

INNER FLAMES

RANK	LIFE POINTS	HUMAN POWER	NAT HEAL	WEAPON TYPE	STRESS RESIST	CLASS ABILITIES
1	24	6	9	Single	1S	Discern Disease Discern Nature of Wounds Discern Poison Discern Power Discern Undead Forced Animosity vs. Undead Utilise Incense Utilise Inner Flame Cantrips Utilise Inner Flame Miracles Utilise Light Weapons
2	25	12	18		1S	Discern Bless/Curse
3	26	18	27		2S	Discern Possession
4	27	24	36	Ambidex	2S	Cry of the Faithful Miracle Reversal Remove Own Miracle
5	28	30	45		3S	Animosity vs. Undead Discern Sanity
6	29	36	54		3S	Healing Focus
7	30	42	63		3S	Blessed Be Discern/Recognise Necromancer (35xp) Discern/Recognise Anti-Paladin (35xp) Set Bone
8	31	48	72		4S	Remove Hell Rot Specify Undead Turn Necromancer (40xp)
9	32	54	81	Double Handed	4S/5D	Paragon Rise from Dead
10	33	60	90		4S/5D	Restore Limb Turn Anti-Paladin (40xp)
11	35	69	99		5S/6D	Wear Armour on Sacred Quest

A Human Inner Flame Gains 24:1 Life Points

An Elven Inner Flame Gains 24:1 Life Points

Class Abilities

Discern Disease – This allows the Inner Flame to discern the presence and nature of any disease which is currently afflicting the target, including diseases with no current physical symptoms or where the target is merely a carrier.

Discern Nature of Wounds – This allows the Inner Flame to discern the exact injuries suffered by their subject. This is done by a combination of training of physical examination and mystical ability.

Discern Poison – This allows the Inner Flame to discern the presence and nature of any poison which is currently afflicting the target, including poisons with no current physical symptoms.

Discern Power – This allows the Inner Flame to discern the amount of Power in a person, object or spell effect. (E.g. How much power a target has remaining or the amount of power cast into a spiritual miracle.)

Discern Undead – This allows the Inner Flame to discern undead on sight, this provides information such as the type of undead and its summoning level.

Forced Animosity vs. Undead – The Inner Flame is forced to berserk against any undead they see. When in this raged state the Inner Flame may use any weapon, including bladed and may cast miracles. The Inner Flame gains 6 points of strength and has all normal physical damage reduced by ½ what the Inner Flame would normally take after armour. While in a Berserk state the Inner Flame will keep going, no matter how much damage has been take (except Spirit damage which cuts straight through berserk) until all enemies have been killed, or escaped, or a period of 15 minutes has passed. There is a 30 second wind down period at the end of the berserk. 1 Sanity is lost per use of this skill.

Utilise Incense - By burning specially prepared incense (which may be purchased from the armoury) the Inner Flame may now Meditate in order to recover lost temporary power at a rate of one point per minute. The Inner Flame may only regain their power once per mission length in this way.

Utilise Inner Flame Cantrips – This allows the Inner Flame to cast minor spell like abilities. They gain two for free upon gaining this ability, and further cantrips may be purchased for a cost of 5xp each to a maximum of two per level. Please see the Priest cantrip list for details of which are accessible to Inner Flames.

Utilise Inner Flame Miracles – This allows the Inner Flame to cast miracles for power. The Inner Flame has access to a specific miracle list and does not pick their own miracles. For an Inner Flame to cast a miracle they must spend points of temporary power equal to the level of the miracle being cast. An Inner Flame may cast any miracle of a level up to one higher than their current casting rank (if the miracle is on the Inner Flame miracle list). E.g. an 8th rank Inner Flame may cast up to 9th level miracles. An Inner Flame may never cast their last point of power.

All Inner Flames have sworn an oath never to harm a creature which is not anti-life. Should an Inner Flame ever harm a creature that is not anti-life, they will explode, and be spiritually annihilated. This will also open a gateway to the hells and call undead from there to be unleashed upon the mortal world. (The number of undead called is the Inner Flame's level multiplied by their remaining power squared and consists of types of undead up to the Inner Flames level.)

Utilise Light Weapons – The Inner Flame may use any Light Weapon.

Discern Bless/Curse - This allows the Inner Flame to discern the presence of any *Blesses* or *Curses* on the target and also to gain an insight into their relative power and nature.

