	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	A 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

At 6<sup>th</sup> 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.

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

## **Specialty Abilities**

The following abilities are gained by Clerics who specialize in Battle (Battle Clerics) and are in addition to the standard Cleric abilities described above.

# **Battle Cleric**

## Level 6

**Battle Training** 

Range: SelfArea: SelfDuration: PermanentStacking: BASEMisc.: NACost: 0At 6<sup>th</sup> level Battle Clerics gain the ability to wear Plate Mail and use any melee weapon. This skill is a<br/>base of the character class and may not be placed in a magic item.

## Curse I

Range: 30 feetArea: 1 TargetDuration: 5 minutes or 1 CombatStacking: NAMisc.: NACost: 3With this spell, the Cleric can cause a single target within 30 feet to be cursed at minus 1 Ll. The PC is<br/>effectively 1 level lower to all incoming LI spells. For example, a 4<sup>th</sup> level Ranger targeted by this spell<br/>would be affected by a Magic User's Crashtime cast at 3<sup>rd</sup> level. The Cleric should call out "Curse -1 Ll,<br/>Target". This spell may be countered by a Remove Curse (Cleric 3), Battlefever (Fighter 3+), Confidence<br/>(Knight 7).

#### Improved Blessing

Range: SelfArea: SelfDuration: PermanentStacking: BASEMisc.: NACost: 0When a Battle Cleric cast Enhance, Exuberate, Exhort or Exaltthey will gain an innate +1, either positiveor negative. For example, a 6<sup>th</sup> level Battle Cleric cast a NegativeEnhance on his party. It will grant 2points of armor instead of the normal 1 point. This skill is a base of the character class and may not beplaced in a magic item.

## Level 7

Additional Damage (Base)

Range: SelfArea: SelfDuration: PermanentStacking: BASEMisc.: NACost: 0At 7<sup>th</sup> level Battle Clerics gain an additional point of damage. This skill is a base of the character class and<br/>may not be placed in a magic item. This additional damage is reflected in the damage table at the<br/>beginning of this chapter.

#### Improved Wrath

Range: Self	Area: Self	Duration: Permanent
Stacking: BASE	Misc.: NA	<b>Cost:</b> 0

Any use of **Wrath** (Cleric 5) by a Battle Cleric will now do 3 points of damage for each point the cleric spends. For example, a **Wrath** cast by a 6<sup>th</sup> level Battle Cleric will do 18 points of no defense damage instead of the normal 12 points of damage. All limitations of **Wrath**, 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 8

#### Curse II

Range: 30 feetArea: 1 TargetDuration: 5 minutes or 1 CombatStacking: NAMisc.: NACost: 8With this spell, the Cleric can cause a single target within 30 feet to be cursed at minus 2 LI. The PC is<br/>effectively 2 levels lower to all incoming LI spells. For example, a 5<sup>th</sup> level Ranger targeted by this spell<br/>would be affected by a Magic User's Crashtime cast at 3<sup>rd</sup> level. The Cleric should call out *"Curse -2 LI,*<br/>*Target"*. This spell may be countered by a *Remove Curse (Cleric 3), Battlefever (Fighter 3+), Confidence*<br/>*(Knight 7).* 

#### Improved God/Goddess Hammer

Range: SelfArea: SelfDuration: PermanentStacking: BASEMisc.: NACost: 0Any use of God/Goddess Hammer (Cleric 6) by a Battle Cleric will cause an additional 2 points ofdamage. For example, a God/Goddess Hammer cast by an 8<sup>th</sup> level Battle Cleric will do 18 points ofdamage 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: No Defense

Range: Melee Strike **Duration:** Instantaneous Area: 1 Target **Cost:** 9 Stacking: None Misc.: NA 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 feetArea: 10 TargetsDuration: 5 minutes or 1 CombatStacking: Var.Misc.: NAUses: ½ Level per dayWhen a Battle Cleric invokes this ability all allies within 30 feet will gain an additional 5 points to both<br/>unconsciousness and death; +1 to LI and -1 to encumbrance on the pursuit chart. This ability may be<br/>invoked once per day for every 2 levels of the Battle Cleric.

## Level 10

#### Avatar of War

Range: SelfArea: SelfDuration: SpecialStacking: NAMisc.: NACost: 10When a Battle Cleric invokes this ability they are immediately cured of all damage and any negativeeffects 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		<b>Cost:</b> 0	
A Battle Cleric can choose to ex	clude up to 10 targets f	from damaging sp	ells if he chooses. For example, a	
10 level Battle Cleric can cast <i>God/Goddess Hammer</i> 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 <i>God/Goddess Blessing</i> _at the beginning of the day. The <i>God/Goddess Blessing</i>				
may be withdrawn by the cleric at any time.				

