

# CLERIC CARD DECK



SPELLS  
CLASS FEATURES + TALENTS

*Customizable Character Class Deck  
compatible with 13<sup>th</sup> Age™, and The Archmage Engine™*

## CLERIC CARD DECK

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## CLERIC SPELL LEVEL I

## BLESS

RANGED SPELL

DAILY

Quick action to cast

**Target:** *Power:* one nearby ally  
*Broad:* Up to three nearby creatures

*You can cast this spell for power or for broad effect.*

## CAST FOR POWER

One nearby ally gains a +2 attack bonus until the end of the battle.

## CAST FOR BROAD EFFECT

Choose up to three nearby creatures (including you); each target gains a +1 attack bonus until the end of the battle.

## CLERIC SPELL LEVEL I

## BLESS

## SPELL USED

## DAILY

3<sup>rd</sup> LEVEL SPELL

LEARNED ✧

Each target also gains 1d10 temporary hit points per point of the attack bonus.

5<sup>th</sup> LEVEL SPELL

LEARNED ✧

Each target also gains 2d10 temporary hit points instead of 1d10 per point of the attack bonus.

7<sup>th</sup> LEVEL SPELL

LEARNED ✧

All attack bonuses granted by the spell increase by +1.

9<sup>th</sup> LEVEL SPELL

LEARNED ✧

Each target also gains 3d10 temporary hit points instead of 2d10 per point of the attack bonus.

## CURE WOUNDS

RANGED SPELL

DAILY

Quick action to cast

Target: You or a nearby ally

EFFECT

You or a nearby ally can heal using a *free recovery*.

3<sup>rd</sup> LEVEL SPELL

LEARNED ✧

The target can also roll a save against each save ends effect.

5<sup>th</sup> LEVEL SPELL

LEARNED ✧

This spell is now recharge 16+ after battle instead of daily.

7<sup>th</sup> LEVEL SPELL

LEARNED ✧

The target can heal using two *free recoveries* instead of one.

9<sup>th</sup> LEVEL SPELL

LEARNED ✧

This spell is now recharge 11+ instead.

## CURE WOUNDS

SPELL USED

DAILY

5<sup>th</sup> level spell: recharge 16+ after battle

9<sup>th</sup> level spell: recharge 11+ after battle

FREE RECOVERY

The cleric can recover hit points as if they were using a *recovery* (without actually spending the *recovery*).

## HAMMER OF FAITH

CLOSE-QUARTERS SPELL

DAILY

Standard action to cast

*3<sup>rd</sup> level spell: quick action*

Target: You

## EFFECT

Until the end of the battle, your basic melee attacks use d12s as their base weapon damage dice.

3<sup>rd</sup> LEVEL SPELL

LEARNED ✧

The spell now requires only a quick action to cast.

5<sup>th</sup> LEVEL SPELL

LEARNED ✧

You deal half damage on misses with basic melee attacks this battle.

7<sup>th</sup> LEVEL SPELL

USED ✧ LEARNED ✧

Once during the battle, you can reroll a basic melee attack.

9<sup>th</sup> LEVEL SPELL

LEARNED ✧

For the rest of the battle, change any of your basic melee attack damage dice rolls that are less than the escalation die to the escalation die value.

## HAMMER OF FAITH

SPELL USED

DAILY

## JAVELIN OF FAITH

RANGED SPELL

AT-WILL

Target: One nearby enemy

Attack: Wisdom + Level vs. PD

HIT

1d6 + Wisdom holy damage.

MISS

Damage equal to your level.

3<sup>rd</sup> LEVEL SPELL

LEARNED ✧

3d6 holy damage.

5<sup>th</sup> LEVEL SPELL

LEARNED ✧

6d6 holy damage.

7<sup>th</sup> LEVEL SPELL

LEARNED ✧

6d10 holy damage.

9<sup>th</sup> LEVEL SPELL

LEARNED ✧

8d10 holy damage.

## JAVELIN OF FAITH

REUSABLE SPELL

AT-WILL

*You can re-use an at-will power freely.  
It never runs out.*

ADVENTURER FEAT

LEARNED ✧

The spell also deals +1d6 damage against an undamaged target.

At 5<sup>th</sup> level that increases to +2d6 damage.

At 8<sup>th</sup> level it increases to +4d6 damage.

