

# Sister Lana of the Sisters of Mercy

## Human Priest (Healer)

# Crisis in Carn Perrin



### Characteristics

<b>2</b> Brawn	<b>2</b> Agility	<b>3</b> Intellect	<b>2</b> Cunning	<b>3</b> Willpower	<b>2</b> Presence
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<b>Soak</b> <b>3</b>
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<b>Strain</b> <b>14</b> Threshold Current
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<b>Wounds</b> <b>12</b> Threshold Current
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<b>Defense</b> <b>1</b> Melee Ranged
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Skill	Career?	Ranks	Pool
Athletics (Br)			◆◆
Charm (Pr)		1	◆◆
Coercion (Will)	Y		◆◆◆
Cool (Pr)	Y		◆◆
Coordination (Ag)			◆◆
Craft (Int)		1	◆◆◆
Deception (Cun)			◆◆
Discipline (Will)	Y	2	◆◆◆
Leadership (Pr)	Y		◆◆
Healing (Int)	Y	2	◆◆◆
Navigation (Int)			◆◆◆
Negotiation (Pr)			◆◆
Perception (Cun)			◆◆
Resilience (Br)			◆◆
Riding (Ag)			◆◆
Skulduggery (Cun)			◆◆
Stealth (Ag)			◆◆◆
Streetwise (Cun)			◆◆
Survival (Cun)			◆◆
Vigilance (Will)	Y	1	◆◆◆
Arcana (Int)			◆◆◆
Education (Int)	Y		◆◆◆
Geography (Int)			◆◆◆
Lore (Int)	Y		◆◆◆
Nature (Int)			◆◆◆
Other			◆◆◆
Religion (Int)	Y	1	◆◆◆
Underworld (Int)			◆◆◆
Brawl (Br)			◆◆
Melee – Light (Br)	Y	1	◆◆
Melee – Heavy (Br)	Y		◆◆
Ranged - Light (Ag)			◆◆
Ranged - Heavy (Ag)			◆◆

### Obligation

Type: Dutybound – Sisters of Mercy

Score: 20

### Agendas

Agenda: Hinder the New Church of Imbar

Score: 2

Agenda:

Score:

### Race Features:

Gain 1 Rank in Two Non-career skills

Charm and Craft

### Talents/Special Abilities:

Free XP:

Total XP: 120

### Equipment:

Quarterstaff, Robes (+0/+1), Holy Symbol

Healer's kit, Silvered Dagger and Thread

Healing Potions X 4

Cure Disease Potion

### Wealth:

Crowns (GP): 150

Marks (SP):

Farthings (CP):

