at a time, but can quickly summon a replacement if their *Sanctus* is damaged, banished or otherwise destroyed.

Spells

FORCE BLAST

Physical Spell / Instant

Line of Sight / TN# Body(Resisted)

Drain: +1 (Damage Level)

This spell causes a sudden blast of force to directly strike a chosen target within line of sight, without worry of intervening objects (such as glass). Force Blast is a rippling shot of focused magic, often manifesting as a glowing red impact on the target it strike, making a popping sound upon impact.

Available Modifiers:

- Force Bomb – **Drain** +1 (Damage Level+1): *Force Bomb* is an area effect explosion, dealing physical damage to everything within a radius of the spell’s force in meters (including any inanimate objects, checked against their object resistance).

ARCANE ARMOR

Physical Spell / Sustained

Line of Sight / TN# 5

Drain: +2 (Moderate)

Mana manifests as glowing armor that hugs the contours of the target’s form. This armor protects against physical damage of all types, behaving just as if it was bought or forged regular armor. Arcane Armor adds an S-CAP rating each equal to the total number of successes generated on the casting test. The armor does not degrade, nor inhibit movement or range of motion in any way. This bonus is maintained only for as long as the spell is sustained.

Available Modifiers:

- Juggernaut Armor – **Drain** +1 (Serious): *Magical armor* appears, completely encompassing the target’s form. For every success generated on the casting check, **+2** is added to all S-CAP ratings. The side effect of this level of protection however is a reduction in movement speed by **1** for every success rolled... down to a minimum movement speed of **1**. All other functions and mechanics of the spell remain the same.

HEAL

Mana Spell / Permanent

Touch / TN# 4 (Voluntary)

Drain: (Damage Level)

Wield the ability to mend the wounds of your allies with the Heal spell. When healing someone with this spell, it is important that any magical attempts at healing are done before any mundane methods are pursued. If Heal is cast *after* someone has used the Medicine skill on a target’s wounds, the target number for casting is raised to 6.

While the act of casting Heal is quick and seemingly instantaneous, it takes at least a minute per box of damage removed for the mending to fully ‘take’. During this time period the target must not perform any rigorous physical activities, or they risk reopening their wounds before the magic has had a chance to fully work its course.

Available Modifiers:

- Tactical Healing (**Line of Sight Range**) – **Drain** +1 (Damage Level +1): *Tactical Healing* allows the casting Mage the benefit of healing allied targets without having to be within touch range of them. This enables the healing Mage better distribution of their abilities across the battlefield. All other limitations for Heal still apply to the Tactical Healing spell.

CREATE FOOD

Physical Spell / Permanent

Line of Sight / TN# 4

Drain: +1 (Serious)

Conjure a meal from thin air! Create Food allows the casting Mage to create a clean and healthy meal that is compatible with their dietary needs. It creates a one person meal per success generated on the casting test, up to a maximum of the spell force. Food quality is dictated by spell force, having a

force 1 create edible but otherwise flavorless food... while force 5 or 6 will create a flavorful and beautiful meal.

BANISH

Mana Spell / Instant

Touch / TN# Body (Resisted)

Drain: (Moderate)

Banish is an unpredictable self defense spell. The casting Mage grabs the target and teleports them forcefully to a random location up to one mile away per spell force rating. While Banish does relocate all targets safely, ensuring they do not drop from 5 miles up in the air ... it does not always put the target in the most convenient of locations. Targets that have been banished will never be placed directly in the path of harm or danger.

Available Modifiers:

- Flash Mob (**Fan / Hostile Targets Only**) – **TN# Body (Resisted)** – **Drain** (Deadly): *Flash Mob casts a wide blast of energy out from the casting Mage, banishing any targets struck by the spell. The shape of the Flash Mob area effect is a 90 degree fan that is half the spell force in meters long (round down) by the full spell force in meters wide. The spell has been specially created to strike only targets with hostile intent towards the casting Mage, and will not affect friends or allies.*

Traits

“War Born” (Spend 6 BP)

Generations of finely honed fighting skills have resulted in the character being quicker in combat than the average person. The War-born gains **+1** to their initiative dice, and will even retain this bonus in combat when ambushed. Characters with the War-born Lineage have the urge to fight constantly trying to take them over. War-born must make a *Willpower* attribute test against a target number of 6 to fight this urge and actually back down from the opportunity of a fight presented to them. A failure to make this roll puts the War-born charging headlong into battle with little regard for consequences. They can then make further *Willpower* checks at the start of each of the character’s turn, with the target number dropping by **1** after each failed check (to a minimum target number of **2**).

“Malicious” (Earn 3 BP)

Even the smallest of slights against this *Malicious* character will get returned tenfold in hatred and retaliation. They will go out of their way to retaliate on negative social interactions with a person. If someone ever draws blood from the *Malicious* character, then pain (and possibly death) will soon rain down upon the originating person. A character with this foible must make a *Willpower* attribute test against a target number of **6** in order to conquer the overpowering urge of retaliation against

their chosen target. If this check is failed, the character will go out of their way to make sure their presence is felt by their supposed ‘foe’.

Equipment

‘The Kitchen Sink’

Price: 5 Gold

For those characters that absolutely positively have to be prepared for everything, this is their kit! It comes with a full set of camping gear, two sets of clothes, climbing gear for two people, a full set of healing supplies and other wonderful luxury items.

- 2 sets of Traveler’s Grab (*Soft Boots, Shirt, Belt, Breeches, Traveler’s Cloak*)
- Bedroll
- Tent (Canvas, 4 Person)
- Blanket
- Comfy-Soft Pillow
- “Sleepi-by Bedtime Defender” (*Choose 1*)
- Packrat Backpack
- Sack (Large)
- Flint & Steel
- 3 Torches (Standard)
- Water Skin
- Whetstone
- Lantern (Hooded) w/Lantern Oil
- Iron Pot
- Set of Utensils & Metal Bowl
- *Arcane Chef™ Insta-Hotplate*
- Small Hatchet
- Rope (3 Meters)
- Rope (15 Meters) x4
- Grappling Hook (2)
- Climbing Harness (2)
- Piton (24)
- Chalk Belt Pouch (w/ Powdered Chalk)
- Lantern (Hooded) w/Lantern Oil
- Chalk (5 pieces)
- Fishing Hook
- Fishing Line (8 Meters)
- Healer’s Tools
- Medicine Box (Wooden w/ Latch)
- Herb Collecting Belt Pouch
- 12 Small Glass Vials w/ Corks (Empty)

The Arcane Chef Insta-Hotplate allows for expert culinary experiences even in the wildest and most inhospitable of conditions. Combined with the Comfy-Soft Pillow and your very own stuffed Sleepy Time Owl Bear, you are guaranteed to go be well fed and well rested!