CHAMPION FEAT

LEARNED ✧

You can now target a far away enemy with the spell at a -2 attack penalty.

EPIC FEAT

LEARNED ✧

If your natural attack roll is an 18+, make the attack a second time against a different target as a free action.

## SHIELD OF FAITH

RANGED SPELL

DAILY

Quick action to cast

Target: *Power*: one nearby ally*Broad*: Up to three nearby creatures*You can cast this spell for power or for broad effect.*

## CAST FOR POWER

One nearby ally gains a +2 bonus to AC this battle.

## CAST FOR BROAD EFFECT

Choose up to three nearby creatures (including you); each target gains a +1 bonus to AC this battle.

## SHIELD OF FAITH

## SPELL USED

DAILY

3<sup>rd</sup> LEVEL SPELL

LEARNED ✧

The bonus also applies to PD.

5<sup>th</sup> LEVEL SPELL

LEARNED ✧

The bonus increases by +1 while the target is *staggered*.7<sup>th</sup> LEVEL SPELL

LEARNED ✧

The bonus also applies to MD.

9<sup>th</sup> LEVEL SPELL

LEARNED ✧

The bonus when *cast for power* increases to +4.The bonus when *cast for broad effect* increases to +2.

## STAGGERED

When you are reduced to half your hit points or fewer, you're *staggered*.

## CLERIC SPELL LEVEL I

## SPIRITS OF THE RIGHTEOUS

RANGED SPELL

ONCE PER BATTLE

Target: One nearby enemy

Attack: Wisdom + Level vs. MD

## HIT

4d6 + Wisdom holy damage, and your nearby ally with the fewest hit points gains a +4 bonus to AC until the end of your next turn.

## MISS

Your nearby ally with the fewest hit points gains a +2 bonus to AC until the end of your next turn.

3<sup>rd</sup> LEVEL SPELL

LEARNED ✧

7 d6 holy damage.

5<sup>th</sup> LEVEL SPELL

LEARNED ✧

7 d10 holy damage.

7<sup>th</sup> LEVEL SPELL

LEARNED ✧

10 d12 holy damage.

9<sup>th</sup> LEVEL SPELL

LEARNED ✧

2 d8 × 10 holy damage.

## CLERIC SPELL LEVEL I

## SPIRITS OF THE RIGHTEOUS

## SPELL USED

ONCE PER BATTLE

## CHAMPION FEAT

LEARNED ✧

You also gain the bonus to AC until the end of your next turn on a hit.

## TURN UNDEAD

CLOSE-QUARTERS SPELL

DAILY

**Target:** 1d4 nearby undead creatures,  
each with 55 hp or fewer

**Attack:** Wisdom + Charisma + Level vs. MD

HIT

The target is *dazed* until end of your next turn.

HIT BY 4+

1d10 × your level holy damage, and the target is  
*dazed* until end of your next turn.

HIT BY 8+

**Non-mooks:** holy damage equal to half the target's  
maximum hit points, and the target is  
*dazed* (save ends).

**Mooks:** Deal 4d10 × your level holy damage.

HIT BY 12+ OR NATURAL 20

**Non-mooks:** The target is destroyed.

**Mooks:** Deal 4d20 × your level holy damage.

DAZED

You take a −4 penalty to attacks.

## TURN UNDEAD

SPELL USED

DAILY

3<sup>rd</sup> LEVEL SPELL

LEARNED ✧

Target with 90 hp or fewer.

5<sup>th</sup> LEVEL SPELL

LEARNED ✧

Target with 150 hp or fewer.

7<sup>th</sup> LEVEL SPELL

LEARNED ✧

Target with 240 hp or fewer.

9<sup>th</sup> LEVEL SPELL

LEARNED ✧

Target with 400 hp or fewer.

ADVENTURER FEAT

LEARNED ✧

You can expend your daily use of turn undead to  
gain an additional use of *heal* in one battle.

CHAMPION FEAT

LEARNED ✧

You can choose to target either demons or undead  
with the spell (but not both with the same casting).

EPIC FEAT

LEARNED ✧

Increase the targeting limit by 100hp.



## CAUSE FEAR

RANGED SPELL

DAILY

**Target:** One nearby enemy with 75 hp or fewer**Attack:** Wisdom + Level vs. MD

## HIT

The target is *weakened* until the end of its next turn.

