

Priests and Miracles

A Priest intercedes between Man and God. In his prayers he implores God and His Saints to intervene in the mundane world to the benefit of good Christians. The Lord works in mysterious ways and God's Will is not always what Man desires, but His Power is infinite and miracles are granted to the Worthy. This is well-attested throughout history.

Calling on the Lord

A Priest (or Holy Man/Woman – e.g. monk, friar, nun, anchorite) may call upon the Lord (either directly or through the intercession of a Saint) in three different ways:

- **Fiat:** the priest cries out in the name of God for his Will (as interpreted by the Priest) to be done. It is swift but more limited than a more measured prayer. However, it may be attempted while the Priest is otherwise occupied – e.g. attempting to fend off blows, or even striking them – though it may be hard to summon the necessary focus under such circumstances. In effect it occupies a combat action.
- **Canticle:** the priest chants or sings a Prayer to the Lord seeking a specified outcome. It may take several combat rounds to complete the prayer – depending on the outcome required – but may be Difficult to maintain the Prayer over several rounds if there are distractions. The priest's Liturgical skill will help stay on track. For certain types of benefaction (e.g. healing or blessing) focused on an individual, the priest may use the beneficiary's Grace of God instead of or as well as his own.
- **Liturgy:** the Priest leads a congregation in prayer and may call upon the Grace of God of all participants. This is formal prayer and typically requires time and calm to work well. The priest chants and the congregation responds. Each participant making a successful roll may add a Grace of God point to the total.

Some Mechanics

- The Priest states the type of Prayer: Fiat, Canticle or Liturgy
- The Priest states the type of Miracle(e.g. Exorcism, Healing), the outcome sought, and from whence the Grace Points will be drawn.
- The GM determines the challenge level. In the calm of a church this may be very low. In a dark, godless place or in the rough and tumble of combat – not so much.
- When the prayer is complete the Priest rolls 2d10, adding the relevant Priestly Skill and any Will bonus and declaring the number of Grace Points committed.
- Prayers themselves when conducted by a Priest have their own potency.
 - Each combat round spent on a Canticle may add one Grace Point to the prayer subject to a successful Liturgy test if under stress.
 - Likewise with a Liturgy for each Call and Response (usually some minutes).
 - Note that a failed roll by the priest or a catastrophic roll by any participant has the potential to disrupt the ritual.
- The GM determines the outcome which may be:
 - A Catastrophic Fail – perhaps a garbled prayer becomes a blasphemous utterance
 - God's Will is other than your desire – no result
 - Indeterminate – add more Grace points and try again next round or accept a bounty from God that is less than your desire.
 - A Miracle – God grants your Prayer
 - An Enhanced success – God Smiles on your endeavour
- The number of Grace of God points committed to the prayer is the main determinant of its potency if granted.
- Note that any target of a hostile miracle (e.g. an Exorcism, Curse or Influence) receives a saving throw.