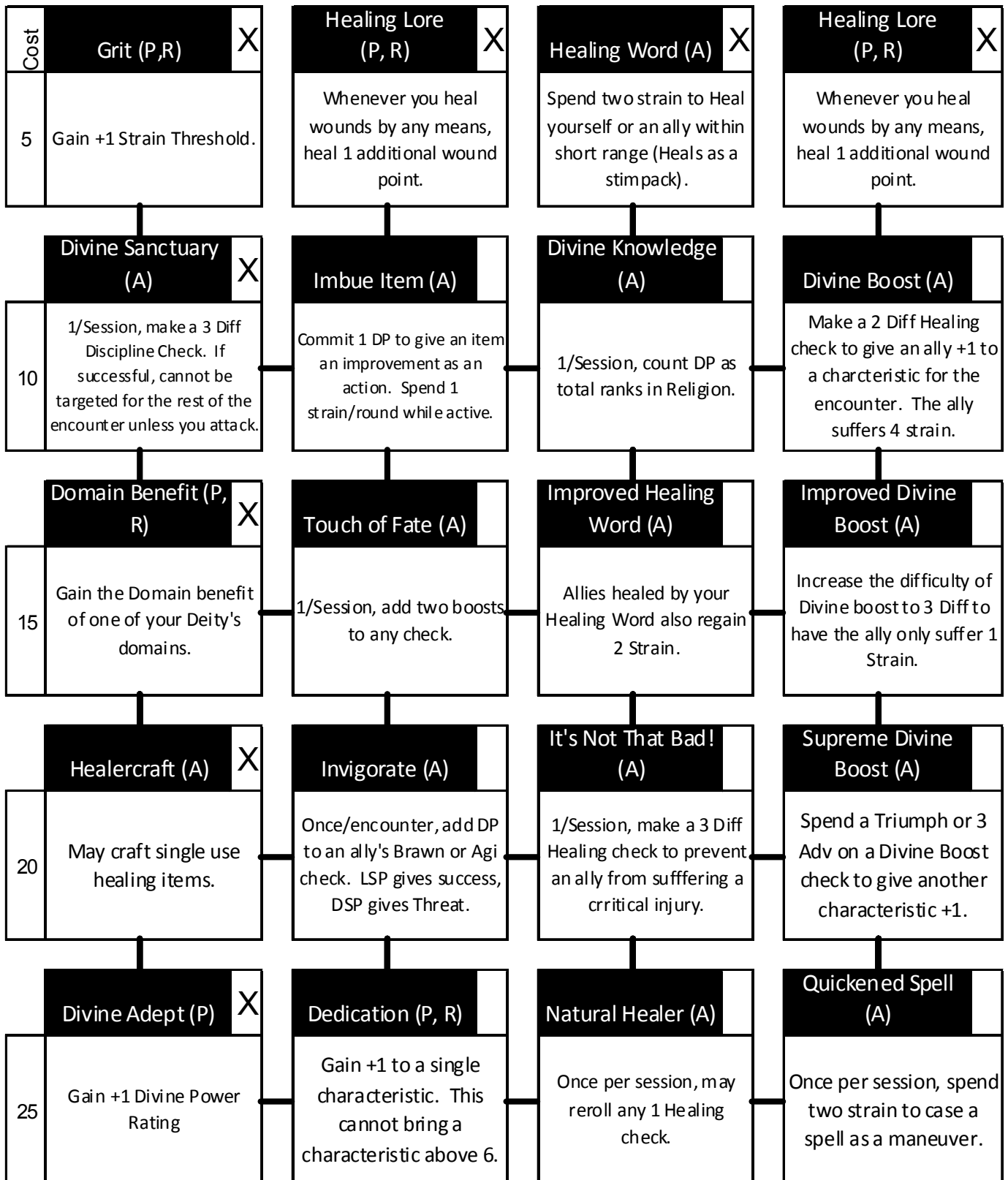
Weapon	Skill	Dmg	Range	Crit	Special
Quarterstaff	Melee-Light	4	Engaged	3	Defensive 1, Disorient 3

## Talent Tree - Priest - Healer

### Gain Divine Power Rating 1

A=Active    P=Passive    R=Ranked

**Gain Access to the Healing Domain, it's Domain benefit, and two other Domains of your choice that fit with your Deity's profile.**



