

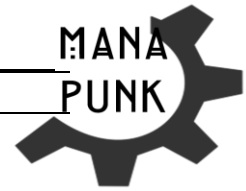


WINDLING CLERIC OF ALETHIA

Visit our website (www.mana-punk.com) for more information on the game!

NAME: "Make Love Not War ...
Cleric"
ARCHETYPE: Cleric
Total L.P. Earned: _____
Fate Pool: 1

RACE: Windling
GENDER: _____
L.P. Left: _____
Spent Fate: _____



	Base	Bonus	Final
BODY	3		3
STRENGTH	4		4
QUICKNESS	5		5
INTELLIGENCE	7		7
WILLPOWER	6		6
CHARISMA	5		5
MAGIC	6		6
REFLEX	6		6

Combat Pool 8
Magic Pool 6
Astral Pool 6

Initiative 6 + 1d6
Initiative Dice 1
Init. Penalty -4

Primary Weapon: Light Mace
Primary Weapon Damage: (4)M Stun
Secondary Weapon: Unarmed
Secondary Weapon Damage: (STR)M Stun
Ammo Count: _____

Scale Mail		<u>Movement:</u> 5
ARMOR		<u>Run Multiplier:</u> 3
SLASHING	4	<u>Fly Multiplier:</u> 4
CRUSHING	5	
ARCANE	0	
PIERCING	3	

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
Wilderness Survival	1		Medicine Background	6	
Stealth	3		Magical Threats	6	
Traps	1		Dungeoneering	5	
Clubs	5		Herbology	5	
Medicine	5		Poisonous Plants	5	
Sorcery	6		Erotic Gravestones of the Eastern Plains	4	
Conjuring	5		Esoteric Alethian Churches	4	
Etiquette	3				

Item	Weight	Cost
"The Kitchen Sink" Kit		5
"Shades of Loom" Outfit		2
Blackwood Torch		1
Rotwood Torch (x3)		3

Mage Spells	Force	Cost
Stun Blast	6	6
Stun Bomb	6	1
Diagnosis	5	5
Cold Slap	5	5
Arctic Slap	5	1
Heal	6	6
Treat	6	1
Twisting Senses	5	5

TRAITS	

Gold	1
Silver	98
Copper	

Contact #1	Location	Rank	NOTES
Pixie Talismonger	Dagger Falls, Central Valley	1	
Buys, sells & creates spell formulae and magic related items.			
Contact #2	Location	Rank	
Wood Elf Medicine Woman	Loom, Central Valley	1	
Specializes in healing magic & medicine related goods.			
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: Windling

Culture

The Windling is a curious species, found in a wide array of environments across the land. They have been spotted in forests and jungles of all kinds, quickly adapting to whichever setting they choose. Windlings tend to be beneficial in nature, guarding their territories fiercely from any threat perceived. They can, however, be a great boon to any lost traveler stuck in the thick depths of a *Zethyria* wood. Windlings have been known to help a lost traveler, but are just as likely to play a practical joke as they are to give food and aid.

Physical Description

Windlings hold amazingly broad varieties of appearance, both in style and colorations... only surpassed by their Pixie cousins. Windlings tend towards more functional clothing, not making much for fashion sense... clothing usually made from leaves, twigs, and other natural resources at their disposal. All Fey are distracted by shiny or potentially decorative objects, always looking to expand their collection of accessories.

Game Information

Average Height: 0.6 Meters

Average Weight: 24 Kilograms

Skin Coloration: Widely varies

Bonuses: +1 Intelligence, +2 Charisma

Abilities: Flight (Wings)

Skill Bonuses: +1 to Wilderness Survival, +1 to Stealth & Traps, +2d6 when casting "Detection" spells.

Archetype: Cleric

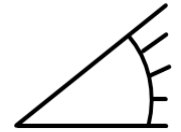
The Cleric shows devout dedication towards their chosen deity and the beliefs that deity represents. While some Clerics may remain leaders of one community for their entire lives, others venture out very early in their training to spread their faith to world. Those venturing forth into the world will 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.

Alethia is often represented as the daughter of Zephyron & Mantle. She is considered the goddess of music, art, and love... making a predominant number of followers both artists and musicians. Most churches to the goddess Alethia take the form of either centers of artistic & musical talent. Some churches to Alethia do follow a separate path of her tenets, placing themselves in the position of brothels for travelers and adventurers alike. This



Benefits: +2d6 to *Illusion* spells

Sanctus Ability: "*Alethia's Embrace*" – Imbued with the grace of Alethia, the *Sanctus* amplifies the artistic and musical skills of the cleric (and all chosen allies) within its radius. The *Sanctus* grants half its force rating (rounded down) in bonus dice to any performance or artistic skills used within its radius.

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

STUN BLAST

Mana Spell / Instant

Line of Sight / TN# Willpower (Resisted)

Drain: -1 (Damage Level)

This calibrated bolt of energy is specially designed to not kill a target but only deal stun damage to render it unconscious. The spell has no visible manifestations, nor does it make any noise... even upon impact.

Available Modifiers:

- Stun Bomb – **Drain** -1 (Damage Level+1): *Stun Bomb is an area effect explosion, dealing physical damage to all living targets within a radius of the spell's force in meters.*

DIAGNOSIS

Mana Spell / Sustained

Touch / TN# Body (Resisted)

Drain: -1 (Light)

Diagnosis will give an informative reading of any possible health problems, illnesses, poisons, diseases or other maladies. The amount of information conveyed by the spell is based upon the number of successes granted on the casting check of the spell, with more successes giving a more detailed and thorough analysis of the target's problem.

It should be noted that the information gathered from this process is the result of a spell, and as such is not subject to the benefits of "perfect recall" memory abilities or edges. The information must be converted to another medium, such as being written down or listed off to someone else, before it can be recalled by such abilities.

COLD SLAP

Mana Spell / Instant

Touch / TN# 4

Drain: -2 (Stun Damage Level)

A good cold slap to the face is sometimes all that is required to reawaken a person that has succumb to the effects of stun damage. This spell will bring a target back to consciousness once they have received deadly mental damage, but will not remove the mental damage and the associated penalties that go with it.

Available Modifier:

- Arctic Slap (**AE**) – **Drain** (Stun Damage Level): *Arctic Slap is an area effect version of Cold Slap, affecting any and all persons within a radius equal to the spell force in meters. All other spell mechanics from Cold Slap otherwise still apply.*

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:

- Treat – **Drain** -1 (Damage Level -1): *Treat behaves the same as Heal but with one additional limitation; Treat can only be used within 10 minutes of a wound being inflicted on a target. After this period of time, Treat is no longer effective and other methods must be used to mend the injury.*

TWISTING SENSES

Physical Spell / Sustained

Line of Sight / TN# Intelligence (Resisted)

Drain: +1 (Serious)

Warp the very fabric of reality surrounding your foe. Twisting Senses forces your target to see swirling visions and tilting landscapes, torturing all of their senses at once.

A target under the influence of Twisting Senses suffers a +6 TN# modifier penalty for all actions they may try to perform. Movement is impaired in the target, down to a walking speed of 1 with no running possible due to the swirling chaos that their senses are being inundated with.

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!