



Name: Cleric
Race: Human
Appearance:

Player: 100 points
Ht: Wt:

Age: Spent: 100
Unspent: 0

CHARACTER SHEET

ST 10 [0]	HP 10 [0]	Basic Speed 5 [-5]
DX 10 [0]	Will 12 [0]	Basic Move 5 [0]
IQ 12 [40]	Per 12 [0]	BL 20 lb (ST×ST)/5
HT 11 [10]	FP 11 [0]	Thr 1d-2 Sw 1d

TL 4 [0]	SM +0
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Vision 12	Taste/Smell 12	Death Check 11
Hearing 12	Fright Check 12	High Jump 1.67 ft
Touch 12	Consciousness 11	Broad Jump 2.33 yd

HP 3, 0, -10, -20, -30, -40, -50 **FP** 3, 0, -11

ENCUMBRANCE TABLE					
Name	« None »	Light	Med	Hvy	X-Hvy
Basic	20 lb	40 lb	60 lb	120 lb	200 lb
Ground	5 yd	4 yd	3 yd	2 yd	1 yd
Water	1 yd	1 yd	1 yd	1 yd	1 yd
Jump	5 yd	4 yd	3 yd	2 yd	1 yd
Dodge	8	7	6	5	4

PARRY	PARRY	BLOCK	DODGE	DR
8	9	6	8	0
DX	Axe/Mace	DX	None	Torso

REACTION MODIFIERS	
Appearance: +0	
Status: +0	
Other: +0*	
* Cond. +1 from 'Clerical Investment', Cond. +1 from 'Healer' when Patients, both past and present, Cond. +2 from 'Sense of Duty (Coreligionists)' when in dangerous situations if Sense of Duty is known, Cond. -1 from 'Compulsive Gambling'	

LANGUAGES			
Name	Spoken	Written	Pts
Common (Native)	Native	Native	[0]

TEMPLATES AND META-TRAITS	
Name	Pts
Cleric - 100 (Dungeon Fantasy)	[0]

ADVANTAGES	
Name	Pts
Clerical Investment	[5]
Healer 1	[10]
Power Investiture 2 (Holy)	[20]
Resistant to Disease (+8 to resist)	[5]

DISADVANTAGES	
Name	Pts
Bad Temper (12 or less)	[-10]
Compulsive Gambling (12 or less)	[-5]
Sense of Duty (Coreligionists)	[-10]
Vow (No edged weapons)	[-10]
Wealth (Poor)	[-15]

SKILLS			
Name	Level	Relative	Pts
Axe/Mace Parry: 9	12	DX+2	[8]
Diagnosis/TL4 (Human)	11*	IQ-1	[1]
Esoteric Medicine (Holy)	13*	Per+1	[4]
Exorcism	12†	Will+0	[4]
First Aid/TL4 (Human)	14*	IQ+2	[1]
Hidden Lore (Spirit Lore)	11	IQ-1	[1]
Hiking	10	HT-1	[1]

SKILLS (continued)

Name	Level	Relative	Pts
Meditation	10	Will-2	[1]
Occultism	11	IQ-1	[1]
Public Speaking	11	IQ-1	[1]
Religious Ritual (Ishtaran)	10	IQ-2	[1]
Research/TL4	11	IQ-1	[1]
Scrounging	12	Per+0	[1]
Search	11	Per-1	[1]
Shield (Shield) Block: 9	12	DX+2	[4]
Sling	10	DX+0	[4]
Stealth	9	DX-1	[1]
Surgery/TL4 (Human)	11*	IQ-1	[2]
Teaching	11	IQ-1	[1]
Theology (Ishtaran)	10	IQ-2	[1]

* +1 from 'Healer'
† Cond. -4 from 'Exorcism' when user doesn't possess Blessed, Power Investiture, or True Faith

SPELLS			
Name	Level	Relative	Pts
Affect Spirits (Holy)	12*	IQ+0	[1]
Armor (Holy)	12*	IQ+0	[1]
Astral Vision (Holy)	11*	IQ-1	[1]
Banish (Holy)	12*	IQ+0	[1]
Bind Spirit (Specters, Holy)	11*	IQ-1	[1]
Bless (Holy)	12*	IQ+0	[1]
Detect Poison (Holy)	12*	IQ+0	[1]
Essential Food (Holy)	11*	IQ-1	[1]
Final Rest (Holy)	12*	IQ+0	[1]
Flaming Weapon (Holy)	12*	IQ+0	[1]
Great Healing (Holy)	11*	IQ-1	[1]
Healing Slumber (Holy)	12*	IQ+0	[1]
Instant Neutralize Poison (Holy)	11*	IQ-1	[1]
Major Healing (Holy)	11*	IQ-1	[1]
Might (Holy)	12*	IQ+0	[1]
Minor Healing (Holy)	12*	IQ+0	[1]
Neutralize Poison (Holy)	12*	IQ+0	[1]
Resist Disease (Holy)	12*	IQ+0	[1]
Resist Poison (Holy)	12*	IQ+0	[1]
Sense Spirit (Holy)	12*	IQ+0	[1]
Summon Spirit (Holy)	12*	IQ+0	[1]
Turn Spirit (Holy)	12*	IQ+0	[1]
Turn Zombie (Holy)	12*	IQ+0	[1]
Vigil (Holy)	11*	IQ-1	[1]
Water to Wine (Holy)	12*	IQ+0	[1]