On its next turn, if it's unengaged, it does not attack and moves away from you.

If it's engaged, the target attempts to disengage as its first action, and moves away if it succeeds.

If it fails, it moves away as its second action (drawing opportunity attacks).

In either case, it will not attack unless it has no options for escape.

## MISS

The target hates you for having tried to scare it, and it wants to hurt you most of all, but it won't be any stupider than usual in pursuing that goal.

## CAUSE FEAR

## SPELL USED

## DAILY

5<sup>th</sup> LEVEL SPELL

LEARNED ✧

Target with 120 hp or fewer.

7<sup>th</sup> LEVEL SPELL

LEARNED ✧

Target with 190 hp or fewer.

9<sup>th</sup> LEVEL SPELL

LEARNED ✧

Target with 300 hp or fewer.

## WEAKENED

You take a -4 penalty to attacks and to defenses.

## COMBAT BOON

CLOSE-QUARTERS SPELL SPELL

AT-WILL

Target: You or one nearby ally

## EFFECT

Make a basic melee attack.

If the attack hits, you or one conscious nearby ally can roll a save against a save ends effect.

5<sup>th</sup> LEVEL SPELL

LEARNED ✧

The save gains a +1 bonus.

7<sup>th</sup> LEVEL SPELL

LEARNED ✧

If the attack hits, you and your nearby conscious allies can roll a total of two saves (one per character).

9<sup>th</sup> LEVEL SPELL

LEARNED ✧

The save bonus increases to +2.

## COMBAT BOON

## REUSABLE SPELL

AT-WILL

*You can re-use an at-will power freely.*

*It never runs out.*

## ADVENTURER FEAT

LEARNED ✧

If you score a critical hit with the combat boon attack, the subsequent save automatically succeeds.

## CHAMPION FEAT

LEARNED ✧

One nearby conscious ally can roll a save even if your attack misses.

## DIVINE ENDURANCE

RANGED SPELL

DAILY

Quick action to cast

Target: *Power*: one nearby ally*Broad*: Up to three nearby creatures*You can cast this spell for power or for broad effect.*

CAST FOR POWER

One nearby ally gains 40 temporary hit points.

CAST FOR BROAD EFFECT

Choose up to three nearby creatures (including you); each target gains 20 temporary hit points.

## DIVINE ENDURANCE

SPELL USED

DAILY

5<sup>th</sup> LEVEL SPELL

LEARNED ✧

The temporary hit points increase to 60 (*power*) and 30 (*broad effect*).7<sup>th</sup> LEVEL SPELL

LEARNED ✧

The temporary hit points increase to 80 (*power*) and 40 (*broad effect*).9<sup>th</sup> LEVEL SPELL

LEARNED ✧

The temporary hit points increase to 100 (*power*) and 50 (*broad effect*).

## CLERIC SPELL LEVEL 3

## JUDGMENT†

RANGED SPELL

DAILY

Target: All nearby *staggered* enemies

Attack: Wisdom + Level vs. MD

HIT

5 d10 + Wisdom holy damage.

MISS

Holy damage equal to your level.

*champion feat: half damage*5<sup>th</sup> LEVEL SPELL

LEARNED ✧

8 d10 holy damage.

7<sup>th</sup> LEVEL SPELL

LEARNED ✧

2 d6 × 10 holy damage.

9<sup>th</sup> LEVEL SPELL

LEARNED ✧

2 d10 × 10 holy damage.

## CLERIC SPELL LEVEL 3

## JUDGMENT†

SPELL USED

DAILY

*epic feat: recharge 16+ after battle*

CHAMPION FEAT

LEARNED ✧

The spell now deals half damage on a miss.

EPIC FEAT

LEARNED ✧

The spell is now recharge 16+ after battle instead of daily.

STAGGERED

When you are reduced to half your hit points or fewer, you're *staggered*.

## MIGHTY HEALING

RANGED SPELL

DAILY

Target: *Power*: one nearby ally*Broad*: Up to three nearby creatures*You can cast this spell for power or for broad effect.*

## CAST FOR POWER

One nearby ally can *heal using a single recovery* and regain double the usual number of hit points.

## CAST FOR BROAD EFFECT

Choose up to three nearby creatures (including you); each target can *heal using a recovery*.