# Priest - Crusader

## Talent Tree - Priest - Crusader

### Gain Divine Power Rating 1

A=Active    P=Passive    R=Ranked

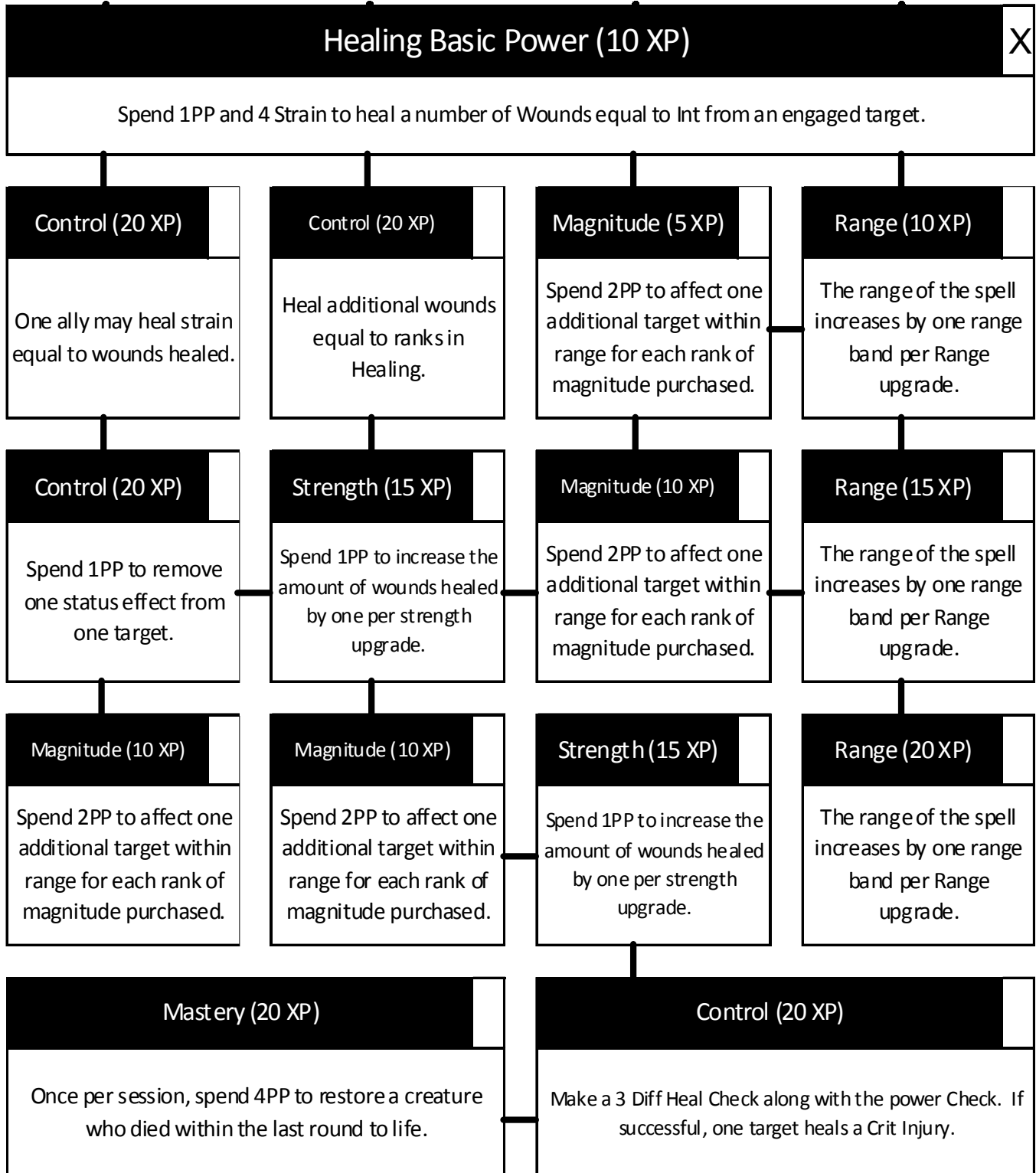
**Gain Access to three Domains of your choice that fit with your Deity's profile; gain the Domain benefit of one of those Domains.**

Cost	Turn Undead (A)	Healing Word (A) X	Domain Benefit (P, R)	Commanding Presence (P, R)
5	Make a Coercion vs. Discipline Check to keep undead from closing within Short Range.	Spend two strain and a Maneuver to Heal yourself or an ally within short range (Heals as a stimpack).	Gain the benefit of one of your deity's domains.	Remove a setback per rank from all Leadership and Cool checks.
	Toughened (P, R)	Grit (P, R)	Spiritual Weapon (A)	Confidence (P, R)
10	Gain +2 Wound Threshold	Gain +1 Strain Threshold.	Spend a maneuver and 2 strain to call an image of your deity's favored weapon to wield; it has two enhancements.	Subtract one difficulty die per rank on Discipline checks to resist Fear.
	Improved Turn Undead	Improved Healing Word (A)	Holy Protection (A, R)	Divine Leader (A)
15	May spend Triumph or 3 Adv to destroy undead when Turning.	Allies healed by your Healing Word also regain 2 Strain.	Spend 1 strain and commit 1 DP to gain 1 soak up to ranks in Holy Protection.	May add DP to Leadership rolls. LSP are successes.
	Divine Intervention (A)	Natural Priest (A)	Domain Benefit (P, R)	Divine Inspiration (A)
20	Spend a destiny point to introduce a narrative coincidence in your favor.	1/Session, may reroll a Coercion or Leadership check.	Gain the benefit of one of your deity's domains.	Make a 2 Diff Leadership check to give a boost to all allies for a round.
	Dedication (P, R)	Divine Adept (P)	Holy Protection (A, R)	Improved Divine Inspiration (A)
25	Gain +1 to a single characteristic. This cannot bring a characteristic above 6.	Gain +1 Divine Power Rating	Spend 1 strain and commit 1 DP to gain 1 soak up to ranks in Holy Protection.	May spend 2 strain to make a Divine Inspiration check as a maneuver.

