

Blessings and Miracles

To enact a Blessing or Miracle, make a **Challenging (+0)** Pray Test. If you score a Success, your Blessing or Miracle manifests according to its rules, and a high SL will give you bonus effects. If you score a Failure, your words are spoken, but your god, for whatever reason, refuses to listen. If you Fumble the Pray Test, you have offended your god and must roll on the Wrath of the Gods table.

Sin and Wrath

Appealing to your deity when you have been acting contrary to the god's wishes is risky. Whenever you make a Pray Test, if the units die of the result is equal to or less than your current Sin point total, then you will suffer the Wrath of the Gods, even if the Pray Test is successful.

Limitations

You must be able to speak to intone the required prayer, rite, chant, or song to enact a Blessing or Miracle. Each of your Blessings or Miracles can only be in effect once, meaning you have to wait for an existing one to come to an end before using the same prayer again.

Sin Points

If you violate any of the Cult Strictures listed under your god, you will gain one or more Sin Points. Every time you receive a Sin point, it is added to your running total. There is no maximum to the number of Sin points you can earn. The more points you have, the more upset your god is likely to be should you call upon divine aid.

Blessing success levels

For every +2 SL you score in a Pray Test when attempting a Blessing, you may choose one of the following benefits:

Range	+6 Yards
Targets	+1
Duration	+6 Rounds

If the Blessing in question has a Duration of 'Instant', you may not extend the Duration. You may choose the same option more than once. For instance, if you rolled +4 SL on a Blessing of Healing, you could heal three targets you were touching, two targets up to 6 yards away, or one target up to 12 yards away.

Miracle Success Levels

For every 2 Success Levels you achieve in a Miracle Pray test, you may add additional **range**, **duration** or **targets** equal to the initial value listed in the Miracle. So, a Miracle with a range of 50 yards could be increased by an extra +50 yards for every +2 SL scored.

Miracles with a Range and Target of 'You' may only target the Blessed Priest making the Pray Test, and can never have the range or targets increased. Similarly, if the Miracle has no duration, there is no benefit in choosing to extend its duration

Certain Miracles may have additional, optional, benefits for additional SL written into their descriptions.

Augury

You can make a single Augury Test once per day. You may also make Augury Tests on behalf of others, but usefully communicating prophetic insights is complicated. These Tests are Difficult (-10) Augury Tests.

The GM will decide what information to provide a successful Augury Test. With a success, the augur could discern likely plot developments or a key NPC's motivations. Failures result in misleading and often dangerous misinformation.



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