



Aspirin - Human Cleric

Player Name: _____

Date: _____

Attributes Bonus

Str: 11
Dex: 10
Con: 13 +1
Int: 9
Wis: 17 +2
Chr: 8

Maximum Hit Points Death Limit Damage Gold EXP

9 -2

Max # of Spells

1 2 3 4 5 6
3

Spells Used

1 2 3 4 5 6
☐ ☐ ☐ ☐ ☐ ☐
☐ ☐ ☐ ☐ ☐ ☐
☐ ☐ ☐ ☐ ☐ ☐
☐ ☐ ☐ ☐ ☐ ☐
☐ ☐ ☐ ☐ ☐ ☐
☐ ☐ ☐ ☐ ☐ ☐
☐ ☐ ☐ ☐ ☐ ☐
☐ ☐ ☐ ☐ ☐ ☐

Name: Asprin

Species: Human

Class: Cleric

Level: 1

AC: 10

Weapons

| Weapon Name | # of Attack Dice | Total To-hit Bonus | Species Bonus | Class Bonus | Dex Bonus | Weapon Bonus | Damage | Melee Str Bonus |
|-------------|------------------|--------------------|---------------|-------------|-------------|--------------|--------|-----------------|
| <u>Mace</u> | <u>2</u> | <u>2</u> = | <u>0</u> | <u>0</u> | <u>0</u> | <u>2</u> | 1d6 + | <u>0</u> |
| <u> </u> | <u> </u> | <u> </u> = | <u> </u> | <u> </u> | <u> </u> | <u> </u> | 1d6 + | <u> </u> |
| <u> </u> | <u> </u> | <u> </u> = | <u> </u> | <u> </u> | <u> </u> | <u> </u> | 1d6 + | <u> </u> |
| <u> </u> | <u> </u> | <u> </u> = | <u> </u> | <u> </u> | <u> </u> | <u> </u> | 1d6 + | <u> </u> |

Equipment & Notes

Leather Armor

Shield

Cleric Progress

Clerics can use any armor. Clerics can only use a mace or morning star as a weapon. Clerics are the only class that can use a magical staff. A magical staff's bonus is added to the dice total for healing spells for each target. Clerics can use any level scroll of clerical spells.

Species / Class Bonus

+2 Hit points

| Level | HP | Death Limit | Attack | Spells | EXP |
|-------|---------|-------------|-----------|-------------|-----------|
| 1 | 6 | -2 | 2 dice | 3 - - - - - | |
| 2 | 2d6 | -3 | 3 dice | 4 - - - - - | 2,500 |
| 3* | 2d6 +1 | -4 | 3 dice +1 | 4 2 - - - - | 5,000 |
| 4 | 3d6 | -5 | 4 dice | 5 3 - - - - | 10,000 |
| 5 | 4d6 | -6 | 5 dice | 5 3 2 - - - | 20,000 |
| 6* | 4d6 +1 | -7 | 5 dice +1 | 6 4 3 - - - | 35,000 |
| 7 | 5d6 | -8 | 6 dice | 6 4 3 2 - - | 70,000 |
| 8 | 6d6 | -9 | 7 dice | 7 5 4 3 - - | 150,000 |
| 9* | 6d6 +1 | -10 | 7 dice +1 | 7 5 4 3 2 - | 250,000 |
| 10 | 7d6 | -11 | 8 dice | 8 6 5 4 3 - | 370,000 |
| 11 | 8d6 | -12 | 9 dice | 8 6 5 4 3 2 | 510,000 |
| 12* | 8d6 +1 | -13 | 9 dice +1 | 9 7 6 5 4 3 | 670,000 |
| 13 | 9d6 | -14 | 9 dice +2 | 9 8 7 6 5 4 | 850,000 |
| 14 | 9d6 +1 | -15 | 9 dice +3 | 9 9 8 7 6 5 | 1,050,000 |
| 15* | 10d6 | -15 | 9 dice +4 | 9 9 9 8 7 6 | 1,270,000 |
| 16 | 11d6 | -15 | 9 dice +5 | 9 9 9 9 8 7 | 1,510,000 |
| 17 | 11d6 +1 | -15 | 9 dice +6 | 9 9 9 9 9 8 | 1,770,000 |
| 18* | 12d6 | -15 | 9 dice +7 | 9 9 9 9 9 9 | 2,050,000 |

*On gaining levels 3, 6, 9, 12, 15, and 18 one attribute score is increased by 1, if the chosen attribute is less than 14 then the attribute is increased by 2.

Cleric Spells

Level 1 - Bless: +1 to-hit bonus for all friendly targets for the entire encounter.

Level 1 - Cure Light Wounds: Heals 1d6+1 + Wis bonus to 1 friendly target.

Level 2 - Spiritual Hammer: An extra missile attack every round, first round included for the entire encounter. The attack is as if the cleric made a physical attack.

Level 2 - Healing Wave: Heals all friendly targets 1d6 + Wis bonus.

Level 2 - Lesser Protection: Damage reduction 1 for all friendly targets for the entire encounter.

Level 3 - Cure Serious Wounds: Heals 3d6+3 + Wis bonus to 1 friendly target.

Level 3 - Prayer: +2 to-hit bonus for all friendly targets for the entire encounter.

Level 4 - Cleansing Wave: Heals all friendly targets 2d6+1 + Wis bonus.

Level 4 - Protection: Damage reduction 2 for all friendly targets for the entire encounter.

Level 5 - Cure Critical Wounds: Heals 5d6+5 + Wis bonus to 1 friendly target.

Level 5 - Sanctify: +3 to-hit bonus for all friendly targets for the entire encounter.

Level 6 - Greater Protection: Damage reduction 3 for all friendly targets for the entire encounter.

Level 6 - Spiritual Wave: Heals all friendly targets 3d6+2 + Wis bonus.

Spells that have the same effect do not stack. The higher level spell overwrites the lower level spell.

Gaining Levels

- The new hit points are calculated by re-rolling. If the new hit point total is lower or equal to the old hit point total, add one to the old hit point value for the new total. When re-rolling hit points sum these totals:
 - New level die rolls as indicated in the table.
 - Plus species bonus.
 - Plus constitution bonus times the character level.
- The death limit is increased.
- Weapons attack dice are adjusted.
- Maximum number of spells are adjusted.