



Priest Rules

Priests use something they call divine power and wizards call Faith Magic.

Aside from the use of rituals, priests can pray for things to happen. Opinions differ as to what causes things to happen after a priest prays for them, but nevertheless this phenomenon is captured in the following rules.

The effect of a prayer is usually fairly limited. Most effects can be easily explained away as chance or as some kind of placebo effect. The more difficult of prayers actually have some effect which is magical in nature, although these too, can be explained by wizards as being a placebo effect.

The Magician's Take

It is probable that the belief in miracles, visions, enchantments, and such extraordinary occurrences springs in the main from the power of the imagination acting principally on the minds of the common people, who are more easily impressed.

- On the Power of Imagination by Montaigne

Religion In Aranity

On the whole, most humans throughout Tigmar are Aranists of one sort or another. Aranity is a very dominating religion and strives to have its influence on everyone. Those who are not Aranists are subject to massive levels of discrimination, especially in towns and cities. However, many peasants have combined Aranity with various Earth cults such as the Dilgoreth cult. They are allowed this as peasants, in their own soil, seem to be immune to the culture of the cities even though those very same cities are the cause of their virtual enslavement.

Faith in general is a way for common people to understand their world. Religion for the average person is not constant prayer or attending some kind of church or holy place, but rather a way of thought, an explanation of the world, an assumption that the rain is from Tear and the Sun is the overlord of all.

Only those with leisure time have the means to be church goers and actively publicly faithful. Of course, these people usually condemn those who do not have the means to have such a public faith.

Pranists

Pranists and Pranity is a common second religion throughout Tigmar. Pranists often live in cities, clustering themselves together to protect themselves from the oppressions of the Aranists. In the Confederacy of Sampson there are even a few Pranist kingdoms.

Pranists believe in the Trio, which consists of Great Man Pran, Great Woman Lura, and Great Child Niko. Niko is a terribly tempered child who plays with the earth as a toy. Pranists pray for Great Man Pran to take notice of their plight when they are being abused by Niko and have Great Man Pran correct the child.

Sadly Great Man Pran and Great Woman Lura are usually involved in their own struggles which has the effect of traumatizing Great Child Niko and making him even more random and cruel in his playing with the world.

However, sometimes the family comes together and tranquility comes through to the planet, and these are the times sought after by the Pranists.

They have no afterlife, but instead believe they will be reincarnated after they die.

Pranists are very well behaved and place great emphasis on family as they hope Great Child Niko will notice his toys good example and become more benevolent himself.

Pranists are heavily discriminated against by Aranists as Pranists call the sun the Face of Great Child Niko, which is an affront as Aranists find the state of childhood an intrinsically bad one and calling their God a child is intolerable.

Prayer

Priest prayers, a term that refers to a wide variety of priestly abilities, have four basic levels of difficulty. They are A, B, C, and D and have the roughly the powers described below.

The unmodified target number for a prayer roll is 20.

Table 111: Generic Prayer Effects

Type	Effect (Choose One)
A	Minor morale increase
B	Moderate morale increase, slight easing of pain
C	Above moderate morale increase, slight easing of pain, slight endurance increase, slight physical ability increase, slight skill increase
D	Fanaticism, moderate easing of pain, moderate endurance increase, moderate physical ability increase, moderate skill increase

When a priest wishes to perform a prayer, the priest first declares which prayer will be attempted and then rolls 3D12. The basic target number for this roll is 20. If the roll is above the target number, as modified by a few factors described in following sections, the prayer is successful. A priest will usually believe that the attempt to call upon God's power is successful, although obvious failures may be attributed to the priest's impurity or some other cause.

All prayers are also modified by the prayer difficulty. Add or subtract the appropriate modifiers found on the table below.

Table 112: Prayer Type Table

Prayer Type	Effect
A	+5
B	+0
C	-3
D	-8

Length of Prayers

A prayer normally takes 5 to 10 seconds, as long as whatever is needed or used is immediately on hand. A single prayer may usually be completed per combat round, as rounds are roughly 15 seconds in length.

General Prayer Rules

Priest prayer effects are not cumulative; two morale boosts do not augment each other. In this case, the larger

of the two prayer effects should be kept. Different effects may be applied to the same target, however. Thus, a person might receive a Bless B morale boost and a Bless B decrease of pain from separate prayers.

Blessings are incredibly flexible. A blessing or curse which is a recognized part of a religion is performed as usual. However if a priest is inventing a blessing or curse which is not usual to his or her religion, the target number for the prayer roll is modified by +3.

Personal vs. Public Prayer

Personal prayers are performed to effect the priest himself. As these prayers rely mostly upon the inner conviction of the priest, usually only a faith modifier is applied to the roll.

Public prayers have another person as the target, and hence have many more variables. Included in these variables are the target's faith, the pomp of the ritual, the oratory skills of the priest, the priest's hierarchical position and reputation, and to a lesser extent the priest's faith.

Both types of prayers may be modified depending upon circumstances. Guilt and feelings of absolute necessity may enhance or reduce the chance of a successful prayer. A priest's standing may also affect the outcome of a prayer; parish priests within some religions may be barred from using certain prayers, and attempts made by such persons may not be as effective if involved parties are aware of this.

To determine the effect of a priest's faith for a public blessing, divide the number found on the Conviction Modifier Table under same religion by 4.



The Personal Prayer

The most important modifier to the prayer target number is the priest’s faith. Modify the target number of 20 according to the Conviction Modifier Table, found below. Use the priest’s Faith ability and the “Same” category on the chart.

If the priest is attempting to use a prayer held by the religion to be “above” her, and hence not technically allowed, the priest may incur penalties, at GM’s discretion.

