

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 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: No Defense

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.

Healer

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

Level 6

Improved Healing

Range: Self	Area: Self	Duration: Permanent
Stacking: BASE	Misc.: NA	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 6th 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	Cost: 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	Cost: 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	Cost: 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	Area: 1 Target	Duration: Instantaneous
Stacking: NA	Misc.: NA	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

Area: Self

Duration: Permanent

Stacking: BASE

Misc.: NA

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 feet

Area: 1 Target

Duration: Instantaneous

Stacking: NA

Misc.: NA

Cost: Var.

At 9th level all of a Healers 1-inch healing spells gain a range of 30 feet. This includes any cure spells. This skill 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 9th 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

Area: 3 Targets

Duration: Instantaneous

Stacking: NA

Misc.: NA

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*).

Improved Raise Dead

Range: 1 inch

Area: 1 Target

Duration: Instantaneous

Stacking: NA

Misc.: NA

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 dead 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.

Monster Hunter

The following abilities are gained by Clerics who specialize in hunting down dangerous 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 God/Goddess Hammer - Hostile

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

Any use of **God/Goddess Hammer** (Cleric 6) by a Monster Hunter is keyed to only hit monsters. For the sake of this ability monsters is defined as anyone not designated by the Monster Hunter at the beginning of the day. Individuals must be designated at the beginning of the game day as immune and 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 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. This skill is a base of the character class and may not be placed in a magic item.

Improved Animate Dead

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: 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

Supernatural Bane

Range: Self

Area: Self

Duration: Permanent

Stacking: Innate

Misc.: NA

Cost: 0

At 10th 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

Cost: 10

With 10 seconds of aiming, this ability allows the Monster Hunter to fire an arrow that will cause the target creature to immediately lose ½ of his total life points to death; when fired, the Monster Hunter should call out “Killing Attack Arrow” and identify the target. Damage is based on the number of life points the target has when he 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 Arrow** or **Killing Attack** (Killing Monk 8, Magic User 10, Knight 8, Cleric 9, Monster Hunter 8) at a time no matter the source. This damage cannot be reduced or avoided except by a **Concentration** (Magic User 6) while casting or an **Evade** (Movement Monk 7). If the arrow is evaded, the ability is still used and the points are expended. A Monster Hunter may only deliver one **Killing Arrow** or **Killing Attack** every 5 seconds, regardless of the source. The arrow may be either a marginal or critical arrow but may not be modified by any other Monster Hunter ability, including damage enhancements. The Monster Hunter’s base missile damage is not added to the damage from the **Killing Attack**.