

At 6th level, each Cleric chooses to specialize in one of the following fields: Battle Cleric, Healer, or Monster Hunter; once chosen, this specialization may never be changed.

Damage							
Level	Melee Damage		Marginal Archery Damage		Critical Archery Damage		Thrown Damage
1	1		NA		NA		1
2	2		NA		NA		2
3	2		NA		NA		2
4	3		NA		NA		3
5	4		NA		NA		4
6	4		NA		NA		4
	Cleric	Battle Cleric	Cleric	Monster Hunter	Cleric	Monster Hunter	Battle Cleric
7	5	6	NA	5	NA	7	6
8	5	6	NA	5	NA	7	6
9	6	7	NA	6	NA	8	7
10	6	7	NA	6	NA	8	7

Armor				
Level	No Armor	Leather Armor	Chain Mail	Plate Mail
1-10	0	1	2	NA
6-10 Battle Cleric	0	1	2	3

Level 8

Curse II

Range: 30 feet **Area:** 1 Target **Duration:** 5 minutes or 1 Combat
Stacking: NA **Misc.:** NA **Cost:** 8

With this spell, the Cleric can cause a single target within 30 feet to be cursed at minus 2 LI. The PC is effectively 2 levels lower to all incoming LI spells. For example, a 5th level Ranger targeted by this spell would be affected by a Magic User's Crashtime cast at 3rd level. The Cleric should call out "**Curse -2 LI, Target**". This spell may be countered by a **Remove Curse (Cleric 3)**, **Battlefever (Fighter 3+)**, **Confidence (Knight 7)**.

Improved God/Goddess Hammer

Range: Self **Area:** Self **Duration:** Permanent
Stacking: BASE **Misc.:** NA **Cost:** 0

Any use of **God/Goddess Hammer (Cleric 6)** by a Battle Cleric will cause an additional 2 points of damage. For example, a **God/Goddess Hammer cast by an 8th level** Battle Cleric will do 18 points of no defense damage instead of the normal 16 points of damage. All limitations of **God/Goddess Hammer**, as well as the spell point cost, still apply. This skill is a base of the character class and may not be placed in a magic item.

Level 9

Penitent Strike

Range: Melee Strike **Area:** 1 Target **Duration:** Instantaneous
Stacking: None **Misc.:** NA **Cost:** 9

With this ability, the Battle Cleric can perform a weapon strike that will cause damage independent of any defense with a 5 second knockdown. The amount of damage caused by the blow is equal to the Battle Cleric's level, with no other modifications allowed. The strike will bypass mundane or magical armor, armor-related spells, and any other item or object that reduces damage; the target will take full damage from the blow. This ability will penetrate **Concentration (Magic User 6)**. The blow must be called out immediately following what the Battle Cleric believes is a successful weapon strike. If the weapon strike is not successful, or is countered by **Dodge Blow (Fighter 7, Thief 7)** or **Evade (Movement Monk 7)**, the ability is still used and the points are expended. 5 seconds must pass before the use of another skill, ability, or spell. This ability cannot be stacked with any other effect, and requires no meditation time

Hounds of War

Range: 30 feet **Area:** 10 Targets **Duration:** 5 minutes or 1 Combat
Stacking: Var. **Misc.:** NA **Uses:** ½ Level per day

When a Battle Cleric invokes this ability all allies within 30 feet will gain an additional 5 points to both unconsciousness and death; +1 to LI and -1 to encumbrance on the pursuit chart. This ability may be invoked once per day for every 2 levels of the Battle Cleric.

Level 10

Avatar of War

Range: Self

Area: Self

Duration: Special

Stacking: NA

Misc.: NA

Cost: 10

When a Battle Cleric invokes this ability they are immediately cured of all damage and any negative effects such as **Pain Strike** are removed. This ability may only be invoked once per combat.

God/Goddess Blessing

Range: Var.

Area: 10 Targets

Duration: Permanent.

Stacking: NA

Misc.: NA

Cost: 0

A Battle Cleric can choose to exclude up to 10 targets from damaging spells if he chooses. For example, a 10 level Battle Cleric can cast **God/Goddess Hammer** on a group of bandits surrounding a teammate and the bandits would take the damage but not the teammate. The cleric needs to designate the protected individuals to receive the **God/Goddess Blessing** at the beginning of the day. The **God/Goddess Blessing** may be withdrawn by the cleric at any time.

The following abilities are gained by Clerics who specialize in hunting down monsters (Monster Hunters) and are in addition to the standard Cleric abilities described above.

