

## Career: Anchorite

*Ranger*

*Human*

*You have shunned society to dedicate your mind, body, and soul utterly to the pursuit of spiritual enlightenment.*

Anchorites are those souls whose lives are consumed completely by contemplation of the divine. What sets these individuals apart from their more secularly inclined priestly cousins and hate-filled flagellant brothers is a deep mystical streak that finds most anchorites looking to rather unorthodox and unique ways of achieving spiritual fulfillment, sometimes bordering on heresy. Anchorites can be found as naked hermits in the wilderness, living only on berries and water, they can be found walled into tiny cells next to monasteries, taking food and dispensing spiritual advice through windows, they can be found sitting in utter silence atop raised platforms for days on end. In whatever form they are found, anchorites are deeply pious, poorly bathed, and extremely eccentric. While most anchorites are seen as curiosities, those who develop large followings of both other anchorites and lay-people can wield a great deal of influence.



It is not unheard of for anchorites to take up the adventuring lifestyle. Some feel a divine calling to wander and subject themselves to hardship. Others see adventuring as a way to support themselves while on pilgrimage, others wish to meet and learn the practices of other anchorites. And of course, some are on the run from the authorities, persecuted for practicing their un-orthodox beliefs.

*“You, and I, and all that you can see bears a small spark of divinity. I can hear it in the birdsong, in the rock of the mountain, in your very voice. You could hear it too... should you choose to.” - Brother Klaus Tremmen, of the Servants of His Name revealed in all its Glory. .*

WS	BS	S	T	I	Agi	Dex	Int	WP	Fel
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## Career Path

### ⊠ Hermit - Brass 1

**Skills:** Animal Care, Endurance, Lore (Theology), Navigation, Outdoor Survival, Perception, *Pray*, Stealth (Rural).

**Talents:** Animal Affinity, Bless (Divine Lore), Stone Soup, Very Resilient.

**Trappings:** Strange ideas about your god of choice, Begging bowl, Rags, Crude holy symbol

### ✂ Anchorite - Brass 2

**Skills:** Climb, Cool, Heal, Melee (Basic), Perform (Feat of Endurance), Secret Signs (Vagabond).

**Talents:** Field Dressing, Holy Visions, Iron Will, Orientation.

**Trappings:** A Post or Cell for use in meditation, No Shoes.

### 💀 Mystic - Brass 4

**Skills:** Charm, Entertain (Sermon), Lore (Heresy), Art (Any)

**Talents:** Invoke (Divine Lore), Read/Write, Second Sight, Sixth Sense.

**Trappings:** A small group of hermit and anchorite followers, quill and parchment or blank book.

### 🛡 Living Saint - Silver 3

**Skills:** Intimidate, Leadership.

**Talents:** Argumentative, Inspiring, Public Speaking, Savant (Theology)

**Trappings:** A large group of lay followers, the respect of at least one notable priest.