* +2 from 'Power Investiture (Holy)'

POINTS SUMMARY		Pts
Basic Attributes, Secondary Characteristics		45
Advantages, Perks		40
Disadvantages, Quirks		-50
Skills, Techniques		40
Spells		25
Total Points Spent:		100
Unspent Points:		0

MELEE ATTACKS							
Name	Skill	Parry	Damage	Reach	ST	LC	Notes
Bite	10	-	1d-3 cr	C	-	-	
Kick	8	-	1d-2 cr	C,1	-	-	
Punch	10	8	1d-3 cr	C	-	-	

SPELL GRIMOIRE							
Name	Skill	Class	Time	Duration	Casting Cost	College	Page
Affect Spirits (Holy)	12	Regular	2 sec.	1 min.	4/2	Ho, Ne	M151
Armor (Holy)	12	Regular	1 sec.	1 min.	Varies	Ho, PW	M167, B253
Astral Vision (Holy)	11	Regular	1 sec.	1 min.	4/2	Ho, Kn, Ne	M105
Banish (Holy)	12	Spec./R-Will	5 sec.	Instant	Varies	Ho, Ne	M156, B252
Bind Spirit (Specters, Holy)	11	Regular/R-Will	5 min.	Perm.	Varies	Ho, Ne	M158
Bless (Holy)	12	Regular	min.=cost	Special	Varies	Ho, MS	M129
Detect Poison (Holy)	12	Area/Information	2 sec.	Instant	2	Ho, PW, He	M166
Essential Food (Holy)	11	Regular	30 sec.	Perm.	3/meal#	Ho, Fo	M79
Final Rest (Holy)	12	Regular	10 min.#	Perm.	20	Ho, He, Ne	M89
Flaming Weapon (Holy)	12	Regular	2 sec.	1 min.	4/1	Ho, Fi	M75
Great Healing (Holy)	11	Regular	1 min.	Perm.	20	Ho, He	M91, B248
Healing Slumber (Holy)	12	Regular/R-#	30 sec.	8 hrs.#	6 or 10	Ho, He	M94
Instant Neutralize Poison (Holy)	11	Regular	1 sec.	Instant	8	Ho, He	M92
Major Healing (Holy)	11	Regular	1 sec.	Perm.	1 to 4	Ho, He	M91, B248
Might (Holy)	12	Regular	1 sec.	1 min.	2 per ST+ /S	Ho, BC	M37
Minor Healing (Holy)	12	Regular	1 sec.	Perm.	1 to 3	Ho, He	M91, B248
Neutralize Poison (Holy)	12	Regular	30 sec.	Perm.	5	Ho, He	M92
Resist Disease (Holy)	12	Regular	10 sec.	1 hour	4/3	Ho, He, PW	M90
Resist Poison (Holy)	12	Regular	10 sec.	1 hr.	4/3	Ho, He, PW	M91
Sense Spirit (Holy)	12	Inform./Area	1 sec.	Instant	1#	Ho, Ne	M149, B252
Summon Spirit (Holy)	12	Inform./R-Will	5 min.	1 min.	20/10#	Ho, Ne	M150, B252
Turn Spirit (Holy)	12	Regular/R-Will	1 sec.	10 sec.	4/2#	Ho, Ne	M151
Turn Zombie (Holy)	12	Area	4 sec.	1 day	2	Ho, Ne	M152, B252
Vigil (Holy)	11	Regular	1 sec.	1 night	8	Ho, MC	M138
Water to Wine (Holy)	12	Regular	10 sec.	Perm.	4 per gal.#	Ho, Fo	M79

EQUIPMENT			
Qty	Item	Cost	Weight
1	Ordinary Clothes (Status -2; TL0) Description: One complete outfit, ranging in quality from castoff rags to designer fashions, depending on Status. At minimum: undergarments, plus a tunic, blouse, or shirt with hose, skirt, or trousers - or a long tunic, robe or dress - and suitable footwear. 20% of cost of living; 2lbs.	20	2 lb
1	Sandals (TL0) Description: TL:0 LC: DR:1* Locations: Feet Notes: [14] DR applies to underside only. Location: Feet	25	8 oz