

CLERIC—250 points

You're the mortal representative of the Powers of Good. You might not be the *physical* foe of Evil that is the holy warrior, but you're no cloistered idealist – when Evil need whacking, you go out in the world and whack it. To complement your mundane weapons, your god grants you healing and protection spells, and also the spark of Holy Might, which never fails you even when you're too exhausted to fight or cast.

Attributes: ST 12 [20]; DX 12 [40]; IQ 14 [80]; HT 12 [20].

Secondary Characteristics: Damage 1d-1/1d+2; BL 29 lbs.; HP 12 [0]; Will 14 [0]; Per 14 [0]; FP 12 [0]; Basic Speed 6.00 [0]; Basic Move 6 [0].

Advantages: Clerical Investment [5] and Power Investiture 3 [30]. • 25 points in Holy abilities (p. 22); put leftovers into spells. • A further 20 points chosen from among additional Holy abilities or ST +1 or +2 [10 or 20], DX +1 [20], IQ +1 [20], HT +1 or +2 [10 or 20], Will +1 to +4 [5/level], FP +1 to +6 [3/level], Fearlessness [2/level] or Unfazeable [15], Healer 1 or 2 [10 or 20], Languages (any) [2-6/language], Luck [15], Mind Shield [4/level], Power Investiture 4 or 5 [10 or 20], Resistant to Disease (+3) or (+8) [3 or 5], or Signature Gear [Varies].

Disadvantages: One of Honesty (12) [-10], Sense of Duty (Coreligionists) [-10], or Vow (No edged weapons) [-10]. • Another -15 points chosen from among those traits or Disciplines of Faith (Ritualism or Mysticism) [-5 or -10], Fanaticism [-15], Intolerance ("Evil" religions) or (All other religions) [-5 or -10], Vow (Chastity or Vegetarianism) [-5], or Wealth (Struggling or Poor) [-10 or -15]. • A further -25 points chosen from either of the two previous lists or Charitable [-15*], Compulsive Generosity [-5*] or Miserliness [-10*], Gluttony [-5*], Overconfidence [-5*], Overweight [-1] or Fat [-3], Selfless [-5*], Sense of Duty (Adventuring companions) [-5], Stubbornness [-5], Truthfulness [-5*], or Weirdness Magnet [-15].

Primary Skills: Esoteric Medicine (Holy) (H) Per [4]-14 and Exorcism (H) Will [4]-14. • One of Innate Attack (any) (E) DX+2 [4]-14; Throwing (A) DX+1 [4]-13; or Sling (H) DX [4]-12. • One of these three melee skills packages:

1. One of Axe/Mace or Broadsword, both (A) DX+2 [8]-14, and Shield (E) DX+2 [4]-14.
2. Flail (H) DX+1 [8]-13 and Shield (E) DX+2 [4]-14.
3. Staff (A) DX+3 [12]-15.

Secondary Skills: First Aid (E) IQ [1]-14; Hidden Lore (Demons, Spirits, or Undead), Occultism, Public Speaking, and Teaching, all (A) IQ-1 [1]-13; Diagnosis, Theology, and Religious Ritual, all (H) IQ-2 [1]-12; Surgery (VH) IQ-2 [2]-12; and Meditation (H) Will-2 [1]-12.

Background Skills: Five of Climbing or Stealth, both (A) DX-1 [1]-11; Gesture, Panhandling, or Savoir-Faire (High Society), all (E) IQ [1]-14; Research or Writing, both (A) IQ-1 [1]-13; Hiking (A) HT-1 [1]-11; Scrounging (E) Per [1]-14; or Observation or Search, both (A) Per-1 [1]-13.

Spells: Choose 20 clerical spells, which will be either (H) IQ+1 [1]-15 or (VH) IQ [1]-14 with the +3 for Power Investiture.

* Multiplied for self-control number; see p. B120.

Customization Notes

The classic fantasy cleric who wants to turn undead should spend 24 of the 25 points earmarked for Holy abilities on True Faith with the Turning enhancement (*GURPS Powers*, p. 84). Other possibilities exist, but most work better as high-level abilities, to be acquired later with earned points.

After that, the most important thing to decide for a cleric is starting spells. Common areas of concentration include spells that boost resistance and combat effectiveness, known as "buffs"; healing spells; and spells for combating supernatural foes (evil wizards, undead, etc.).

These choices might have something to do with the cleric's god, but other traits can reflect the deity's nature. For instance, a priest of the War God might select more DX; disadvantages like Fanaticism, Intolerance, and Overconfidence; and "soldierly" skills such as Climbing, Hiking, and Stealth.

Most clerics will want to trade some or all of the 5 points from quirks for money for a good power item – most often a superior holy symbol – and decent armor.

HOLY MIGHT - This power is granted by the user's patron deity. Its abilities have the Holy limitation. Any rolls necessary to use them receive a bonus equal to the user's Holiness.

Power Modifier: Holy -10% - Holy abilities depend on the possessor living a virtuous life. He must adopt a moral code worth -10 points: Honesty (12), Sense of Duty (Coreligionists), a major Vow, etc. If he transgresses, he loses his power – although his god won't endanger him unless the sin is terrible. To recover his power, he must offer significant penance: coin and goods equal to starting money (\$1,000), a full month of fasting, a major quest, etc.