## MIGHTY HEALING

SPELL USED

DAILY

5<sup>th</sup> LEVEL SPELL

LEARNED ✧

The spell can now target far away allies.

7<sup>th</sup> LEVEL SPELL

LEARNED ✧

*Cast for power*: Triple the usual hp for one *recovery*.

*Cast for Broad effect*: 150 % the usual hp per *recovery*.

9<sup>th</sup> LEVEL SPELL

LEARNED ✧

*Recoveries* provided by the spell are now *free*.

CHAMPION FEAT

LEARNED ✧

This spell is now a close-quarters spell.

## HEAL USING A RECOVERY

The character targeted with a healing effect uses one of their *recoveries* and rolls their own *recovery dice*.

## FREE RECOVERY

The cleric can recover hit points as if they were using a *recovery* (without actually spending the *recovery*).

## STRENGTH OF THE GODS

RANGED SPELL

DAILY

Quick action to cast

Target: *Power*: one nearby ally*Broad*: Up to three nearby creatures*You can cast this spell for power or for broad effect.*

CAST FOR POWER

One nearby ally deals +2 d8 damage  
with melee attacks this battle.

CAST FOR BROAD EFFECT

Choose up to three nearby creatures (including you);  
each target deals +1 d8 damage with melee attacks  
this battle.

## STRENGTH OF THE GODS

SPELL USED

DAILY

5<sup>th</sup> LEVEL SPELL

LEARNED ✧

*Cast for power*: +4 d6 damage.*Cast for Broad effect*: +2 d6 damage.7<sup>th</sup> LEVEL SPELL

LEARNED ✧

*Cast for power*: +4 d10 damage.*Cast for Broad effect*: +2 d10 damage.9<sup>th</sup> LEVEL SPELL

LEARNED ✧

*Cast for power*: +6 d10 damage.*Cast for Broad effect*: +3 d10 damage.

## CRISIS OF FAITH

CLOSE-QUARTERS SPELL

DAILY

Quick action to cast

Target: All enemies near you

## EFFECT

For the rest of this battle, all enemies near you with 100 hp or fewer take a penalty to their Mental Defense equal to your Charisma modifier.

Whenever one of those enemies misses with an attack roll, it takes holy damage equal to double your level.

7<sup>th</sup> LEVEL SPELL

LEARNED ✧

Enemies with 160 hp or fewer.

9<sup>th</sup> LEVEL SPELL

LEARNED ✧

Enemies with 250 hp or fewer.

## CRISIS OF FAITH

SPELL USED

DAILY

## SANCTUARY

CLOSE-QUARTERS SPELL

DAILY

Target: You or a nearby ally

## EFFECT

Choose yourself or a nearby ally.

Enemies with 100 hp or fewer cannot attack the chosen target until that creature attacks or the escalation die reaches 6+.

7<sup>th</sup> LEVEL SPELL

LEARNED ✧

Enemies with 160 hp or fewer.

9<sup>th</sup> LEVEL SPELL

LEARNED ✧

Enemies with 250 hp or fewer.

## SANCTUARY

SPELL USED

DAILY



# SPHERE OF RADIANCE

CLOSE-QUARTERS SPELL

DAILY

**Target:** You or one nearby ally (heal)  
Up to two nearby enemies (attack)

**Attack:** Wisdom + Level vs. MD

## EFFECT

You or one nearby ally can heal using a *free recovery*.  
Then attack up to two nearby enemies.

## HIT

7d8 + Charisma holy damage.

## MISS

Half damage.

## 7<sup>th</sup> LEVEL SPELL

LEARNED ✧

8d12 holy damage.

## 9<sup>th</sup> LEVEL SPELL

LEARNED ✧

2d8 × 10 holy damage.

# SPHERE OF RADIANCE

SPELL USED

DAILY

## FREE RECOVERY

The cleric can recover hit points as if they were using a *recovery* (without actually spending the *recovery*).

## CIRCLE OF PROTECTION

CLOSE-QUARTERS SPELL

DAILY

Quick action to cast

**Target:** You and each nearby ally*Special:* Each enemy that misses you  
or one of your nearby allies

## EFFECT

Choose a defense: AC, PD, or MD.