## **Specialty Abilities**

The following abilities are gained by Clerics who specialize in Healing (Healers) and are in addition to the standard Cleric abilities described above.

ealer
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Level 6 Improved Healing Range: Self

Stacking: BASE

Area: Self Misc.: NA Duration: Permanent Cost: 0

Whenever a Healer cast a healing spell it gains a base +1 to the base. A 2 for 1 heal would become a 3 for 1 and 3 for 1 heals become a 4 for 1. For example, if a 6<sup>th</sup> level Healer cast a *Heal (Cleric 1)* using 6 spell points it will heal for 18 points instead of 12 points. This skill is a base of the character class and may not be placed in a magic item.

#### Improved Life Spark

Range: Self	Area: Self	Duration: Permanent
Stacking: BASE	Misc.: NA	<b>Cost:</b> 0

Whenever a Healer cast *Life Spark* (*Cleric 6*) the target of the spell will suffer no minus to his LI or Life Points. This skill is a base of the character class and may not be placed in a magic item.

## Level 7

## Improved Life Enhancement

Range: Self	Area: Self	Duration: Permanent
Stacking: BASE	Misc.: NA	<b>Cost:</b> 0

Whenever a Healer cast *Life Enhancement (Cleric 7)* it will now provide 1 hit point per level of the cleric instead of the base +5. This skill is a base of the character class and may not be placed in a magic item.

#### Improved Ashes to Ashes

Range: 30 feet	Area: 5-foot radius	Duration: Instantaneous
Stacking: BASE	Misc.: NA	<b>Cost:</b> 0

Whenever a Healer cast **Ashes to Ashes** (Cleric 4) they may choose to have it affect a 5-foot radius instead of a single target. This skill is a base of the character class and may not be placed in a magic item.

## Level 8

Full Heal Range: 1 inch Stacking: NA

Area: 1 Target Misc.: NA **Duration:** Instantaneous **Cost:** 8

When cast upon a creature, this spell will completely heal the target of any hit point damage. This spell requires the caster to touch (1 inch) the target for a full 15 seconds to perform the heal.

#### Improved Regenerate

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

Whenever a Healer cast **Regenerate** (*Cleric 8*) it will now provide 6 points of regeneration per level of the Cleric instead of 4. All restrictions of **Regenerate** (*Cleric 8*) apply. This skill is a base of the character class and may not be placed in a magic item.

## Level 9

#### Improved Ranged Heal

Range: 30 feetArea: 1 TargetDuration: InstantaneousStacking: NAMisc.: NACost: Var.At 9<sup>th</sup> level all of a Healers 1-inch healing spells gain a range of 30 feet. This includes any cure spells. Thisskill is a base of the character class and may not be placed in a magic item.

#### **Empathic Recovery**

Range: Self	Area: Self	Duration: Game Day or until used		
Stacking: NA	Misc.: NA	Uses: Special*		
With this skill a Healer can heal himself up to twice the base point loss for unconsciousness for his level				

each game day (for example, a 9<sup>th</sup> level Healer could heal himself or others up to a maximum of 70 points in one game day). This healing can be done in any increments the Healer desires and requires 5 seconds of meditation for each use; the Healer should role-play this empathic healing. The healing can be done whenever the Healer wishes. In addition, the Healer can use this healing to emphatically heal another target that is willing.

Healing can be distributed to the limbs and torso – the Healer should specify where he is applying the healing. Healers cannot heal past the maximum life points. A Healer can reattach severed limbs, can heal themselves or others when they have been affected by a throat slit, but cannot use this skill to heal when they are unconscious.

#### Level 10

Group Heal Range: 30 feet Stacking: NA

Area: 3 Targets Misc.: NA

**Duration:** Instantaneous **Cost:** 10

When a Healer cast any healing spell, remove curse or cure spell they can elect to spend an additional 10 spell points to have it affect up to 3 individuals instead of a single target. This skill is a base of the character class and may not be placed in a magic item. This spell may not be used on *Full Heal (Cleric 8)*.

Raise Dead

Range: 1 inch Stacking: NA Area: 1 Target Misc.: NA Duration: Instantaneous Cost: 10

When a Healer cast **Raise Dead** (Cleric 10) the target of the spell will suffer no minus to his LI or Life Points. In addition, a healer may raise a character that has been for 10 years per level instead of 3. This skill is a base of the character class and may not be placed in a magic item. 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.

## Monster Hunter

## Level 6

#### Improved Control Undead I

Range: 30 feetArea: 5-foot radiusDuration: 5 minutes/levelStacking: InnateMisc.: LICost: LIAt 6<sup>th</sup> level a Monster Hunter will be at +1 LI when he cast Control Undead. All restrictions of ControlUndead still apply. This skill is a base of the character class and may not be placed in a magic item.

