**[DESIGN NOTES:** I’ve decided to divide the clerics into 2 options: Clerics-Spiritual, and Clerics-Militant. The clerics-militant are the traditional D&D clerics we are used to, mixing fighting and spell casting for action in the field, while Clerics-Spiritual are less combat able, but cast more spells.]

**CLERICS**

**Cleric Progression Table**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Level** | **EXP** | **Added Hit Points** | **Attack Bonus**  **Militant/Spiritual** | **Saving Throw** |
| 1 | 0 | 1 die | +0/+0 | 17 |
| 2 | 2500 | 1 die | +0 /+0 | 16 |
| 3 | 5000 | 1 die | +0/+0 | 15 |
| 4 | 10,000 | 1 die | +1/+0 | 14 |
| 5 | 20,000 | 1 die | +1/+0 | 13 |
| 6 | 30,000 | 1 die | +1/+1 | 12 |
| 7 | 40,000 | 1 die | +2/+1 | 11 |
| 8 | 50,000 | 1 die | +2/+1 | 10 |
| 9 | 100,000 | 1 die | +2/+1 | 9 |
| 10 | 150,000 | 1 die | +3/+1 | 8 |
| 11 | 200,000 | +1 | +3/+2 | 7 |
| 12 | 250,000 | +1 | +3/+2 | 6 |
| 13 | 300,000 | +1 | +4/+2 | 5 |
| 14 | 400,000 | +1 | +4/+2 | 4 |
| 15 | 500,000 | +1 | +4/+2 | 4 |
| 16 | 600,000 | +1 | +5/+3 | 4 |
| 17 | 700,000 | +1 | +5/+3 | 4 |
| 18 | 800,000 | +1 | +5/+3 | 4 |
| 19 | 900.000 | +1 | +6/+3 | 4 |
| 20 | 1,000,000 | +1 | +6/+3 | 4 |

Clerics are the intermediaries between the gods and mortals. They perform many public rituals and services, pray for guidance and assistance for their communities, and act in the world to carry out the will of their divine masters. Every cleric must chosoe to be either a Cleric-Spiritual or a Cleric-Militant. The Cleric-Spiritual are like monks, friars, parish priests, evil cult leaders, temple priests, etc. who are not particularly combat effective but have greater power in miraculous spells. The Cleric-Militant is trained in the use of armor and weapons and basic combat to protect the faith and spread it in hostile environments.

**Saving Throws;** Clerics get no bonuses to any particular type of Saving Throw, but if you notice the table above, you will see that Cleric saves are 2 points better than all of the other classes for all types of save. Clerics, being in tune with the gods are more likely to gain their protection.

**Magic Item Creation:**  a cleric can create various magic items. To make potions (or Holy/Unholy water), he uses the Sanctify Potions spell (level 1), to make Scrolls, he uses the Scripture spell (level 1), to make a magic staff that stores spells, he uses the Sanctify Staff spell (level 4), and to make permanent items, he uses Sanctify Magic Item spell (level 6).

**Tithe:** all clerics must donate 10% of their income from whatever source to their temple organization. For treasure taken on adventure, they get the XP value before the donation.

**Armor and Weapons:**

*All Clerics* may use fists, kicks and thrown flask weapons of all sorts. Only Chaotic clerics may use poison.

*Cleric-Militants* can wear all armor types and use shields. Unlike Magic-Users, Cleric-Militants can cast their spells while wearing armor.

*Lawful Clerics-Militant* may only use weapons without an edge or point, including: baton, club, staff, light hammer, mace, war-hammer, flail, maul and sling.

*Neutral Clerics-Militants* may only use weapons that have a stabbing point including: dagger, short-sword, spear, lance, pikes, war-picks, bows, javelins, darts and crossbows.

*Chaotic Clerics-Militant* may only use weapons with a cutting edge, including: knives, daggers, swords, axes, bills, halberds, and hatchets.

*Clerics-Spiritual* may not wear any sort of armor nor carry a shield. *Clerics-Spiritual* may only use staff, club, knife, dagger or baton. If clerics attempt to use a weapon not on this list, they suffer -4 on their “To Hit” roll, and Lawful Clerics lose their spell casting powers and turn undead power for the day.

