

The Cleric

“Be strong and of a good courage; be not afraid.”

JOSHUA 1:9

Clerics are mighty battle priests, possessing divine magic and powerful healing abilities, granted by God to those dedicated followers who prove themselves worthy.

Toughness	T5
Weapons	Middleweight & below (no bladed weapons)
Armor	Middleweight & below
Bonuses	+1 Magic Point; +2 Power Points
Spell Save	Your level + Aspect + 3
Abilities	Spell-casting, plus one of the two below

Starting Abilities

◇ **SPELL-CASTING (DIVINE)** – start with 2 spells and cast divine spells for their cost in MP; may not use any other type of spells.

And one of the following:

◇ **WORDS OF HEALING** – a short invocation granting +2 HP to allies within earshot. *Cost: 1 PP.*

◇ **WORDS OF STRENGTH** – a short invocation granting +1 Power to allies within earshot; lasts for 1d5 combat rounds. *Cost: 2 PP.*

New Spells. Forget old spells and learn new ones under the right circumstances (e.g., long hours of prayer in the temples), but never more than the total you have gained at your level.

Making a Cleric

1. **Race** – choose one below.
2. **Attributes** – divide 3 points among Aspect, Intellect, Power, and Reflex.
3. **Hit & Power Points** – divide 10 points between HP and PP, then add the cleric’s +2 PP.
4. **Magic Points** – roll 1d10: on 1–5, gain +4 MP; on 6–9, +5 MP; on 10, +6 MP; then add the cleric’s +1 MP.
5. **Wealth** – roll 1d10 each for gp, sp, and cp, multiplying each by 10 (1cp = \$1; 1sp = \$10; 1gp = \$50).

DWARF – double XP against goblinoids; the craft skill; –1 to magical attacks against the dwarf; +1 HP per level.

ELF – +1 to Perception Checks; +1 damage to evil creatures; immunity to poison; +1 Intellect.

HALFLING – the hide and sneak skills; –1 to ranged attacks against the halfling; +1 PP per level.

HUMAN – +1 damage to natural beasts; the persuade skill; an additional skill; +1 Aspect.

The Roll

1d10 + attribute ≥ Toughness

Divine spells use **Aspect**; melee uses **Power**; ranged and small weapons use **Reflex**.

Power Points add to any roll (declared before rolling), or pay for class abilities. **Combat** runs in Reflex order; each turn allows one attack, ability, or spell and one movement sequence; damage is 1 unless otherwise specified.

Spells automatically succeed unless otherwise specified; attack spells roll against Toughness.

Dying & Healing. At 0 HP you are dying, expiring after 1d5 rounds. A T5 Intellect Check restores 1–2 HP, MP, and PP (automatic with the heal skill); magical healing generally does not restore MP or PP. A full day's rest restores 1d5 + your level.

Arms & Armor. Flail *10gp*, +1 dmg; shield *15gp*, +1 atk, +1 T; crossbow *10gp*, +1 dmg, 150 ft.; longbow *12gp*, 200 ft.; shortbow *7gp*, 100 ft.; blowgun *1gp*, 40 ft. Chainmail *20gp*, +1 HP, +1 T; leather, heavy *12gp*, +2 HP; leather, light *10gp*, +1 HP; mithril *75gp*, +2 HP, +2 MP, +1 T.

Divine Spells

BURNING TOUCH – inflicts 1d5 damage to evil, undead, or otherwise unholy entities.

Cost: 2 MP.

CLEAR SIGHT – the target of this spell sees clearly into the world around them, revealing all hidden things (e.g., invisible entities, hidden objects, traps, etc.); lasts for your level amount of minutes. *Cost: 1 MP.*

CONSECRATE – designates an area (radius of 10 x your level ft.) as holy. Evil, undead, or otherwise unholy entities are unable to enter it; those entities already within it suffer 1 damage per round, as well as a –1 attack and –1 Toughness penalty; lasts for 1d5 hours. *Cost: 3 MP.*

DEATHWATCH – reveals the remaining HP of all entities within 50 ft. *Cost: 1 MP.*

DIVINE MEDICINE – restores 1d5 + 1 HP, MP, and PP. *Cost: 2 MP (1 if the caster possesses the heal skill).*

FEAR OF GOD – inflicts a –1 Toughness and –2 attack penalty on a target for 1d5 rounds.

Cost: 2 MP.

HOLY SHIELD – grants a +2 Toughness bonus to yourself and any allies within 10 ft. for 1d5 + your level combat rounds. *Cost: 3 MP.*

SWORD OF THE SPIRIT – conjures a ghostly sword with which to strike your opponent; inflicts 2 damage; attack roll versus Toughness (+1 attack bonus); range 50 ft. *Cost: 1 MP.*

TO SERPENTS – transforms any weapon into a mass of writhing serpents for 1d10 combat rounds; the target must Reflex Save versus the caster's spell save or be bitten (1 damage, –1 to attack for 1d5 rounds). *Cost: 2 MP.*

TURN UNDEAD – all undead entities within 50 ft. must flee your presence for 1d5 rounds; when this spell is first cast, all undead must Aspect Save versus caster's spell save or suffer 1 damage. *Cost: 2 MP.*

Advancement

LEVEL 2: ADVENTURER (50 XP) – a class ability; two skills; +2 HP; +1 to any attribute or +1 T; +2 PP or +2 MP; 1 spell.

LEVEL 3: HERO (100 XP) – a class ability; +1 to any attribute or +1 T; one skill; +2 HP or +1 PP or +2 MP; 2 spells.

