

Cleric Class

Description

The Cleric uses powers granted to them by supernatural beings to achieve magical effects. The supernatural beings are often treated in the game sense as deities, or, to use the KoDT term, “*gawds*.” The beings have an agenda of their own, and power to spare for those who in some way advance that agenda while giving a strong commitment of themselves to the supernatural being.

In addition to these powers, the typical adventurer behaves as a member of a martial order, using force of arms to combat their opponents. A set of common rules govern the use of arms by the clerics of the different sects that place limitations on the weapons and armor that can be used by members of the cleric class.

The cleric character believes that the wisest course of action for normal people to achieve their goals in the game world is to ally themselves with these supernatural powers (specifically, with the supernatural power that they themselves serve.) They believe that not doing so is a sign of bullheaded pride, ignorance, or sheer stupidity. In a world where one can see tangible evidence of the influence of the *gawds*, it seems foolish to not follow the most righteous among them. (As a counter-argument, there are many people in the world who believe that the *gawds* themselves are merely beings within a universe created by some even higher power, and that their powers are not sufficient to demonstrate that the *gawds* are themselves divine. The cleric’s usual retort is that if there is some greater power, then why is there no direct evidence of that power as there is of the various *gawds* themselves?)

The cleric will use their powers to their utmost to aid and support other followers of their *gawd*. They will willingly aid and support other members of the same alignment as themselves and their *gawd*. They will also use their power where they think that using that power may help another learn to accept their *gawd*, their precepts, or their alignment. And they will also use their powers to advance the cause of their *gawd*.

The cleric will believe firmly in their *gawd*’s doctrine, though they may not accept all of the embellishments to that doctrine espoused by their *gawd*’s followers, even those that are superior to them within their order. Instead, they may hold to their own counsel or seek answers from the guidance of the *gawd* themselves on specific issues which are not central to their doctrine.

All orders’ doctrines demand a payment of a tithe from their clerics to an established institutional power within the religion. Clerics will likewise seek to obtain tithes from those around them who are receiving ongoing benefits from the cleric’s work. At the dungeon master’s option, non-clerics who pay a full tithe to the cleric’s order may receive bonuses on their rolls with respect to spells cast on them by clerics of that order (e.g. +1 to Cure Light rolls, an additional turn of duration to Bless spells, etc.)

Players playing clerics should incorporate the views of their power’s doctrine into their character’s outlook on life, since these views are every bit as integral to the character of the cleric as their ability to cast spells and wield arms.

Requirements

Race:

Any race may play a cleric, though their choice of supernatural power to follow may be limited as a result of their race. All racial advantages that are not specifically tied to the skills of another class are maintained.

Characteristics:

Characters must have an wisdom of at least 9 to be a cleric, and it is recommended that they have an wisdom of 12 or higher.

Selection of Order

The cleric may select the specific supernatural power that they wish to serve at any time until they reach the position of Deacon (3rd level.) When they accept the office of Deacon, they must have a specific order to which they belong in order to obtain the benefits of being a Deacon (they operate as a 2nd level character until they select and enter an order.)

Until that time, they may declare themselves as serving either Law or Chaos (through their choice of alignment), and may make tithing payments to any institution which has the same alignment as their own.

Tithes

The cleric will be required to pay a tithe to an institutional power within their order. The tithe will be 10% of all increase in the cleric's material wealth. This includes the value of any objects which the cleric obtains, estimated to the best of their abilities, as well as the value of any moneys they obtain.

This institution will typically be headed by a Bishop or higher power. Any expenses incurred in paying the tithe are expected to be borne by the cleric. Likewise, any further use of funds by the cleric for the sake of the works of the sect are expected to be paid by the cleric out of their own money after the payment of the tithe, the tithe amount will not be reduced.

If the cleric's sect does not have an established institution to which payments can be made, the tithe will be set aside by the cleric for the work of establishing an institution, either of their own or by another superior member of their order if their work will result in the earlier establishment of an institution. The cleric will not at any time "dip into" this fund, and in fact will often place it under the control of a trusted authority to prevent any temptation to do so. The only time they would spend the money themselves would be when establishing a stronghold to which at least half of the stronghold's facilities are dedicated to the uses of their order. Otherwise, they will save the money until they can turn it over to another member of their order establishing an institutional facility for their order.

