

Spell	#	Type	Cast Time	Cost/Maintain	Duration	Notes
Affect Spirits (Necro)	15	Regular	2s	4/2	1m	Weapon affects incorporeal
Armor (P&W)	15	Regular	1s	2xDR/half	1m	Bonus DR
Cure Disease (Healing)	15	Regular	10m	4/No retries	Instant	Requires diagnosis
Detect Poison (Healing, P&W)	15	Area/info	2s	2(Area)/no	Instant	Reveals toxins in area
Final Rest (Healing, Necro)	15	Regular	10m	20/No	Instant	Corpse can't be reanimated or resurrected.
Flaming Weapon (Fire)	15	Regular	2s	4/1	1m	Weapons gains +2 damage
Great Healing (VH, Healing)	14	Regular	1m	20/no	1m	Restores all HP damage.
Major Healing (VH, Healing)	14	Regular	1s	1-4/No	Instant	Restore 2-8 HP
Magic Resistance (Meta)	15	Regular	3s	1-5/same	1m	Subject gains 2-10 resistance
Might (Body)	15	Regular	1	2x/same	1m	Subject gains +X to ST and HP
Minor Healing (Healing)	15	Regular	1s	1-3/No	Instant	Restore 1-3 HP
Neutralize Poison (Healing)	15	Regular	30s	5/no	Instant	Requires Poison roll to succeed.
Protection from Evil (Meta/P&W)	15	Regular	1s	1-5/half	1m	Gain 1-5 to DR and Magic Resistance v evil
Recover Energy (Healing)	15	Special				Recover 1 FP/minute
See Secrets (Know)	15	Regular	5s	5/2	1m	See traps/hidden doors
Sense Evil (C&E/ Meta)	15	Info/Area	1s	Area (min 2)	Instant	Detect foes and truly evil
Shield (P&W)	15	Regular	1s	2x/half	1m	Gain +x to to DB
Stop Bleeding (Healing)	15	Regular	1s	0 or 10	Instant	0 to bandage, 10 to stabilize
Sunbolt (L&D)	15	Missile	1-3s	1-3	Missile	Quick contest v darkness magic
Sunlight (L&D)	15	Area	1s	2(Area)/half	1m	Fills area with daylight
Vigor (Body)	15	Regular	1s	2x/same	1m	Subject gains +X to HT and FP

CLERIC

Sister Miriam Suntemple(Human Female)

Size Humanoid (+0 mod) Base Speed 6 Encumbered Move 4 yards (6)

Strength(ST) 13 Dexterity(DX) 12

IQ 14 Health(HT) 12

Fatigue Points 14 Will 14

Perception 14 Observation 13 Search 9

Hit Points 13 Damage Reduction 3

Armor Lt. Segmented Plate, helm, visor

Dodge 8 (9 w/o armor)

Encumbrance/Move Penalty 0

Block 10 w/ Shield

Thrust / Swing 1d / 2d-1

Reaction Mod -2 (Humorless)

Language Common



"You seem a ragtag band, sinners all. No matter, I shall see that the flame of Heaven forges you into a weapon of Good."

Current HP	Current FP

Melee	#	Damage	Reach	Parry	WT	Cost	Properties
Fist	12	1d-1	c				
Kick	10	1d	c, 1				
Broadsword	14	2dcut	1	+0	3	\$600	
-sword thrust	14	1d+2imp	1				
Shield bash	14	1dcr	1	DB2	15	60	Medium shield

Ranged	#	Damage	Acc	Shots	Properties
Sunbolt	14	x burn	2	1	Half 75 Max 150
{ Targets struck in the face by a Sunbolt resist stun with HT. Eyes = blindness)					

Consumable Items

Item	Location	WT	Cost	Properties
Holy Waterx4 vials	Belt	4	30	Throwing grenades (E44)
Undead treat Holy Water as Acid (E65).				

Advantages

Power Investiture(Clerical) - 3
Clerical spellcasting ability.

Energy Reserve(Clerical) - 3
Three extra points to cast spells.

Clerical Investment
A community recognizes you as their spiritual leader. 50% off Holy Water. +1 reaction from members of your congregation.

Turning
Present your holy symbol towards a undead or truly evil creature and win at a Quick Contest of Wills to force them to stay away from you by a number of yards equal to the margin of success.

Resist Evil - 2
Gain +2 to resist undead or truly evil trying to affect you.

Personality Quirks

Annoyed by the stereotype that Clerics can't use swords or must remain chaste.
Maintains her flaming sword as a light source.

Prioritizes healing over attacking in combat
Finds most holy warriors foolish.
Wants evil dead!

Disadvantages

Honesty (aka law abiding) (12)
Roll 12 or less to maintain self-control and not follow the compulsion to confess to the local authorities any instance whereby you murder, steal, trade on the black market, or break a contract.

Sense of Duty(Adventuring Companions, Congregation)
You think of your adventuring party and followers like a family and feel honor bound to protect and defend them.
Intolerance(Evil Religions) (9)
Roll 9 or less to maintain self-control to tolerate a worshiper of evil.

No sense of humor
-2 to reaction rolls.

Item	Location	WT	Cost
Personal ba-sics/clothing	Body	3	5
1-Qt Canteen	Body	3	10
Healer's Kit	B.Pack	10	200
Holy Symbol	Neck	1	50
Sm. Backpack	Body	3	60
Potion Belt	Body	1	60
Rations, 6 meals	B.Pack	3	12

Skills

Dex-Based Skills
Broadsword-14
piercing(p+) damage deals x1.5 against most targets (minimum 1).
Climbing-11 (13 w/o armor)
Innate Attack (Projectile)- 14

Shield-14
piercing (p++) deals x2 against most targets (minimum 1).
IQ-Based Skills
Diagnosis-12. Treat poison or disease.
First-Aid-14. Treat wounds.
Hidden Lore(Demons)-13
Public Speaking-13
Surgery-12. Remove choice monster parts (E24) or remove foreign bodies from friends (E63).

Teaching-13.
Occultism(Lore)-13
Religious Ritual(Cleric)-12. Bless an area of individual.
Theology(Clerical)-12. Lore about your god.
Hidden Lore(Undead)-13.

Other Skills
Meditation-12. (Meditate on a problem to get a free GM hint).
Esoteric Medicine(Holy)-14. Only works in areas of sanctity. Treat wounds, poisons, and diseases.
Exorcism-14. Cleanse areas or people.
Hiking-11. Speed/endurance.
Observation-13. Observe details near or far.
Search-13. Requires actively searching an area.

Notes

- Only 1 block attempt per turn
- Penetrating cutting(cut) or large piercing(p+) damage deals x1.5 against most targets (minimum 1).
- Penetrating impaling (imp) or huge piercing (p++) deals x2 against most targets (minimum 1).
- Penetrating crushing damage deal x1 against most targets (min 0).
- Major Wound: any single wound greater than half current HP. HT roll to avoid knockdown.
- Crippling (Major) Wound. Damage to an extremity triggers a major wound if its greater than (HP/2 for arm/leg, HP/3 for hand/foot). This renders the limb useless. Cutting damage beyond twice the cripple threshold severs the limb.
- Knockback. Triggers another HT toll to avoid being knocked prone. Falling by -5 or greater indicates unconsciousness.