

Equipment / Stats

AC

:

10

+

+

+

Agility

Armor

Other

Attack

Attack Bonus

Action Dice

Initiative

HP

Current

Maximum

Hit die

Saves

Fortitude

Reflex

Willpower

Crits

Crit die

Crit table/pg

Fumble die

Notes

Dice Chain: $d3 \rightarrow d4 \rightarrow d5 \rightarrow d6 \rightarrow d7 \rightarrow d8 \rightarrow d10 \rightarrow d12 \rightarrow d14 \rightarrow d16 \rightarrow d20 \rightarrow d24^1 \rightarrow d30^2$
¹: $1d12 + (1d2-1 * 12)$, ²: $1d10 + (1d3-1 * 10)$

Title

Alignment:

Occupation:

Name

Level

XP:

Next:

score

mod

STR

Melee to-hit

Melee damage

score

mod

AGI

Missile to-hit

Armor class

Reflex saves

Initiative

score

mod

STA

Hit points

Fortitude saves

score

mod

PER

Willpower saves

score

mod

INT

Languages

score

mod

LUCK

Crit/fumble rolls

Ability burn (+1/pt)

[illegible]

<p>Weapon training: A cleric is trained to use weapons used by faithful followers of their god. Clerics may use armor and spell checks are not hindered by its use.</p> <p>Magic: Clerics can call upon the favor of their god to cast spells. A cleric's spell check is usually 1d20 - personality modifier + level. The cleric aims to roll above the disapproval range, and failing to cast a spell or committing sin will increase this range.</p>			
<p>Disapproval Range: 1 + <input type="text"/></p> <p><i># Failures</i></p>			
<p>Turn unholy: A cleric can utilize a spell check to enter creatures deemed unholy by the cleric's god. This check is also modified by the cleric's Luck stat.</p> <p>Ray on hands: By making a spell check, a cleric can heal damage to any living creature. The amount healed is measured in hit-die of the creature and is increased for creatures of the same alignment as the cleric. The number of dice healed cannot exceed the level (or HD) of the creature. Healing a creature of the opposed alignment is always considered sinful.</p>			
check	same	adjacent	opposed
1-11	Failure	Failure	Failure
12-13	2 dice	1 die	1 die
14-19	3 dice	2 dice	1 die
20-21	4 dice	3 dice	2 dice
22+	5 dice	4 dice	3 dice

Divine aid: As a devout follower you are entitled to beseech your deity for divine aid. This is modeled as a normal spell check against a DC proportional to the magnitude of the aid requested. Failure will impart a +10 penalty to your disapproval range.

[illegible]