**Turn or Command Undead**: all clerics can manifest divine power against certain supernatural threats. Lawful Clerics can turn or destroy the undead, Chaotic Clerics can turn or command the undead, and Neutral Clerics can turn Elementals and Lycanthropes. A cleric cannot use this power any round that he has already suffered damage or if he is in melee contact with enemies.

**TABLE**:

|  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Level | 1 hd | 2 hd | 3 hd | 4 hd | 5 hd | 6 hs | 7 hd | 8 hd | 9 hd | 10 hd | 11 hd | 12 hd+ |
| 1 | 7 | 9 | 11 |  |  |  |  |  |  |  |  |  |
| 2 | 5 | 7 | 9 | 11 |  |  |  |  |  |  |  |  |
| 3 | 3 | 5 | 7 | 9 | 11 |  |  |  |  |  |  |  |
| 4 | T | 3 | 5 | 7 | 9 | 11 |  |  |  |  |  |  |
| 5 | T | T | 3 | 5 | 7 | 9 | 11 |  |  |  |  |  |
| 6 | D | T | T | 3 | 5 | 7 | 9 | 11 |  |  |  |  |
| 7 | D | D | T | T | 3 | 5 | 7 | 9 | 11 |  |  |  |
| 8 | D | D | D | T | T | 3 | 5 | 7 | 9 | 11 |  |  |
| 9 | D | D | D | D | T | T | 3 | 5 | 7 | 9 | 11 |  |
| 10 | D | D | D | D | D | T | T | 3 | 5 | 7 | 9 | 11 |
| 11 | D | D | D | D | D | D | T | T | 3 | 5 | 7 | 9 |
| 12 | D | D | D | D | D | D | D | T | T | 3 | 5 | 7 |
| 13+ | D | D | D | D | D | D | D | D | T | T | 3 | 5 |

**Procedure:** the cleric must present the divine symbol of his god and use his Attack to confront the creatures. He rolls 2d6 dice and if the total is equal or higher than the number on the chart (which cross-references the Cleric’s experience level with the Hit Dice of the creature) then 2d6 individuals of the targeted type of creature must flee from the cleric for 2d6 rounds. If the cleric fails the turning check, he cannot try again for 10-minutes. If he succeeds the check, he can try again if there are more undead to turn.

If the chart says “T” then 2d6 creatures are turned without the need to roll the dice.

If the chart says “D” then 2d6 creatures are not merely turned but immediately destroyed.

Chaotic clerics gain temporary control of undead instead of turning, a permanent control on a D result.

**Spell Casting:** The cleric prepares his spells ahead of time, praying to his god for the spells he thinks he will need for the coming day. He can have as many prepared as the cleric spell chart (militant or spiritual as appropriate) allows, plus 1 additional spell (Not per spell level, just 1) each day from the spell type of his god and 1 additional spell per day (not per spell level) from his alignment spell type. As each spell is cast it is removed from his prepared number of spells until he prays the next morning. When the sun rises, all his unused spells are lost. To prepare his spells, he must spend one hour in the morning in prayer and ritual, unlike magic-users, he does not particularly need a good night’s rest first.

Example: Archdeacon Ramtor is a 5th level cleric-militant. He therefore can prepare 2 first level spells, and 2 second level spells each day. He chooses, Heal Wounded and Light/Darkness as his first level spells, and Bless and Neutralize Poison as his second level spells. During a dungeon expedition, he uses all the spells except the Neutralize Poison. When the sun rises, he loses the Neutralize Poison, but if he spends 1 hour in prayer, he can prepare another set of 4 spells (perhaps re-gaining the Neutralize Poison).

Notice that Clerics-Militant do not begin casting spells until they reach 2nd level. The only exception to this is if the Militant has a 15 or better WIS score. In such a case, the Cleric gets one bonus First Level spell per day, which he can begin to cast at first level.

**DIVINE SYMBOL**: Each god served by clerics has his own symbol. A cleric must hold a portable version of that symbol in his hand to cast a spell or use the Turn power. This may mean that he needs to put aside a weapon or shield to do so. If he cheaps out and uses a wooden symbol, he must roll a WIS or less on a d20 to succeed, using a silver symbol has no such check.