Clerics who fail to pay their tithe will begin to lose their spell-casting powers. Tithe payments must be both full and timely. If the cleric fails to pay long enough that they lose all powers, they will not only need to pay restitution of tithes not paid but an additional 5% toward welfare funds of their sect, while continuing to pay current tithes. Typically orders will desire payments of 50% of all of a cleric's income toward restitution and additional welfare donations until full restitution has been made. Once restitution payments are in progress, the cleric will receive half of their normal spell-casting power, and will receive full powers once both full restitution has been made and a quest of penance has been completed.

As a general guide, typically the loss of powers will begin to occur after tithes have been left unpaid for one full month of game time, and all powers will be lost when tithes are four months in arrears, with a loss of about 1/3 of all spell-casting ability for each month that tithes are unpaid.

Starting Conditions

A starting cleric will have the following possessions:

- A worn **clerical robe** and **rope belt**, of material appropriate to the climate where the cleric received their training.
- A worn **hood** (a hood with a liripipe and cowl, of material appropriate to the climate where the cleric received their training.)
- A pair of **cloth shoes** with thin leather soles.
- One set of appropriate **undergarments**, including socks.
- A small leather **belt pouch**, of about 1 dry pint capacity.
- 3D6x10 **gold** pieces. A tithe on this money is assumed to have already been paid upon leaving training.

Cleric Combat

Cleric Combat Attack Matrix

Level of Cleric	Armor Class of Target							
	9	8	7	6	5	4	3	2
1-4	10	11	12	13	14	15	16	17
5-8	8	9	10	11	12	13	14	15
9-12	5	6	7	8	9	10	11	12
13-16	3	4	5	6	7	8	9	10
17+	1	2	3	4	5	6	7	8

A roll of a “natural 20” (the number 20 appears on the die when rolled, as opposed to a 20 as a result of modifiers to the die roll) results in a “critical hit.” A critical hit causes any damage done to be double that rolled for the hit. If the to-hit roll requirement is 19 or higher, no critical hit occurs.

A roll of a “natural 1” (the number 1 or 01 appears on the die when rolled, as opposed to a 1 rolled as a result of modifiers to the die roll) results in a “fumble.” A fumble results in the character losing the ability to act in the following combat round. If the to-hit roll is 2 or less, no fumble occurs.

Weapons:

Clerics of all orders are restricted from the use of weapons which are designed in such a way as to cause the spilling of blood.

Clerics may not use edged weapons, including spiked or edged shields or armor. They also may not use pointed weapons, including pointed missile weapons. If a cleric employs a crossbow, they must fire stones or blunted bolts as missiles.

Armor:

Clerics may wear any armor, so long as it does not include spikes or cutting edges in its design. Points which are not designed for thrusting (e.g. the peak of a basinet-style helm) are O.K.

Saving Throws

When struck by the following types of attacks, roll 1D20 to determine whether the full effect of the attack is taken by the character, or whether the effect is nullified or reduced as noted. Rolling the indicated number or higher results on no or reduced effects.

Level	Death Ray/ Poison	Wands	Stoning/ Paralysis	Dragon Breath	Staves, Rods, & Spells
1-4	11	12	14	16	15
5-8	9	10	12	14	12
9-12	6	7	9	11	9
13+	3	5	7	8	7
On Save:					
	No Effect for Ray, 1/2 Damage for Poison	1/2 Damage	No Effect	1/2 Damage	No Effect for Spells, 1/2 Damage for Staves, Rods

Resurrection:

When an attempt is made to resurrect a character, the given value or lower must be rolled on percentile dice for the resurrection to be successful. A character can only be resurrected a number of times equal to their constitution using normal resurrection spells.

Constitution:	3-6	7-10	11-12	13-14	15	16	17	18	19+
	30%	50%	75%	85%	90%	95%	98%	99%	100%

Turning Undead

As an action during their turn in combat, a cleric may attempt to turn away undead creatures, forcing them to flee, or in some cases to be destroyed (dispelled.) Undead which are successfully turned will flee for 2D6 combat rounds (2-12 minutes.) After that time, the dungeon master may make a reaction roll to see if the undead seek to return to seek the cleric (an aggressive reaction is obtained on the reaction roll.)

It is worth bearing in mind that undead which have been turned will still be somewhere about, possibly to be encountered again, if they have not been dispelled by the cleric.