Discern Possession – This allows the Inner Flame to discern if the target is currently being possessed by another being or spirit. Dependant on the power of the *Possession* it may be possible to recognise the type of *Possession* in effect.

Cry of the Faithful – this ability allows an Inner Flame to petition their Deity to allow them to cast a miracle while under duress. The Inner Flame may not have enough power remaining to cast the miracle, or they may be prevented from casting in some way because of an impaling effect, *Rune of Pain*, Cut to Bleed, etc (see ref). In these circumstances an Inner Flame may, once a day, cast a spell from their miracle list of no higher than their level. This spell has zero power cost. Vocals must still be used and no spell which has any permanent, irrevocable or non-power costs can be cast using Cry of the Faithful. This skill is usable once per four levels per day.

Miracle Reversal – An Inner Flame can cast the reverse of their known miracles. E.g. an Inner Flame has cure serious wounds. They may reverse this to cause serious wounds. Note that, for Inner Flames, Total Heal reverses to Total Harm. Although this may be done at will, there will be consequences: the first time per weekend is usually overlooked by the deities; the second time the Inner Flame loses half of all experience earned on the weekend. Every use thereafter could cost the Inner Flame a level. This ability is not to be used lightly. The effects on the Inner Flame for using this ability will be totally at the referee's discretion.

Remove Own Miracle – This allows the Inner Flame to voluntarily cancel the effects of any durational effect miracles that they have cast some time in the past. No vocal is required and there is no range limitation.

Animosity vs. Undead – At this level the Inner Flame is no longer forced to berserk against any undead they see. They may still berserk at will if they so desire.

Discern Sanity – This allows the Inner Flame to discern the amount of Sanity a person has remaining.

Healing Focus –By focusing their spirit the Inner Flame may, for 5 minutes per day, cast all curing miracles for 1½ times the curing effect.
E.g. a *Cure Serious* cast while Healing Focus is active will heal 18lps.
Healing Focus will not increase any power healing done by a miracle.
Healing Focus may not be active at the same time as Paragon

Blessed Be - The Inner Flame may now stack Two Inner Flame Blesses on them self (their own and one other)

Discern/Recognise Necromancer - this allows the Inner Flame to discern and recognise any Necromancer, this will go through normal scrying protections. To gain this ability the Inner Flame must sacrifice 35 unspent xp.

Discern/Recognise Anti-Paladin - this allows the Inner Flame to discern and recognise any Anti-Paladin, this will go through normal scrying protections. To gain this ability the Inner Flame must sacrifice 35 unspent xp and have purchased *Discern/Recognise Necromancer*.

Set Bone – This allows an Inner Flame to set broken bones, so they heal in 3 days. If a bone is set before healing is applied to the location, no necrotic damage is taken.

Remove Hell Rot – The Inner Flame can now cure Hell Rot by casting the Cure Disease miracle followed by a Total Heal miracle.

Specify Undead – this ability allows the Inner Flame to gain more information about undead (ref's discretion)

Turn Necromancer - this allows the Inner Flame to force a Necromancer to flee from them as per a *Fear* spell, except this will go through normal immunities. This effect remains upon the Necromancer for a year and a day, unless removed in some manner. To gain this ability the Inner Flame must sacrifice 40 unspent xp and have purchased *Discern/Recognise Anti-Paladin*.

Paragon - this ability allows an Inner Flame to channel Good miracles for a reduced cost for 5 minutes per day. Each Good miracle cast while in the Paragon state costs one less power than normal. (All miracles still cost a minimum of 1 power.) Paragon may not be active at the same time as Healing Focus.

Rise from Dead - This allows the Inner Flame to auto self-resurrect, this occurs no normal *Resurrection* penalties. This ability is Once Ever.

Restore Limb - The Inner Flame can heal a *Withered Limb* with the use of the *Restore Location* miracle, avoiding the need for the limb to be cut off and regenerated. This specific use of the *Restore Location* miracle does not cost the Inner Flame any permanent power to cast.

Turn Anti-Paladin - this allows the Inner Flame to force an Anti-Paladin to flee from them as per a *Fear* spell, except this will go through normal immunities. This effect remains upon the Anti-Paladin for a year and a day, unless removed in some manner. To gain this ability the Inner Flame must sacrifice 40 unspent xp and have purchased *Turn Necromancer*.