For the rest of the battle while you are conscious, you  
and each ally near you gains a +1 bonus to that defense.Each enemy that misses you or one of your nearby  
allies with an attack against the defense you chose is  
*hampered* until the end of its next turn.

## CIRCLE OF PROTECTION

## SPELL USED

DAILY

*epic feat: recharge 16+ after battle*9<sup>th</sup> LEVEL SPELL

LEARNED ✧

Attacks against the chosen defense cannot  
score critical hits.

## EPIC FEAT

LEARNED ✧

The spell is now recharge 16+ after battle  
instead of daily.

## HAMPERED

You can only make basic attacks.  
You can still move normally.

## RESURRECTION

RANGED SPELL

ONCE PER LEVEL

**Target:** One creature

*Special:* You can cast this spell only once per level, and a limited number of times in your life. You must have most of the corpse available to cast the spell. There's no time limit on resurrecting a dead PC, so long as you have the corpse.

## EFFECT

You can bring a creature back to life in more or less normal condition, with varying levels of *recovery*.

## LIMITED RESURRECTION

If the target of your resurrection spell has been resurrected more times than you have cast the spell, there is a 50% chance that the experience will play out using their higher number of resurrections instead of the number of times you have cast the spell.

9<sup>th</sup> LEVEL SPELL

LEARNED ✧

You no longer need to have most of the corpse to perform this spell.

## RESURRECTION

SPELL USED

ONCE PER LEVEL

## LIMITED CASTING

**1<sup>st</sup> casting:** You can cast it with a single standard action. Using the spell removes one of your spell slots until you gain a level. (one less spell per full heal-up.) The person you are resurrecting comes back at roughly half strength, e.g. expending half their *recoveries*, being *dazed* (save ends), and, for each ability, having a 50% chance that it is expended.

**2<sup>nd</sup> casting:** It takes at least three or four rounds and costs you roughly half your hit points and daily powers/spells. The person you are resurrecting comes back at something like one-quarter strength.

**3<sup>rd</sup> casting:** it has to be as a ritual. The spell chews you up and leaves you with only a few hit points, then gnaws at the person you have resurrected, who takes days to recover well enough to qualify as an adventurer or combatant.

**4<sup>th</sup> casting:** It nearly kills you. The resurrection succeeds but the person you've resurrected is going to be a mess for a month or more, regardless of any other magic you use.

**5<sup>th</sup> casting:** that's the end of your story and you die. There's only a 50% chance that the resurrection spell works on the target. You've used up your quota of resurrection magic. You're not coming back via this spell, either.

## OVERWORLD TRAVEL

CLOSE-QUARTERS SPELL

DAILY

**Target:** You and a group of nearby allies*Special:* You must cast this spell outdoors

## EFFECT

The spell enables you and a group of nearby allies to travel to most any location in the world that you can name.

Travel takes between an hour and a day, depending on distance and the amount of effort the exerted.

The destination can be in the overworld or in the land. It can't be in the underworld.

## OVERWORLD TRAVEL

SPELL USED

DAILY

## PRAYER FOR READINESS

CLOSE-QUARTERS SPELL

DAILY

Target: Up to 5 allies

## EFFECT

You utter a powerful prayer upon your comrades, giving each a special blessing.

At any point later this battle, each blessed ally can acknowledge the blessing by saying “thank you” to your god, gods, or pantheon as a free action to reroll a d20 roll. That ally must take the reroll result.

Note that you are giving the blessing and don't receive it yourself.

## EPIC FEAT

LEARNED ✨

This spell is now a quick action to cast.

## PRAYER FOR READINESS

SPELL USED

DAILY

## CLERIC CLASS FEATURE

## HEAL

CLOSE-QUARTERS SPELL TWICE PER BATTLE

*Special:* You can use this spell twice per battle.

Quick action to cast (one per round)

Target: You or one ally you are next to

## EFFECT

The target can *heal using a recovery*.

## ADVENTURER FEAT

LEARNED ✧

The target can now be a nearby ally instead of an ally you are next to.

## CHAMPION FEAT

LEARNED ✧

If the target of your *heal spell* is an ally with 0 hp or below, that ally also adds hit points equal to  $1d10 \times$  your Charisma modifier to the *recovery*.

## EPIC FEAT

LEARNED ✧

When you cast *heal* on an ally you are next to, that ally adds +30 hp to the *recovery*.