The Public Prayer

The factors that alter the basic target number of 20 for a public prayer are the target’s faith, the priest’s charisma, skill, reputation, and Church standing, the pomp of the prayer, and to a lesser extent the priest’s faith. These modifiers can be found on various tables, and are further described below.

Conviction Modifier Table Notes

The Faith ability of the target is used for public prayers. The GM should assess the degree to which the target’s and the priest’s religions overlap, and hence what category to assign.

The priest’s faith is also important to the prayer, as the priest will speak with more conviction. Refer to the Conviction Modifier Table and locate the priest’s faith under the Same religion category. Divide the modifier listed by 4, rounding all fractions up, and apply this number to the prayer target number.

Same religion refers to exactly that - the same religion. Same General religions are similar religions to the priest’s religion. An example of this from Tigrar is the two types of Aranity, one found in the Confederacy of Sampson, and the other found in Octoroon. Different religions include religions with vastly different cosmologies. One example of religions that fall into this category is Fire God worship and Aranity. These two religions share very few features, and their cosmologies and world views are unconvincing to one another.

Table 113: Conviction Modifier Table

Faith	Strength	Mod
Agnostic	-	0
Same	Weak	-2
Same	Normal	-6
Same	Strong	-12
Same	Fanatic	-20
Same General	Weak	-1
Same General	Normal	-4
Same General	Strong	-7
Same General	Fanatic	-12

Table 113: Conviction Modifier Table

Faith	Strength	Mod
Different	Weak	+1
Different	Normal	+3
Different	Strong	+8
Different	Fanatic	+15

Pomp and Prayers

“We wear our fine purple robes so that Sun will love us!”

- Priest Tanosin

Pomp describes the impressiveness of a priest. One of the reasons that priests wear magnificent robes and have holy symbols is that gods apparently appreciate such displays, as blessings performed with such trappings are usually more effective.

The degree of pomp expected by the target during a public prayer is the most important part of the pomp modifier. If the target is a peasant, used to priest’s who wear ratty robes, she will only expect such dress. If the priest appears in fine robes, the Higher than Expected category on the Pomp Table should be applied.

The GM should assess the level of pomp expected by the target. As a general rule, persons used to better treatment expect more pomp, while those who are poor often expect less, although this is not always the case. As an example, a noble usually expects much more during a wedding ceremony than a farmer.

Apply the Wrong Pomp modifier if the priest perhaps performs the wrong ritually, entirely or performs some variant unknown to the target.

Use the Pull Out the Stops! modifier for those rituals that are completely overdone. To make use of this category, special effort must be taken indeed, and such prayers may involve many people.

As a final consideration about Pomp, remember that not all Pomp needs to be spectacularly opulent and visually impressive. A priest who engages in self-flagellation before a prayer may gain the benefits of a higher pomp modifier. Likewise, if a priest has prepared for a ritual by sitting atop a pole in the forest for a week, no matter the visual impact, the priest should be given a better pomp modifier. Thus, fine robes are no guarantee of increased pomp, nor are muddy rags a sign of sure

failure.

Table 114: Pomp Table

Pomp	Modifier
Wrong Pomp	-10
Lower than Expected	-5
As Expected	0
Higher than Expected	+3
Pull out the Stops!	+5

The Priest's Religious Skills

The Religion skill of the prayer's performer is very important. Religions have many symbols encoded, and the best priests can all up examples and symbolism to sway the most recalcitrant target. Hence, subtract one half of the priest's Religion skill from the prayer target number.

Choose the most appropriate of the three following skills and subtract the rank from the target number: Public Speaking, Recital, or Rabble Rousing.

The Priest's Oratory Skills

Several skills are directly applicable to the priest's public prayer chances. Public Speaking, Recital, and Rabble Rousing all decrease the target number of the prayer by the rank owned in the skill.

The priest must choose which one of these skills to apply, however, and does not gain a bonus for all three together. Each of these skills only provides a bonus with a certain audience. Public Speaking will tend to be the most effective with high and middle class persons, although members of the lower classes be affected also, at GM's discretion. Rabble Rousing tends to only be useful with lower classes, while Recital is usually marshalled against a target who will only be convinced by an impressive display of sacred sayings and quotations from relevant texts.

Subtract one half of the priest's Religion skill from the prayer target number.

Priestly Rank and Reputation

These modifiers for rank are only applicable to those religions that maintain that some priests, as recognized by a higher something, are better able to perform some prayers than others. Also, some priests may fall below the minimum position usually required to perform the prayer. In either case, modify for rank. If the priest belongs to a loose religion, without strict hierarchical structure, do not apply the rank modifier.

Reputation is undoubtedly very important to the success of a prayer. A priest of high repute is more favored by the gods, as reputation is earned in this way. Hence, a prayer by a priest of high repute s more likely to be successful, while the efforts of a cleric of low

reputation are less successful. Apply the modifier for reputation if the target is aware of a priest's reputation. Note that some persons may be known for their aptitude at specific prayers also.

A priest gains and loses reputation by succeeding or failing at public prayers. Characters should generally begin the game with a fair reputation; no modifiers one way or the other. The GM should then increase or decrease their reputation by considering the number of impressive successes and dramatic failures, perhaps even at a specific type of prayer. Thus, a character might fail often at all prayers except exorcisms, and gain a poor reputation with respect to regular prayers but a high reputation with respect to exorcism.

Church ranks are gained as one moves farther up in a church's political power structure. Some religions will ordain priests at each step, while other merely recognize new authority. The rate of advancement through church ranks is left open to GM discretion, but should usually be slow except in very rare circumstances.

Table 115: Rank and Reputation Modifiers

Rank/Reputation	Modifier
Low Rank	+5
Adequate Rank	+0
High Rank	-3
Poor Repute	+5
Fair Repute	+0
Good Repute	-1
High Repute	-4