Wear Armour on Sacred Quests - this allows the Inner Flame to wear up to plate armour when on a sacred mission.

INNER FLAME MIRACLE LIST

LEVEL	GOOD MIRACLES	NEUTRAL MIRACLES
1	Cure Light Wounds Detect Evil Prot Evil	Halt
2	Cure Serious Wounds Repel Evil Remove Fear Remove Paralysis	
3	Bless (Temp 3hrs) Cure Disease Detect Lie Resist Paralysis	Power Shield Speak with Dead
4	Cure Severe Wounds Remove Poison Rune of Heartsease	Power Meld Warding from Spirits
5	Cure Genetic Disease Restore Power	Entrapment Major Power Shield
6	Cure Grievous Wounds Recall Restore Location Restore Sanity Reveal Truth Sanctify	
7	Prot Evil 10' Radius Regenerate Sanity Strike Against Evil Total Heal	
8	Dispel Evil Exorcism Perm Bless Raise Dead Regeneration Restore Life	
9	Resurrection	
10	Destroy Evil Smite Evil	

INNER FLAME ONLY MIRACLES

Cure Severe Wounds

Level: 4

Duration: Instant

Range: Touch

Vocals: "Spirits of life I abjure thee to staunch these mortal wounds."

Mind Influencing: No

Description: This is a curing miracle that heals 24 life points (12 hits if cast upon a 'monster'). Alternatively, it may be used to restore 4 points of temporary Power damage.

Recall

Level: 6

Duration: Instant/Special

Range: Touch/Special

Vocals: "Word of Recall" / "Summon XXXXX"

Mind Influencing: No

Description: The Inner Flame draws their personal symbol upon a willing living subject and spends the power, 1 of which is tied up in the Recall until it is used (1 temp/perm Power). The Recall spell stays on the subject until such time as the Inner Flame who cast it summons the person back. The Recall will work even if the subject has died within 3 days of being Recalled. After the 3-day period of death the Recall spell will dissipate, and the Inner Flame will have their Power return as normal. The range on the spell is thought to be unlimited (Ref's Discretion), although the Recall may be stopped by Gate Shields and the like - Ref's Discretion.

Restore Location

Level: 6

Duration: Instant

Range: Touch

Vocals: "Spirits aid me I do abjure thee purge these grievous wounds and let flesh live anew."

Mind Influencing: No

Description: This miracle will restore the location touched to working order, with the following restrictions;

1. The location must still be attached to the body
2. It will restore the location to 1lp and heal the associated amount Total Body. For Example; If a location is on -10 out of 6 - i.e. 4 points below 0, this miracle will heal 5 points of damage to the location and total body - enough to restore the location to 1lp and working order.
3. In doing so it will heal necrotic and permanent damage where appropriate.
4. If recipient is on 0 TB it will restore them to 1lp (even if none of their locations are below 1 lp)
5. This miracle costs the casting Inner Flame one point of power permanently.

Restore Life

Level: 8

Duration: Instant

Range: Touch

Vocals: "Spirits I do abjure thee hear the plea of a servant of life, Staunch these mortal wounds and give breath to this body anew."

Mind Influencing: No

Description: This curing miracle will restore a recently deceased subject the subject to 1 TB. With the following restrictions;

1. Does NOT restore any missing locations - therefore the subject must still have an intact Head, Chest and Abdomen in order for the miracle to work.
2. Missing locations will not be restored by this miracle, in other words if the recipient's arm is 'off' before this miracle is cast then it will still be 'off' after this miracle has been cast.
3. All injuries on any locations will remain if E.g. If someone's head is on -10 out of 15 the subject will still be on -10 out of 15, the one exception however is point 4.
4. If a location is below zero - but not "off" - this miracle will restore it to zero lps. For example, if someone's head is on -20 out of 15 (and hence not working) the damage will be reduced to -15 out of 15, i.e. zero on that location. However, point 9 still applies.
5. This miracle must be cast within 5 minutes of death, rather than within 5 minutes of a battle board, however it may be applied mid combat, in a "Discern Nature of Wounds Cure Dependent" manner.
6. This miracle costs the casting Inner Flame one point of power permanently.
7. The recipient losses a level and the associated XP.
8. The recipient will lose a res chit.
9. This Miracle will not restore any permanent damage
10. This Miracle may be cast on people of any alignment.
11. May only be cast by Inner Flames.