

CANTICLES OF THE HEART

PRAYERS TO INSPYRIA

Inspyria is the androgynous deity of love, heroics, and art. He is commonly depicted as twining lovers that are two in one, a winged figure bearing a sword, and a harpist.

Her holy symbol features a heart. His favored weapon is a longsword. Her followers wear patterns with a feather or wing motif.

Inspyria is pleased by true love conquering all, beauty, and the courage to face unwinnable odds. He is angered by crafty manipulation of the innocent, wanton destruction of beauty, and jealousy.

PRAYERS

- **Background Music.** *Rested.* You can play your instrument or sing in the background as someone offers an inspirational speech, granting that person +2 to Charm or Commitment to stave off despair and to inspire those listening. If multiple characters use this, it does not stack.
- **Fearless.** *Constant.* You have seen the beauty in the world, and know it is worth fighting for. You are impossible to intimidate or drive to despair, even magically. You can also add your Commitment to your Daring.
- **Inspire.** *Rested.* Play music or talk to the target for a minimum of one minute. The target is inspired. Use your Commitment rating to help the target. 3 Commitment can heal the target from 0-2 wounds up to 3. A target can be given points equal to your Commitment that become points of Inspiration; they can be spent as Awesome Points by the recipient, they can heal 1 Wound each, and they can add to a to-hit roll or Armor Class against a single strike. They last until they are all spent, or the target sleeps.
- **Remorse.** *Rested.* Focus action. Look into the eyes of another, up to 1 target per your Commitment in your arena, and compel them to face the truth that the world has beauty in it. They are forced to look at their own actions in light of that truth. If they are bullies, or if they destroy beautiful things, or if they harm the innocent, they are wracked with shame. If possible, they will flee or surrender. If they are especially bad people, they may take 1d5 Wounds. If the DM feeds the bowl, the target gets a Commitment test difficulty (your level + Commitment) to shake off the effect.
- **True Love's Kiss.** *Rested.* You can tell when you encounter True Love. It is super-rare in the world, but your connection to Inspyria means you see it more often than should be possible. When you see two people who are truly in love, and also in trouble, you can bless them. Should one of them ever be in desperate trouble, whether under the shadow of death or a curse or whatever, if one kisses the other then Inspyria will personally intervene, brushing away death and curses and restoring joy. Sometimes Inspyria will direct you to an area to do just that. Even though this talent is not often used, those who have internalized it have the special favor of Inspyria, and other followers recognize that.