

# CLERIC

The cleric is a divine champion, wielding weapons and spells to further the goals of a deity, philosophy, or religion. Although clerics share the characteristics of both warriors and mages, they are a distinct class of adventurer.

**PRIMARY ABILITIES:** Constitution, Intelligence, Perception, Willpower

**SECONDARY ABILITIES:** Accuracy, Communication, Dexterity, Fighting, and Strength

**STARTING HEALTH:** 25 + Constitution + 1d6

**WEAPON GROUPS:** Brawling, Bludgeons, and Staves

## CLASS POWERS

Clerics gain the following powers at the specified level.

### LEVEL 1

**DIVINE SYMBOL:** You have a divine symbol through which you focus supernatural power. The exact nature of this symbol varies from cleric to cleric. It could be a crook, a holy symbol, or a sprig of mistletoe. You decide what form your divine symbol takes when you make your character. If you lose your divine symbol, you can attune a new one by spending one hour and 5 magic points to do so.

**MAGIC TRAINING:** You begin as a Novice in two magic talents and gain four spells. Unlike mages, clerics are able to draw upon

divine magic and use Willpower (Faith) for their casting rolls (instead of Intelligence) and for Piety (which is the cleric version of Spellpower).

**CASTING ROLL = 3D6 + WILLPOWER (FAITH)**

**PIETY (SPELLPOWER) = 10 + WILLPOWER (FAITH)**

Clerics use Divine Stunts when casting spells and can suffer from a Crisis of Faith (see *Fantasy AGE Companion*, pp. 54-55). The arcane magic of mages and the divine magic of clerics interact normally (do not use the “divine is different” rule). The campaign may include magic items made by clerics as well as mages.

Clerics do not gain the listed arcana focus and spell stunt cost reduction when taking magic talents. At the Journeyman degree and again at the Master degree, they gain one divine stunt they can perform for -1 SP when casting spells of that arcana.

**MAGIC POINTS:** You use magic points (MPs) to power your spells. You start with a number of magic points equal to 10 + Willpower + 1d6. See the *Fantasy AGE Basic Rulebook* for more details. You gain Willpower + 1d6 magic points when you advance to level 2 through level 10 and you gain your Willpower in MPs when you advance to level 11 through level 20.

**ARMORED SPELLCASTING:** Clerics do not suffer strain when casting divine spells. Clerics suffer normal strain for casting arcane spells

**STARTING TALENT:** You are a Novice in the Armor Training talent.

## LEVEL 2

**NEW TALENT:** You become a Novice in a new mage or warrior talent or gain a degree in a talent you already have.

## LEVEL 3

**NEW TALENT OR MAGIC TALENT:** You become a Novice in a new mage or warrior talent or gain a degree in a talent you already have. Alternatively, you can become a Novice in a new magic talent or gain a degree in a magic talent you already have.

## LEVEL 4

**NEW SPECIALIZATION:** You may choose one specialization for either the mage class or warrior class. You gain the Novice degree of its specialization talent.

## LEVEL 5

**NEW TALENT OR MAGIC TALENT:** You become a Novice in a new mage or warrior talent or gain a degree in a talent you already have. Alternatively, you can become a Novice in a new magic talent or gain a degree in a magic talent you already have.

## LEVEL 6

**NEW SPECIALIZATION:** You gain the Journeyman degree in the specialization talent you gained at level 4.

**STUNT BONUS:** You are a bulwark in combat. You can perform the Defensive Stance combat stunt for 1 stunt point instead of 2 stunt points.

## LEVEL 7

**NEW TALENT OR MAGIC TALENT:** You become a Novice in a new mage or warrior talent or gain a degree in a talent you already have. Alternatively, you can become a Novice in a new magic talent or gain a degree in a magic talent you already have.

## LEVEL 8

**NEW SPECIALIZATION:** You gain the Master degree in the specialization talent you gained at level 4.

**STUNT BONUS:** You speak with authority. You may perform the Sway the Crowd roleplaying stunt for 1 stunt point instead of 2 stunt points.

## LEVEL 9

**NEW TALENT OR MAGIC TALENT:** You become a Novice in a new mage or warrior talent or gain a degree in a talent you already have. Alternatively, you can become a Novice in a new magic talent or gain a degree in a magic talent you already have.

## LEVEL 10

**NEW TALENT:** You become a Novice in a new mage or warrior talent or gain a degree in a talent you already have.

## LEVEL 11

**NEW TALENT OR MAGIC TALENT:** You become a Novice in a new mage or warrior talent or gain a degree in a talent you already have. Alternatively, you can become a Novice in a new magic talent or gain a degree in a magic talent you already have.

## LEVEL 12

**NEW SPECIALIZATION:** You may choose one specialization for either the mage class or the warrior class. You gain the Novice degree of its specialization talent.

## LEVEL 13

**NEW TALENT OR MAGIC TALENT:** You become a Novice in a new mage or warrior talent or gain a degree in a talent you already have. Alternatively, you can become a Novice in a new magic talent or gain a degree in a magic talent you already have.

## LEVEL 14

**NEW SPECIALIZATION:** You gain the Journeyman degree in the specialization talent you gained at level 12.

**STUNT BONUS:** You smite your enemies with divine power. You may perform the Mighty Blow combat stunt for 1 stunt point instead of 2 stunt points.

## LEVEL 15

**NEW TALENT OR MAGIC TALENT:** You become a Novice in a new mage or warrior talent or gain a degree in a talent you already have. Alternatively, you can become a Novice in a new magic talent or gain a degree in a magic talent you already have.

## LEVEL 16

**NEW SPECIALIZATION:** You gain the Master degree in the specialization talent you gained at level 12.

## LEVEL 17

**NEW TALENT OR MAGIC TALENT:** You become a Novice in a new mage or warrior talent or gain a degree in a talent you already have. Alternatively, you can become a Novice in a new magic talent or gain a degree in a magic talent you already have.

## LEVEL 18

**NEW TALENT:** You become a Novice in a new mage or warrior talent or gain a degree in a talent you already have.

## LEVEL 19

**NEW TALENT OR MAGIC TALENT:** You become a Novice in a new mage or warrior talent or gain a degree in a talent you already have. Alternatively, you can become a Novice in a new magic talent or gain a degree in a magic talent you already have.

**STUNT BONUS:** The gods listen to you. You may perform the Divine Intervention divine stunt for 5 stunt points instead of 6 stunt points.

## LEVEL 20

**EPIC CLERIC:** Pick one type of stunt (combat, divine, exploration, or roleplaying). You gain a +1 bonus when generating stunt points of that type.

**NEW TALENT:** You become a Novice in a new mage or warrior talent or gain a degree in a talent you already have.