

OLD-SCHOOL RENAISSANCE

RETRO ADVENTURE GAME



The Friar

SERVANT OF GOD

HUMAN FRIAR

Prime Requisite(s): WIS

Hit Dice: 1d8

Armour: Leather and chainmail, including shields

Weapons: Any blunt

Languages: Common

Friars are priests whose lives are characterized by deep prayer, selflessness, and strict discipline.

Alignment: Friars must be lawful in alignment.

Combat

Friars can use leather armour or chainmail and shields but not scale mail.

Strict holy doctrine prevents friars use of weapons that have a sharp, cutting edge or stabbing point.

Devotion

Devout: If the friar has taken care to champion the edicts of their faith, they are devout. They roll an additional d6 and take the lowest when making a prayer check (see right). Friars begin devout.

Doubting: If a friar has been lacking in their faith, they roll their prayer checks with a single d6.

Impious: If they have committed shameful acts, the friar will roll an additional d6 and take the highest when making prayer checks.

Impious friars may not use the Divine Intervention feature (see right) and they risk forever severing their connection to the Divine.

Penitence: Doubting and impious friars must confess to the Church and work hard to absolve themselves of their sins.

Divine Intervention

Friars can, once per session, call upon the Divine to aid in bypassing an obstacle or balancing the odds. This may not injure a foe, nor involve directly impossible things, nor grant power.

For example, if the friar is lost in the wilderness and grievously wounded, he may find a benevolent hermit willing to help; or if the friar is pursued, he could stumble onto a cavern to take refuge, etc.

Prayer

Prayer checks: Friars may pray for aid but no movement or other actions may be taken in the round. Friars begin with a 4 in 6 chance to succeed. This increases with experience levels.

Prayer checks are rolled using a d6. With a result less than or equal to the prayer rank indicating success. If you reach a rank of 6 in 6, however, you roll two d6s instead and only fail if the result is greater than 10.

Each subsequent prayer during the same day, temporarily reduces the friar's prayer rank by 1 (to a minimum of 1 in 6) until the next day.

Unanswered prayers: A failed prayer check means no more aid will be granted this day.

Prayers: See page 3 for the friar prayer list.

Supplication

Beginning at 3rd level, friars who have had a prayer go unanswered may spend a turn in loud, teary supplication once per day to renew their connection with the Divine.

This restores their prayer rank and allows them to once again have their prayers answered.

Friars gain additional uses of this ability as they gain experience levels.

Human Friar Level Progression

Level	XP	HD	Attack	Prayer	Supplication	Saving Throws				
						D	W	P	B	S
1	0	1d8	+0	4 in 6		11	12	14	16	15
2	1,500	2d8	+0	4 in 6		11	12	14	16	15
3	3,000	3d8	+0	4 in 6	1/day	11	12	14	16	15
4	6,000	4d8	+0	4 in 6	1/day	11	12	14	16	15
5	12,000	5d8	+2	5 in 6	1/day	9	10	12	14	12
6	25,000	6d8	+2	5 in 6	1/day	9	10	12	14	12
7	50,000	7d8	+2	5 in 6	2/day	9	10	12	14	12
8	100,000	8d8	+2	5 in 6	2/day	9	10	12	14	12
9	200,000	9d8	+5	6 in 6	2/day	6	7	9	11	9
10	300,000	9d8+1	+5	6 in 6	2/day	6	7	9	11	9
11	400,000	9d8+2	+5	6 in 6	3/day	6	7	9	11	9
12	500,000	9d8+3	+5	6 in 6	3/day	6	7	9	11	9
13	600,000	9d8+4	+7	6 in 6	4/day	3	5	7	8	7

Modifiers from CON no longer apply.

D: Death / poison; **W:** Wands;
P: Paralysis / petrify; **B:** Breath attacks;
S: Spells / rods / staves.

Starting Gear

Stowed items: rations (3), rope (50), religious text, tinder box, torches (6), waterskin, 4d6 gold pieces

Readied items: mace, pouch of sling stones (10), shield, sling

Worn items: backpack, chainmail, common clothes, holy symbol (wooden)

Stronghold: Friary

Upon reaching 10th level or higher, a friar who has the funds may establish a friary.

A devout friar who maintains their friary and does their best to protect their community can perform miraculous works roughly once a week. This could include entreating the Divine for other worldly aid, raising a recently dead ally, communing with Divine powers, and the like.

WORDS OF FAITH

PRAYER LIST

Cleanse: Removes a temporary condition (such as paralysis, stun, or blind), or grants a new save (+friar's WIS bonus) to cure a disease.

Counter Prayer: Cancels sound associated magical effects (e.g. harpy songs) within 30 feet, so long as the friar loudly prays

Dispel Charm: Dispel a mind affecting spell or effect. If the caster of the effect is higher level than the friar, there is a 1 in 6 chance per two levels of difference that the dispel fails.

Encouragement. All allies within 30 feet get a +1 bonus to attack rolls and saving throws vs. fear for a duration of 1 turn. At 9th level, the bonus increases to +2.

Exorcism. Expels a malignant spirit from an unwilling host (use a Turn Unholy roll, but after 1d6 turns of loud prayers).

Guidance. Answers a question with a short vision, a few words, a coincidental sign, etc.

Healing Touch. Cures 1d6 hp, plus 1 hp for every two friar levels.

Sanctuary. No creature can attack the friar so long as he prays silently during that combat (a duration no longer than a turn). Common creatures get no save, but supernatural foes get a save versus spells.

Turn Unholy. Repels undead and fiends. Some undead may be destroyed and some fiends may be banished (see right)

Turn Unholy

The friar may turn undead and fiends as follows:

1. Roll 2d6 for the strength of foes affected.
2. Roll 2d6 again for the number of HD affected.
Note, fiends are harder to turn and thus the character is considered 2 levels lower when attempting to turn them.

Turned foes: Will leave the area, if possible, and will not harm or make contact with the friar. Destroyed undead are instantly annihilated; destroyed fiends are banished to their home plane.

Excess: Rolled Hit Dice that are not sufficient to affect a monster are wasted.

Minimum effect: At least one undead or fiend will always be affected on a successful turning.

Mixed groups: If used against a mixed group of foes, those with the lowest HD are affected first.

Turning the Unholy

Hit Dice of Monster Type								
Level	1	2	2+	3	4	5	6	7 9
1	7	9	11					
2	T	7	9	11				
3	T	T	7	9	11			
4	D	T	T	7	9	11		
5	D	D	T	T	7	9	11	
6	D	D	D	T	T	7	9	11
7	D	D	D	D	T	T	7	9
8	D	D	D	D	D	T	T	7
9	D	D	D	D	D	D	T	T
10	D	D	D	D	D	D	D	T
11+	D	D	D	D	D	D	D	D

† 2 HD monsters with a special ability.