Level 6

Improved Control Undead I

Range: 30 feet **Area:** 5-foot radius **Duration:** 5 minutes/level
Stacking: Innate **Misc.:** LI **Cost:** LI

At 6th level a Monster Hunter will be at +1 LI when he cast **Control Undead**. All restrictions of **Control Undead** still apply. This skill is a base of the character class and may not be placed in a magic item.

Improved Repulse Good/Neutral/Evil I

Range: 1 inch **Area:** 1 Target **Duration:** 5 minutes/level
Stacking: Innate **Misc.:** LI, Material Component **Cost:** LI

At 6th level when a Monster Hunters cast a **Repulse Good/Neutral/Evil** that does not contain a component of their alignment it is cast at +1 LI. For example, 6th a lawful neutral Monster Hunter could cast a **Repulse Evil** or **Repulse Good** at 7th level but not a **Repulse Neutral**. This skill is a base of the character class and may not be placed in a magic item.

Improved Turn Undead I

Range: 30 feet **Area:** ½ Level **Duration:** 1 minute
Stacking: Innate **Misc.:** NA **Cost:** 0

At 6th level when a Monster Hunters cast **Turn Undead** the number of undead turned will be equal to half his level, rounded up. All restrictions of **Turn Undead** still apply. This skill is a base of the character class and may not be placed in a magic item.

Level 7

Bow Training

Range: Self **Area:** Self **Duration:** Permanent
Stacking: BASE **Misc.:** NA **Cost:** 0

At 7th level Monster Hunters gain the ability to use a ranged weapon such as a bow, crossbow, etc. This skill is a base of the character class and may not be placed in a magic item. This ranged damage is reflected in the damage table at the beginning of this chapter.

Improved Animate Dead I

Range: 1 inch **Area:** 1 Target **Duration:** Permanent
Stacking: Innate **Misc.:** NA **Cost:** 0

Any use of **Animate Dead (Cleric 6)** by a Monster Hunter will cost 4 points instead of 6. All restrictions of **Animate Dead** still apply. This skill is a base of the character class and may not be placed in a magic item.

Level 8

Improved Repulse Good/Neutral/Evil II

Range: 1 inch **Area:** 1 Target **Duration:** 5 minutes/level
Stacking: Innate **Misc.:** LI, Material Component **Cost:** LI

At 8th level when a Monster Hunters cast a **Repulse Good/Neutral/Evil** that does not contain a component of their alignment it is cast at +2 LI. This does not stack with the +1 LI gained at 6th level. For example, an 8th a lawful neutral Monster Hunter could cast a **Repulse Evil** or **Repulse Good** at 10th level but not a **Repulse Neutral**. This skill is a base of the character class and may not be placed in a magic item.

Improved Turn Undead II

Range: 30 feet **Area:** ½ Level **Duration:** 1 minute
Stacking: Innate **Misc.:** NA **Cost:** 0

At 8th level a Monster Hunter will be at +2 LI when he cast **Turn Undead**. All restrictions of **Turn Undead** still apply. This skill is a base of the character class and may not be placed in a magic item.

Level 9

Improved Control Undead II

Range: 30 feet **Area:** 5-foot radius **Duration:** 5 minutes/level
Stacking: Innate **Misc.:** LI **Cost:** LI

At 9th level a Monster Hunter will be at +2 LI when he cast **Control Undead**. This does not stack with the +1 gained at 6th level. All restrictions of **Control Undead** still apply. This skill is a base of the character class and may not be placed in a magic item.

Killing Attack vs. Supernatural Creature

Range: Melee Strike **Area:** 1 Target **Duration:** Instantaneous
Stacking: NA **Misc.:** NA **Cost:** 8

This ability only works on supernatural creatures (such as undead, lycanthropes, or demons) and causes the target creature to immediately lose ½ of her total life points to death; it is delivered through a successful hand-held melee weapon strike. Damage is based on the number of life points the target has when she is fully healed, and is taken to the torso. This damage can only be healed after the target rests out of combat for 5 full minutes. The target can only be affected by one **Killing Attack** at a time no matter the source. This damage cannot be reduced or avoided except by a **Concentration** (Magic User 6) while casting, an **Evade** (Movement Monk 7), or a **Dodge Blow** (Fighter 7, Thief 7). If the weapon strike is unsuccessful or is evaded, the ability is still used and the points are expended. A Monster Hunter may only deliver one **Killing Attack** every 5 seconds, regardless of the source.