LEVEL 4: CHAMPION (200 XP) – a class ability; one skill; +2 HP or +1 T; +1 to any attribute or 1 spell. *Champion's Resolve:* re-roll once any time the result is 1.

LEVEL 5: LEGEND (400 XP) – +1 to any attribute. *Legendary Presence:* an opponent's first attack on you is an Aspect Challenge; if they fail, –2 to attack.

Advanced Spells

level 3 and above

BLESS – eliminate the effects of poisons, curses, and the works of evil, undead, or otherwise unholy entities; additionally, weapons that are blessed gain a +1 attack and damage bonus against these entities for duration of combat encounter. *Cost: 2 MP.*

BURNING TOUCH II – inflicts 1d5 + your level damage on evil, undead, or otherwise unholy entities; this attack can be conducted against two targets simultaneously. *Cost: 2 MP per target.*

CATACLYSM – summons one of three deadly, cataclysmic conditions that last for 1d10 + your level rounds; affects all entities within 100 ft. of the target (must be within caster's line of sight). Earthquake: -1 attack, -1 Toughness; Firestorm: 1 damage per combat round; Flooding: cancels all ranged attacks. *Cost: 5 MP.*

HEALING LIGHT – restores 1d10 HP to one target in your line of sight. *Cost: 2 MP (1 if the caster possesses the heal skill).*

HEALING WAVE – restores 1d5 HP to your level amount of targets (within 50 ft.). *Cost: 2 MP (1 if the caster possesses the heal skill).*

HOLY BINDS – all evil, undead, or otherwise unholy creatures in a 50 ft. radius are bound for your level amount of combat rounds. *Cost: 2 MP.*

INFLECT WOUNDS – inflicts 1 damage per MP spent.

PROTECTIVE SPIRIT – cancels any one successful action (e.g., ability, attack, spell, etc.). *Cost: 3 MP.*

SUNBURST – inflicts 1d10 damage, blinds any creature within a 10-foot radius of the target for 1d5 rounds (-2 to attack and Reflex); Aspect Save versus caster's spell save to reduce damage by half; range 30 ft. *Cost: 4 MP.*

WARD (DIVINE) – resist the effects (but not the damage) of any attack or spell cast by an evil, undead, or otherwise unholy entity for the duration of combat encounter. *Cost: 3 MP (2 if cast on a nearby target).*

Additional Abilities

one each at levels 2, 3 & 4

APPEAL TO HEAVEN – when reduced to half or less of your total HP, gain a +1 attack and damage bonus, and suffer no damage for your level amount of rounds. *Cost: 2 PP.*

BLESSED – re-roll any failed roll. *Cost: 2 PP (1 if applied to a nearby ally).*

CALL TO BATTLE – all allies roll 1d10: on a roll of 6 or higher, they gain an additional attack on their next combat turn. *Cost: 2 PP.*

COUNTERATTACK – any time an opponent rolls a 1 against you in melee combat, you knock them prone.

DISCERNMENT – immediately detect the honesty of any statement.

DIVINE PURPOSE – permanently gain +2 to all saves.

FAVORED WEAPON – choose a favored weapon (type); on an attack roll of 10 using that weapon, inflict 1d5 damage.

HEALING SACRIFICE – fully heal allies within 50 ft. *Cost: 1 HP and 2 PP per ally healed.*

HOLY HANDS – melee attacks inflict an additional +1 damage against all evil, undead, or otherwise unholy entities; additionally, healing always restores double the amount of HP, PP, and MP.

RADIANT STRIKE – on a melee attack roll of 10, a burst of heavenly light blinds your target for one combat round (-2 to attack and Reflex).

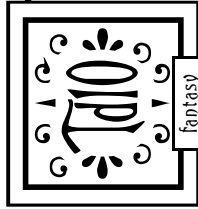
RIGHTEOUS ANGER – permanently gain +1 Power.

SMITE – on a melee attack roll of 10 targeting an evil, undead, or otherwise unholy entity, inflict an additional 1d5 damage. *Cost: 3 PP.*

SUPERNATURAL VITALITY – gain +2 Toughness while at 1 HP.

THUNDEROUS BLOW – double your melee attack and damage bonus for one round (if your attack is successful, roll 1d10: on a roll of 6 or higher, the target is also knocked prone). *Cost: 2 PP.*

WRATH – gain a +1 attack bonus against all evil, undead, or otherwise unholy entities.



Fantasy

Player:

Dwarf
Elf
Halfling
Human
Cleric
Rogue
Warrior
Wizard

Attributes

Aspect +

Intellect +

Power +

Reflex +

Skills

Charm Detect Magic Detect Motive
Heal Intimidate Persuade Survival

Craft Detect Trap Know History Spot
Know Nature Listen Magic Use

Athletics Brute Force Climb Hold
Lift Resist

Acrobatics Disarm Trap Hide Motive
Pick Lock Sleight-of-Hand Sneak

Experience

LEVEL 1 Explorer
(0 XP +)

LEVEL 2 Adventurer
(50 XP +)

LEVEL 3 Hero
(100 XP +)

LEVEL 4 Champion
(200 XP +)

LEVEL 5 Legend
(500 XP)

Racial Advantages

Hit Points

Power Points

Magic Points

Spells & Notes

Class Abilities

Wealth

GP: ---

SP: ---

CP: ---

Toughness +

RULES:

ALL ROLLS USE ONE



When attempting an ACTION or PERCEPTION CHECK (p. 4)

When conducting a SAVE versus DEATH or DISMEMBERMENT (p. 5)

When conducting a CHALLENGE against OTHERS (p. 5)