

The Cleric

"Blessed is he who doth oppose the Devil with a great fury."



Playing the Cleric

Clerics are fighting priests with the ability and will to heal the sick and injured.

Advantages

Special Miracle Abilities

At the cost of no *Faith*, Clerics are able to heal themselves or someone else one time per day per level. This healing requires the Cleric's touch, and restores 1d6 *Life* plus an additional +1 *Life* per level of experience.

Limitations

Armor Restrictions

Clerics prefer the fine robes and gowns of their church for casual living. However, for battle, they only wear heavier armor shrouded in the crest of their church.

- No restrictions

Weapon Restrictions

Clerics will never use a weapon that has the primary function of drawing blood. Therefore, he or she can only wield or throw blunt weapons, such as maces, flails, and morningstars; or else they lose all Miracle-performing abilities for 1d4 days per *Attack* with the bladed or missile weapon.

- Blunt weapons only
- No blades, no missiles

The Cleric

Creating the Cleric

Attribute Requirements

Wisdom: 7
Strength: 5

Life and Faith

Life: $2d6^{(GE)} + (Strength + Endurance + Wisdom)$
Faith: $2d6^{(GE)} + (Patience)$

Gifts

Demonology
Medical
Miracles: Clerical
Sacred Studies
Sorcery Studies

Class Skills

Choose four (4) Talents and three (3) Crafts at Level 1. You may select Skills from the following list or Weapon Skills from the list below:

Carpentry
Edify
Empower Crucifix
Food Works
Herbal Science
Meditation
Play Stringed Instrument
Play Wind Instrument
Political Science
Preach
Presence
Read/Write
Read/Write: [additional language]
Seafaring
Tailor

Weapon Skills

You may select a Weapon Skill from the following list in place of selecting a Talent or Craft.

W.S. Combat Arms
W.S. Shield Play
W.S. Thrown

Initial Equipment

Mace (2d10 Damage)
Tunic (AP: Chest; DEF: +1)
Cape
Cloth Breeches (AP: Legs; DEF: +1)
Boots (AP: Feet; DEF: N/A)
Pouch of 2d6 Gold, 1d6 Silver
Sleeping blanket, small pack, medium candle
2d6 Food Rations

Progressing the Cleric

Experience points

The following is a list of Experience points needed to attain each new level.

1.	0
2.	1,160
3.	2,480
4.	4,120
5.	6,240
6.	9,000
7.	12,560
8.	17,080
9.	22,720
10.	29,640
11.	38,000
12.	47,960
13.	59,680
14.	73,320
15.	89,040

Life and Faith

Add the following to the Cleric's *Life* and *Faith* upon reaching each new level:

Life: $+1d6^{(GE)}$
Faith: $+1d6^{(GE)}$