

Chapter 2

Character Classes

There are three character classes in the game: the Cleric, the Fighter, and the Magic-user. The Referee is, of course, free to invent or allow other character classes in the game.

The Cleric

Clerics are armored priests who serve a particular alignment, religion, or patron deity. Players may make up the details if the Referee doesn't use a particular mythology for the campaign. Mythologies and other details of a campaign world often come later if the Referee is just starting.

Regardless of the details, the Cleric is a champion of his faith and/or moral alignment. The character might be a sinister witch-hunter, an exorcist of demons, a shining knight of the faith, or a secret agent of some temple hierarchy. Since many of the Cleric's abilities are oriented toward healing and protecting, they tend to play a support role during combat. However, they are able to stand shoulder-to-shoulder with the party's Fighters if need be—at least for a while. Clerics must be either Lawful (good) or Chaotic (evil). There are no Neutral Clerics unless the Referee decides otherwise. Chaos, Law, and Neutrality are described further on.

Cleric Advancement Table

Level	Exp. Points	Hit Dice (d6)	Saving Throw	Spells				
				1	2	3	4	5
1	0	1	15	—	—	—	—	—
2	1,500	2	14	1	—	—	—	—
3	3,000	3	13	2	—	—	—	—
4	6,000	3+1	12	2	1	—	—	—
5	12,000	4	11	2	2	1	—	—
6	24,000	5	10	2	2	1	1	—
7	48,000	6	9	2	2	2	1	1
8	96,000	6+1	8	2	2	2	2	2
9	192,000	7	7	3	3	3	2	2
10	384,000	8	6	3	3	3	3	3

Cleric Class Abilities

Weapon and Armor Restrictions: Because Clerics are forbidden the shedding of blood, they may only use blunt weapons (club, flail, mace, etc.) and the only missile weapon they are allowed is oil. Clerics have no armor restrictions.

Spell Casting: Clerics cast divine spells from a specific spell list, as per the Cleric Advancement table. Each day, the Cleric prays for a certain set of spells, choosing any spells from the standard list. Clerics of specific gods

might have entirely different sets of spells as designed by the Referee, but the standard Cleric uses the standard spell list.

Saving Throw: Clerics receive a +2 bonus on saving throws vs. poison and paralysis (unless the alternative “Saving Throw Matrix” is used).

Banishing Undead: Clerics can use their holiness to “Turn” the undead, causing them to flee (See Turning Undead, Page 22).

Establish Temple: At tenth level, a Cleric who chooses to build and dedicate a temple to a deity may attract a body of loyal followers who swear fealty to the character. If the Cleric changes alignment after establishing a Temple, the character will lose any followers (and probably face a mutiny).

Experience Bonus for Wisdom: Wisdom is the Prime Attribute for Clerics. Clerics with Wisdom of 15 or higher receive a 10% to experience, 5% as normal, and 5% because it is the Prime Attribute for the class.