#### Improved God/Goddess Hammer - Hostile

Range: SelfArea: SelfDuration: PermanentStacking: BASEMisc.: NACost: 0Any use of God/Goddess Hammer (Cleric 6) by a Monster Hunter is keyed to only hit monsters. For the<br/>sake of this ability monsters is defined as anyone not designated by the Monster Hunter at the<br/>beginning of the day. Individuals must be designated at the beginning of the game day as immune and<br/>this may not be changed until the next game day.

#### 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 6<sup>th</sup> 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, 6<sup>th</sup> a lawful neutral Monster Hunter could cast a *Repulse Evil* or *Repulse Good* at 7<sup>th</sup> 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 6<sup>th</sup> 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 TrainingRange: SelfArea: SelfDuration: PermanentStacking: BASEMisc.: NACost: 0

At 7<sup>th</sup> 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. This skill is a base of the character class and may not be placed in a magic item.

#### Improved Animate Dead

Range: 1 inchArea: 1 TargetDuration: PermanentStacking: InnateMisc.: NACost: 0Any use of Animate Dead (Cleric 6) by a Monster Hunter will cost 4 points instead of 6. All restrictions ofAnimate Dead still apply. This skill is a base of the character class and may not be placed in a magicitem.

## Level 8

#### Improved Repulse Good/Neutral/Evil II

Range: 1 inchArea: 1 TargetDuration: 5 minutes/levelStacking: InnateMisc.: LI, Material ComponentCost: LIAt 8<sup>th</sup> level when a Monster Hunters cast a *Repulse Good/Neutral/Evil* that does not contain a<br/>component of their alignment it is cast at +2 LI. This does not stack with the +1 LI gained at 6<sup>th</sup> level. For<br/>example, an 8<sup>th</sup> a lawful neutral Monster Hunter could cast a *Repulse Evil* or *Repulse Good* at 10<sup>th</sup> level<br/>but not a *Repulse Neutral*. This skill is a base of the character class and may not be placed in a magic<br/>item.

#### Improved Turn Undead II

Range: 30 feetArea: ½ LevelDuration: 1 minuteStacking: InnateMisc.: NACost: 0At 8<sup>th</sup> level a Monster Hunter will be at +2 LI when he cast Turn Undead.All restrictions of Turn Undeadstill 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 feetArea: 5-foot radiusDuration: 5 minutes/levelStacking: InnateMisc.: LICost: LIAt 9<sup>th</sup> level a Monster Hunter will be at +2 LI when he cast Control Undead.This does not stack with the+1 gained at 6<sup>th</sup> level. All restrictions of Control Undead still apply. This skill is a base of the characterclass 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	<b>Cost:</b> 9

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.

## Level 10

Range: Self

Stacking: Innate

#### Supernatural Bane

Area: Self Misc.: NA Duration: Permanent Cost: 0

At 10<sup>th</sup> level a Monster Hunter may choose to specialize in one additional supernatural creature type. The creature type chosen will be affected by all of the Monster Hunters SAS that normally affect undead. The type of creature must either be, Demon, Devil or Lycanthrope. This skill is a base of the character class and may not be placed in a magic item.

#### Killing Arrow vs. Undead

Range: Self	Area: 1 Arrow	Duration: Instantaneous			
Stacking: NA	Misc.: NA	<b>Cost</b> : 10			
With 10 seconds of aiming, this	s ability allows the Monster Hunt	ter to fire an arrow that will cause the			
target creature to immediately	lose ½ of his total life points to a	death; when fired, the Monster Hunter			
should call out "Killing Attack A	rrow" and identify the target. Da	amage is based on the number of life			
points the target has when he i	is fully healed, and is taken to the	e torso. This damage can only be healed			
after the target rests out of cor	mbat for 5 full minutes. The targe	et can only be affected by one <i>Killing</i>			
Arrow or Killing Attack (Killing	Monk 8, Magic User 10, Knight 8	3, Cleric 9, Monster Hunter 8) at a time no			
matter the source. This damage cannot be reduced or avoided except by a <i>Concentration</i> (Magic User 6)					
while casting or an <i>Evade</i> (Mov	vement Monk 7). If the arrow is e	evaded, the ability is still used and the			
points are expended. A Monste	er Hunter may only deliver one <b>K</b>	<i>(illing Arrow</i> or <i>Killing Attack</i> every 5			
seconds, regardless of the sour	ce. The arrow may be either a m	arginal or critical arrow but may not be			
modified by any other Monster	r Hunter ability, including damag	e enhancements. The Monster Hunter's			
base missile damage is not add	ed to the damage from the <i>Killir</i>	ng Attack.			