# Divine Domain - Healing

Prerequisite Divine Power Rating 1+

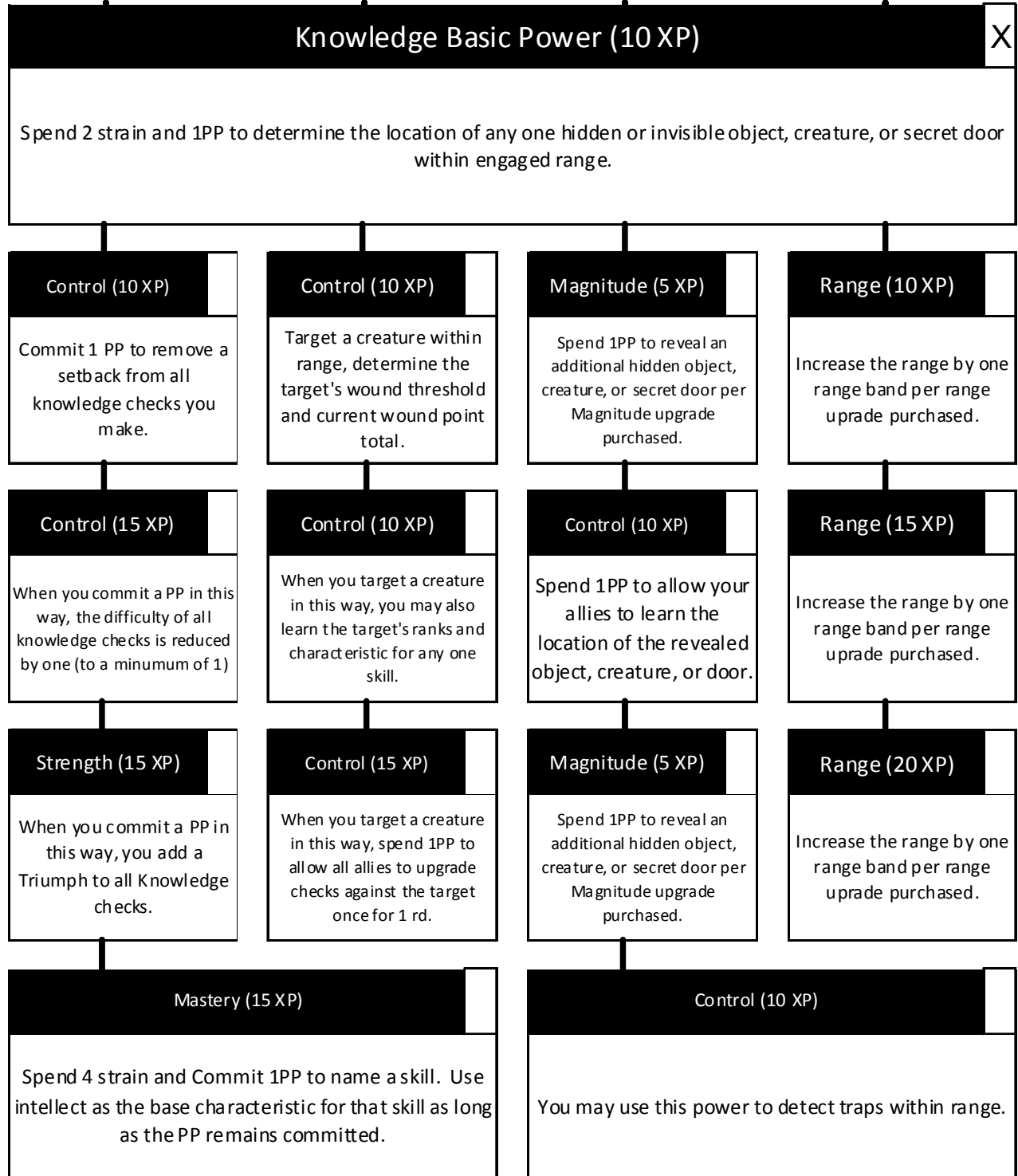
Domain Benefit: You gain access to the followin Rituals as soon as you meet the requirements: Create Holy Water, Purify Food and Drink, Remove Disease/Curse. Raise Dead.