## CLERIC CLASS FEATURE

## HEAL

## SPELL USED

TWICE PER BATTLE

## CLERIC CLASS FEATURES

### HEAL

*See separate heal class feature card for more details.*

All clerics receive a bonus spell: *heal*.

The *heal* bonus spell is like your chosen spells, but it's also different. You always have *heal* available after each battle, and it doesn't fill one of your normal spell slots. You can think of it as having its own slot that it's always in. The slots listed on your advancement chart are for your other spells.

### RITUAL MAGIC

**Clerics can cast their spells as rituals** *see page 192*

All clerics have the Ritual Magic class feature.

## CLERIC CLASS FEATURES

### CAST FOR POWER OR FOR BROAD EFFECT

The spell can be used one of two ways — either as a more powerful effect on one target (power) or as a weaker effect on multiple targets (broad).

Spells cast for power cannot target the caster.  
Spells cast for broad effect can.

### FREE RECOVERY

The cleric can recover hit points as if they were using a *recovery* (without actually spending the *recovery*).

### HEAL USING A RECOVERY

The character targeted with a healing effect uses one of their *recoveries* and rolls their own *recovery dice*.

### INVOCATION

A quick action that offers advantages in battle. It can be made once a day. More than one cleric in a party cannot use the same invocation during a battle.

# RITUAL MAGIC

## TO CAST A SPELL AS A RITUAL:

- Choose the spell that will be used and expended by the ritual.
- Tell the GM what you are trying to accomplish and gather necessary ingredients for the ritual.
- Spend 1d4 minutes, quarter-hours, or hours (as determined by the GM) preparing and casting the ritual. You can't cast other spells during this period. A PC taking damage won't necessarily end the ritual, but it will be ruined if a character falls unconscious or launches an attack of their own.
- Make a skill check using one of your magical backgrounds and the ability score the GM deems appropriate. Use the standard DC targets (or a special DC set by the GM), depending on your tier and the results you're hoping for. The higher the level of the spell consumed by the ritual, the greater the effect.

## RITUAL CASTING RESULTS

### DETERMINING RESULTS

Choose outcomes that are outgrowths of the spell's normal effects. The effects don't have to play within the usual constraints of the magic system, and they don't have to be taken as a precedent for future rituals.

### FAILURE SHOULD FAIL FORWARD

As usual, use the fail forward mechanic.

*See page 42 and 192*

### RITUALS EXPEND THE SPELL

No matter the outcome, the spell is expended until your next full heal-up.



## HEALING

## DOMAIN TALENT

**Trigger:** You cast a spell that lets you or an ally  
*heal using a recovery*

**Target:** You or an ally

## EFFECT

When you cast a spell that lets you or an ally *heal using a recovery*, the target also adds hit points equal to double your level to the *recovery*.

## INVOCATION OF HEALING

## DAILY

This battle, you gain an additional use of the *heal spell*. The first *heal spell* you cast after using this *invocation* allows the target to heal using a *free recovery* instead of spending a *recovery*.

## HEALING

## INVOCATION USED

## DAILY

## ADVENTURE FEAT

LEARNED ✧

When you cast a spell that allows an ally to *heal using a recovery*, you can let them use one of your *recoveries* instead. (If you also have the *Protection/Community domain*, any nearby ally can expend the *recovery* instead of you.)

## CHAMPION FEAT

LEARNED ✧

The *invocation of healing* gives you two additional uses of *heal* this battle instead of only one.

## EPIC FEAT

LEARNED ✧

Increase the additional hit points the target heals to triple your level.

## HEAL USING A RECOVERY

The character targeted with a healing effect uses one of their *recoveries* and rolls their own *recovery dice*.

## FREE RECOVERY

The cleric can recover hit points as if they were using a *recovery* (without actually spending the *recovery*).

## JUSTICE/VEPGEANCE

DOMAIN TALENT

ONCE PER TURN

**Trigger:** An enemy scores a critical hit against you or a nearby ally, or drops you or a nearby ally to 0 hp or below

**Target:** One nearby ally

## EFFECT

Once per turn when an enemy scores a critical hit against you or a nearby ally, or drops you or a nearby ally to 0 hp or below, you gain an attack-reroll blessing. Immediately choose a nearby ally and give them the blessing as a free action.