Holy Abilities -- Allies (Divine servant of equal points; 12 or less; PM, -10%; Summonable, +100%) [19] or (15 or less) [29]; Blessed (PM, -10%) [9]; Detect (PM, -10%) for evil [18], good [18], or supernatural beings [18]; Healing (Faith Healing, +20%; PM, -10%) [33]; Intuition (PM, -10%) [14]; Oracle (PM, -10%) [14]; Patron (Deity; 6 or less; Highly Accessible, +50%; PM, -10%; Special Abilities, +100%) [36] or (9 or less) [72]; Resistant to Evil Supernatural Powers (+3) or (+8) (PM, -10%) [5 or 9]; Spirit Empathy (PM, -10%) [9]; and True Faith (PM, -10%; Turning*, +65%) [24].

* Take a Concentrate maneuver and roll a Quick Contest of Will with any undead or evil spirit in sight. If you win or tie, the creature can't come closer than yards equal to your margin of victory (minimum one yard). If it's closer already, it must move away. Effects endure for as long as you concentrate and for 1d seconds afterward.

Holiness - 5 points/level - This is the Talent for Holy Might, and is normally bought by holy warriors. Clerics buy Power Investiture instead, at 10 points/level. Each level of Power Investiture both adds to clerical spells and counts as a level of Holiness.

Holy Skills - Those with any points in Holy Might can learn Esoteric Medicine (Holy) (p. B192) and Exorcism (p. B193).

CLERICAL SPELLS

Clerical magic emanates from the gods, and differs from standard wizardly magic in three ways:

- Clerics require Power Investiture (p. B77), not Magery. Whenever the rules refer to Magery level (e.g., *Magery and Effect*, p. B237), use the cleric's Power Investiture level instead. The GM should let clerics buy up to at least Power Investiture 6 in play.
- Clerical spells are affected by *sanctity*, not mana. Sanctity is "normal" everywhere but in areas that are specially cursed (no or low sanctity) or blessed (high or very high sanctity). These levels affect holy magic just like mana levels affect wizardly magic.
- Clerical spells don't have prerequisites beyond a minimum Power Investiture level, or require study to learn. To acquire one, the cleric prays and spends a point. Available spells are limited, though. A Generic spell list is as follows:

PI 1: Armor, Aura, Body-Reading, Bravery, Cleansing, Coolness, Detect Magic, Detect Poison, Final Rest, Lend Energy, Lend Vitality, Light, Might, Minor Healing, Purify Air, Purify Water, Recover Energy, Sense Life, Sense Spirit, Share Vitality, Shield, Silence, Stop Bleeding, Test Food, Thunderclap, Umbrella, Vigor, Warmth, and Watchdog.

PI 2: Awaken, Clean, Command, Compel Truth, Continual Light, Create Water, Glow, Great Voice, Healing Slumber, Major Healing, Peaceful Sleep, Persuasion, Purify Food, Relieve Sickness, Remove Contagion, Resist Acid, Resist Cold, Resist Disease, Resist Fire, Resist Lightning, Resist Pain, Resist Poison, Resist Pressure, Restore Hearing, Restore Memory, Restore Sight, Restore Speech, Seeker, Soilproof, Stop Spasm, Summon Spirit, Truthsayer, Turn Spirit, Turn Zombie, and Wall of Light.

PI 3: Affect Spirits, Astral Vision, Breathe Water, Command Spirit, Create Food, Cure Disease, Dispel Possession, Flaming Weapon, Great Healing, Magic Resistance, Neutralize Poison, Oath, Relieve Madness, Relieve Paralysis, Repel Spirits, Restoration, See Secrets, Silver Tongue, Stone to Flesh, Stop Paralysis, Strengthen Will, Sunbolt, Sunlight, Suspended Animation, Water to Wine, and Wisdom.

PI 4: Astral Block, Banish, Cleansing, Continual Sunlight, Dispel Magic, Divination, Essential Food, Gift of Letters, Gift of Tongues, Instant Neutralize Poison, Instant Restoration, Monk's Banquet, Regeneration, Suspend Curse, and Vigil.

PI 5: Bless, Curse, Earthquake, Entrap Spirit, Instant Regeneration, Pentagram, Remove Curse, Storm, and Suspend Mana.

PI 6: Bind Spirit, Drain Mana, Planar Summons (Divine Servitor), Sanctuary, and Resurrection.

Alternate spell lists, based on choice of religion, are also available.

These choices often modify additional aspects of the template so should be considered early in the character generation process.

Spell Magic

Spells in a dungeon fantasy game use the rules in Chapter 5 of the *Basic Set* and in *GURPS Magic*, with the exceptions noted for specific types of magic.

Spell vs. Spell

Spells that affect other spells work normally on any type of magic, regardless of the kinds of spellcasters involved. Clerics, druids, and wizards can all learn Detect Magic and Dispel Magic, and use them on magic worked by other sorts of casters. The same logic applies to wizards who know Spell Shield, Ward, etc. – such things can block clerical and druidic spells. Clerics and druids can't usually return the favor, though; they *borrow* their magic, while wizards know how it works. They can, of course, smite the wizard or feed him to bears.

Spell vs. Power

Spells *can't* normally interfere with powers. Chi Mastery isn't magic, but a form of inner strength. Druidic Arts and Holy Might are divine power immanent, not merely borrowed magic. Bard-Song is the exception – it *is* magic, and subject to being detected, dispelled, etc., by spells. A bard's abilities resist at a level equal to his skill with Musical Instrument or Singing, as applicable, plus his Bardic Talent.

Magic Resistance

Magic Resistance works against clerical, druidic, *and* wizardly spells.