## Divine Domain - Knowledge

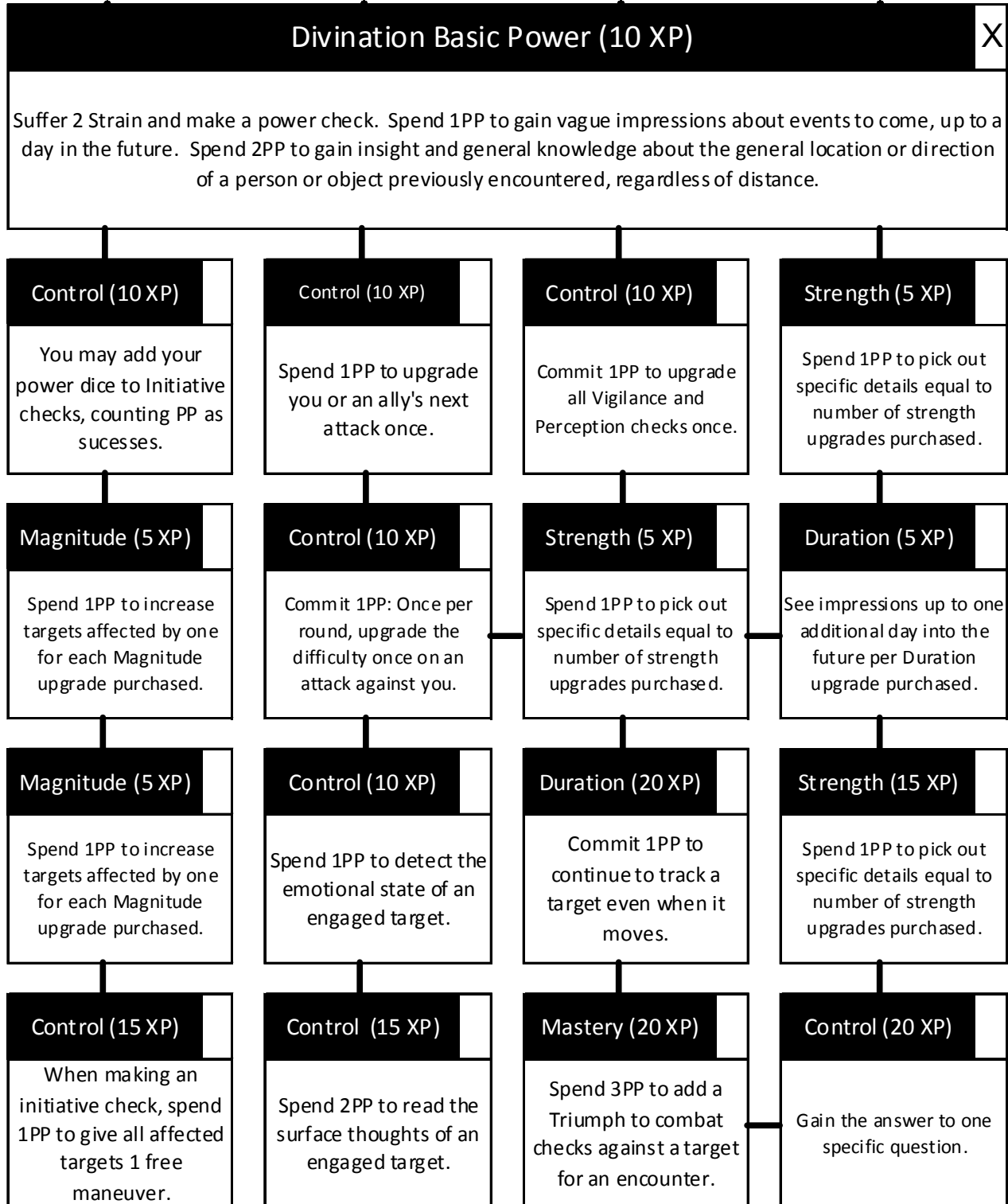
Prerequisite Divine Power Rating 1+

Domain Benefit: You gain access to the Divination Arcane Spell School and may use your Divine Power to activate it.



