

# Father Simeon Lunt

<u>Might</u>	<u>Stored rolls</u>
<u>Patter</u>	
<u>Skill</u>	

d4+d6

d6+d8

2d6

## Scars

Menace 3+

Might: 2d6

Skill: d4+d8

Iron Cross of Justice

Hold Out Hope

Menace 4+

Patter: 2d8

+1 Scar

Stored roll: 4

Trying the Patience of a Saint

Menace 5+

Might: d6+d8

Patter: d6+d10

Stored roll: 5

Purest Mercy

Menace 6+

Patter: d8+d10

Skill: 2d8

+2 Scars

Stored roll: 6

Menace 7+

Might: 2d8

Skill: d6+d10

Stored roll: 7

Carbine of Holy Light

Hold Out Hope

Talk to someone who has been through a traumatic event. Tell parables from your own life of when things looked bleak but hope was rewarded, whether they are true or not. Listen to their problems and sympathise with them. Roll Patter+d6. For each success pick one:

- An NPC is greatly calmed.
- The character you were talking to can remove a mental Scar (only one character per location can be treated this way).
- An NPC develops greater trust in another character.

With two successes:

- The character you were counselling can leave mental crisis.

Purest Mercy

Talk to an NPC, earnestly encouraging him to either show or accept mercy. Tell parables of a time when you were in a similar position and made the right decision, whether they are true or not. Roll Patter+d8. For each success pick one:

- The NPC chooses to display mercy.
- The NPC accepts mercy that's offered.
- A watching NPC feels pity for the NPC you talked to.
- An NPC resolves to become a better person.

Carbine of Holy Light

Wield the Carbine of Holy Light, a blessed flame-thrower designed by a mad monk, even though you feel a fraud for using it when you have lost your faith. Roll Skill+d10. For each success pick one:

- Drive away a Monster.
  - Impose your will over every pious NPC in the vicinity.
  - Grant an ally the benefit of Stored roll: 5.
- With two successes:
- Injure a Monster.

Trying the Patience of a Saint

Behave in an immensely awkward and clumsy way, delaying people or angering them needlessly. Feign ignorance of the difficulties you are causing. Roll Skill+d6. For each success pick one:

- An NPC who is hostile is prevented from doing something he wants to do.
  - You goad an enemy into a mistake.
  - You goad an enemy into revealing something he didn't want to.
  - You waste time.
  - Seize the Mediator role.
- With two successes:
- A hostile NPC accidentally reveals that he is the source of the Monster.

Iron Cross of Justice  
Wield the iron church cross as a bludgeon. Roll Might+d6. For each success pick one:

- Injure a Monster.
- Free a person from the influence of a Monster.
- Prevent an NPC from performing a violent act.

## Crises

Physical

Mental