

# Avatar

## Avatar (Hero)

### Background:

Avatars simply put are a representative for the deity's interests. He is not immortal or angelic. He is just a chosen person to carry out certain tasks asked of him or her by their deity. He is not clergy; he is a tool of the god. The Avatar's life is a lonely one and has only 1 goal to serve his god. Avatars have been around since the compact. They were ordained to represent the interests of the respective deity, in a way that its church, and its clergy cannot. The Church of Light has no Avatar's per say but any avatar of any god could aid the Church of Light and the Church of Light has in the past asked for the services and they have generally been granted. The avatars throughout history have brought much to the fight for good. There are not many of these special emissaries around. Avatars have varied purposes and are usually highly specialized to handle specific types of issues. An Avatar of Dara might go into an oppressed city and lead its people to an uprising for freedom.

### Characteristics:

The Avatar is a path that is for anyone who wishes to serve his or her deity. Each deity has specific needs and positions to serve and is always looking for a faithful servant no matter their role in the world. Avatar's are people or creatures that have proven themselves worthy, or ready, to represent the deity and thus are held to a higher standard. Avatars are always on some quest or assignment to further the principals of their deity and also on occasion the personal agenda of the deity.

### Requirements:

You are an instrument of the god that calls you and you must do as they say.

### Path Requirements & Benefits

Path Rank	Training	Requirements	Benefit
1	1 Week	Faith 7+	Language of Light, Mantle of Light Sacred Gift
2	1 Week	Faith 12+	Sacred Gift
3	1 Week	Faith 17+	Sacred Gift
4	1 Week	Faith 22+	Sacred Gift
5	1 Week	Faith 27+	Sacred Gift

**Heaven's Mantle:** This cloak allows you to 1/week per rank to transform yourself into a celestial creature. You gain an aura equivalent to your god's moral alignment and you can be any animal or magical beast within the limits of using the *Druids* devotion. You can even spend more CP to branch out size and primal forms.

**Sacred Gift:** You can pick an ability and pay its cost. When you gain the Sacred gift again you can't acquire the same ability again unless it says you can. These abilities are permanent unless they have some sort of use noted.

Sacred Gift	Effect (Sacred Bonus)	CP Cost
Gift of Life ‡	+4 vitality hit points and 2 wound points (Perm)	5
Celestial Acrobatics	+1 Acrobatics per rank	2
Celestial Resolve	+1 Resolve per rank	2
Celestial Fortitude	+1 Athletics per rank	2
Sense Evil	3/day Detect evil in a 60' Radius for 1 minute, you must face the direction and have line of sight.	3
Sense Magic	3/day Detect magic in a 30' Radius for 1 minute, you must face the direction and have line of sight.	3
Sacred Retribution ‡	+2 to attack and damage when fighting evil	5
Sacred Focus	You faith skill has its skill cap and result cap removed.	3
Enlightened Leader	You gain the leadership capability, if you have it you gain 1 action dice instead.	3
Sacred Skills †	You can remove the result cap from 1 skill	4
Celestial Skills †	You can remove the skill cap from 1 skill	4
Silver Tongue	+3 to influence skill Further, your result cap is 5 higher. Finally, your Critical Success Range is 1 better.	4
Aura of Revelation	1/day you can predict an outcome of an event, you gain a +5 to any check that day involving that event.	2
Inspired Casting	The protection spells don't cost any vitality to maintain.	8
Shield of Purity ‡	+2 supernatural bonus to defense	5
Celestial Sight	True Seeing 1/day	10
Energy Resistance *	Gain resists 5 to Ice, electricity or fire	4

\* This can be taken more than once. Each time it applies to a different skill.

† This can be taken 1 more time and applied to a different skill

‡ You can take this ability twice