**Holy/Unholy/Sacred:**

The word Holy applies to divine manifestations or trappings of the Lawful Alignment, Unholy to the Chaotic, and Sacred to the Neutral.

**CLERIC-MILITANT SPELLS PREPARED PER DAY BY EXPERIENCE** **LEVEL**

SPELL LEVEL

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| Cleric Level | 1 | 2 | 3 | 4 | 5 | 6 | 7 |
| 1 | 0 |  |  |  |  |  |  |
| 2 | 1 |  |  |  |  |  |  |
| 3 | 2 |  |  |  |  |  |  |
| 4 | 2 | 1 |  |  |  |  |  |
| 5 | 2 | 2 |  |  |  |  |  |
| 6 | 2 | 2 | 1 |  |  |  |  |
| 7 | 2 | 2 | 2 |  |  |  |  |
| 8 | 2 | 2 | 2 | 1 |  |  |  |
| 9 | 3 | 3 | 3 | 2 | 1 |  |  |
| 10 | 3 | 3 | 3 | 3 | 2 |  |  |
| 11 | 3 | 3 | 3 | 3 | 3 | 1 |  |
| 12 | 3 | 3 | 3 | 3 | 3 | 2 |  |
| 13 | 4 | 3 | 3 | 3 | 3 | 3 |  |
| 14 | 4 | 4 | 4 | 3 | 3 | 3 |  |
| 15 | 4 | 4 | 4 | 4 | 4 | 3 | 1 |
| 16 | 4 | 4 | 4 | 4 | 4 | 4 | 2 |
| 17 | 5 | 5 | 5 | 4 | 4 | 4 | 3 |
| 18 | 5 | 5 | 5 | 5 | 5 | 4 | 4 |
| 19 | 5 | 5 | 5 | 5 | 5 | 5 | 4 |
| 20 | 5 | 5 | 5 | 5 | 5 | 5 | 5 |

1 bonus first level spell if WIS 15+, beginning at first level

1 bonus spell of your god’s Spell Type per day, beginning at 2nd level.

1 bonus spell of your Alignment Spell Type per day, beginning at 2nd level.

**CLERIC-SPIRITUAL SPELLS PREPARED PER DAY BY EXPERIENCE** **LEVEL**

SPELL LEVEL

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| Cleric Level | 1 | 2 | 3 | 4 | 5 | 6 | 7 |
| 1 | 2 |  |  |  |  |  |  |
| 2 | 3 |  |  |  |  |  |  |
| 3 | 3 | 1 |  |  |  |  |  |
| 4 | 3 | 2 |  |  |  |  |  |
| 5 | 4 | 2 | 1 |  |  |  |  |
| 6 | 4 | 3 | 2 |  |  |  |  |
| 7 | 4 | 3 | 3 | 1 |  |  |  |
| 8 | 5 | 3 | 3 | 2 |  |  |  |
| 9 | 5 | 4 | 3 | 2 | 1 |  |  |
| 10 | 5 | 4 | 4 | 3 | 2 | 1 |  |
| 11 | 6 | 4 | 4 | 3 | 3 | 1 |  |
| 12 | 6 | 4 | 4 | 3 | 3 | 2 | 1 |
| 13 | 6 | 5 | 4 | 3 | 3 | 3 | 1 |
| 14 | 7 | 5 | 4 | 4 | 3 | 3 | 2 |
| 15 | 7 | 5 | 5 | 4 | 4 | 3 | 2 |
| 16 | 7 | 5 | 5 | 4 | 4 | 4 | 3 |
| 17 | 8 | 6 | 5 | 4 | 4 | 4 | 3 |
| 18 | 8 | 6 | 5 | 5 | 5 | 4 | 4 |
| 19 | 8 | 6 | 5 | 5 | 5 | 5 | 4 |
| 20 | 9 | 7 | 6 | 5 | 5 | 5 | 5 |

1 bonus first level spell if WIS 15+, beginning at first level

1 bonus spell of your god’s Spell Type per day, beginning at 1st level.

1 bonus spell of your Alignment Spell Type per day, beginning at 1st level.