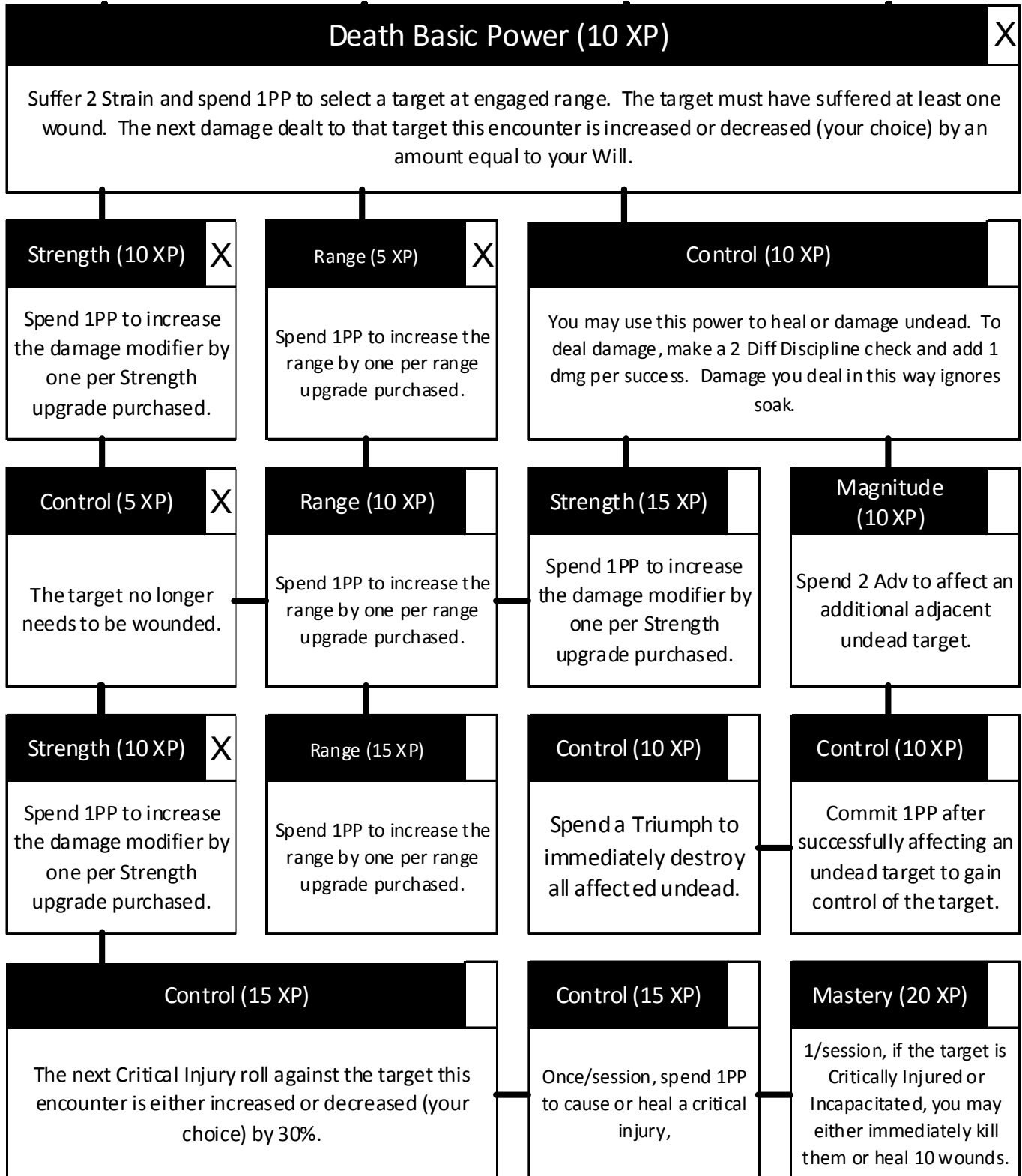
## Arcane Power - Divination

Prerequisite: Arcane Power Rating 1+



# Divine Domain - Death

Prerequisite Divine Power Rating 1+



# Divine Domain - Shadow

Prerequisite Divine Power Rating 1+

Domain Benefit: You gain two boosts to all Stealth checks