Cleric Turning/Dispelling Undead Matrix

Cleric Level	Undead Creature Hit Dice								
	1/2	1	2	3	4	5	6	7-9	10-12
1 Acolyte	7	9	11	-	-	-	-	-	-
2 Minister	T	7	9	11	-	-	-	-	-
3 Deacon	T	T	7	9	11	-	-	-	-
4 Vicar	D	T	T	7	9	11	-	-	-
5 Curate	D	D	T	T	7	9	11	-	-
6 Bishop	D	D	D	T	T	7	9	11	-
7 Cardinal	D	D	D	D	T	T	7	9	11
8 Bishop	D	D	D	D	D	T	T	7	9
9	D	D	D	D	D	D	T	T	7
10	D	D	D	D	D	D	D	T	T

Numbers on the table are the numbers which must be matched or exceeded on a roll of 2D6 in order to turn away up to 2D6 undead creatures.

T indicates that the cleric turns 2D6 undead creatures of the indicated hit dice at will.

D indicates that the cleric dispels (destroys) 2D6 undead creatures of the indicated hit dice at will.

- indicates that any attempt to turn undead will have no effect on undead creatures of these numbers of hit dice.

Spell Casting

Spells:

Clerics have access to all cleric spells of the spell levels which their experience level allows them to cast. Clerics may cast up to the number of spells at each level available to them at their experience level each game day.

Casting:

To have a cleric cast a spell, the player announces that the character is casting a spell and names the spell when that character is able to act. Once the dungeon master acknowledges that the spell is being cast, the player marks off the casting of a spell of the level of the spell for that day. If desired, the player may have the character cast a lower level spell in place of a higher level spell. For example, if the player wishes to have the character cast a first level spell, but has already cast as many first level spells as they are allowed for that day, they may cast the first level spell in place of a second or higher level spell, striking off the casting of a spell of the higher level when they cast the first level spell.

The spell is considered cast even if it fails in its effects.

Spells Available:

Clerics have the following spells available each day at their level of experience:

Level/Title	Can memorize this number of spells of spell level:						
	<u>1</u>	<u>2</u>	<u>3</u>	<u>4</u>	<u>5</u>	<u>6</u>	<u>7</u>
1 Acolyte	3						
2 Minister	3						
3 Deacon	3	1					
4 Vicar	3	2					
5 Curate	4	2	1				
6 Bishop	4	2	1	1			
7 Cardinal	4	3	2	1	1		
8 Patriarch	4	3	2	2	1		
9	5	3	3	3	2		
10	5	4	3	3	3		
11	5	4	4	3	3		
12	5	4	4	4	4	1	
13	6	5	5	4	4	1	
14	6	5	5	5	5	2	
15	6	6	6	6	6	2	
16	6	6	6	6	6	3	
17	7	7	7	6	6	3	1
18	No further advancement in spells						

(Levels past 10-11 are included primarily for use with non-player characters, most player characters will not proceed far past Patriarch before "retirement.")

Cleric Advancement

The prime requisite of a cleric is wisdom. Clerics receive the following bonuses for prime requisite scores above 12: 13-14: 5% Bonus, 15+: 15% Bonus. This means that for all experience gained, an additional amount of experience equal to 5 or 10% of the experience gained is added to that amount (there is no bonus on experience bonuses, naturally.)

Level	Standard Title	Experience Points Required	Hit Dice
1	Acolyte	0	(8 Hit Points)
2	Minister	1,500	add 1D6 hit points per level
3	Deacon	3000	
4	Vicar	6,000	
5	Curate	12,000	
6	Bishop	25,000	
7	Cardinal	50,000	
8	Patriarch	100,000	
	Each Additional Level	+150,000	+1 hit point per additional level

Keeps and Retainers

At or above 8th level, the cleric character may establish a stronghold or an institution dedicated to the supernatural power which they serve. If they dedicate at least half the space within the stronghold to uses of their order (offices, chapels or other sites for services, granaries/

storehouses, etc.) then they will receive donations to pay for half the construction of the stronghold either through payments from others within their order or who have been served by their order, or through other means, perhaps supernatural or miraculous.

If at any time they fail to maintain at least half of their facilities in the use of their order, ill effects will befall them until they correct the situation. This includes the possible loss of supernatural spell-casting powers, inability to use or be affected by magic items of supernatural nature or by the supernatural spells of others, as well as other effects that may range from really bad luck to natural disasters to a visitation by an angry "gawd."