An ally with this blessing can use it to reroll an attack as a free action this battle. An ally can only have one such blessing on them at a time.

## INVOCATION OF JUSTICE/VEPGEANCE

DAILY

This battle, add double your level to the miss damage of your attacks and the attacks of your nearby allies. (For example, your basic melee attack as a cleric will deal triple your level as miss damage while this *invocation* is active.)

## JUSTICE/VEPGEANCE

## INVOCATION USED

## DAILY

## ADVENTURER FEAT

LEARNED ✦

You can take the attack-reroll blessing yourself.

## CHAMPION FEAT

LEARNED ✦

When you gain an attack-reroll blessing to distribute, you gain two blessings to distribute instead.

## EPIC FEAT

LEARNED ✦

Attacks rolls from your reroll blessings gain a +4 bonus.

## KNOWLEDGE/LORE

## DOMAIN TALENT

## EFFECT

You gain 4 additional background points that must be used somehow in relation to knowledge or lore.

## INVOCATION OF KNOWLEDGE/LORE

## DAILY

You must use this *invocation* during your first round of a battle. When you do, you get a quick glimpse of the battle's future.

Roll a d6; as a free action at any point after the escalation die equals the number you rolled, you can allow one of your allies to reroll a single attack roll with a +2 bonus thanks to your vision of this future.

## KNOWLEDGE/LORE

## INVOCATION USED

## DAILY

## ADVENTURE FEAT

USED  LEARNED 

Once per day, you can change one of your skill checks involving knowledge to a natural 20 instead. Interpret the word "knowledge" as loosely as your GM allows. GMs, be generous.

## CHAMPION FEAT

LEARNED 

You now roll a d4 for the invocation, not a d6.

## EPIC FEAT

LEARNED 

You gain a different positive relationship point each day with a random icon, purely because the icon has realized you know something they need to know. It changes every day and it might contradict your usual icon relationships.

## LIFE/DEATH

## DOMAIN TALENT

**Target:** You and your nearby allies

## EFFECT

You and your nearby allies gain a +1 bonus to death saves.

## INVOCATION OF LIFE/DEATH

## DAILY

This battle, you and each of your allies can each separately add the escalation die to a single save made by that character.

In addition, you and your allies do not die from hit point damage when your negative hit points equal half your normal hit points. Instead, you die when your negative hit points equal your full hit points.

## LIFE/DEATH

## INVOCATION USED

## DAILY

## ADVENTURE FEAT

LEARNED ✦

The death save bonus increases to +2.

## CHAMPION FEAT

LEARNED ✦

Each battle, the first time an ally near you becomes staggered, that ally immediately heals hit points equal to twice your level.

## EPIC FEAT

LEARNED ✦

Your first use of the resurrection spell is free, and doesn't count against your total.

## LOVE/BEAUTY

DOMAIN TALENT

ONCE PER LEVEL

Target: You

EFFECT

USED



Once per level, you can generate a one-point conflicted relationship with a heroic or ambiguous icon you do not already have a relationship with. The relationship point remains with you until you gain a level, and then it's time for another one-level relationship.

## INVOCATION OF LOVE/BEAUTY

DAILY

As a free action, at some dramatic moment, you or an ally of your choice can roll for one icon relationship that might have an effect on the battle. Rolls of 5 and 6 are beneficial as usual, though the GM will have to improvise what that means in the middle of combat. The invocation's advantage does not occur the moment you roll initiative; wait for a dramatic moment instead.

## LOVE/BEAUTY

INVOCATION USED

DAILY

CHAMPION FEAT

LEARNED



You gain two points in the relationship instead.

## PROTECTION/COMMUNITY

DOMAIN TALENT

ONCE PER BATTLE

Target: Two additional allies

EFFECT

USED



Once per battle, you can affect two additional allies when you cast a spell for broad effect.

## INVOCATION OF PROTECTION/COMMUNITY

DAILY

This battle, critical hits against you and your nearby allies deal normal damage instead of critical damage.

## PROTECTION/COMMUNITY

INVOCATION USED

DAILY

ADVENTURE FEAT

LEARNED



Whenever you target one or more allies with a spell, one ally of your choice can roll a save against a save ends effect.

## STRENGTH

## DOMAIN TALENT

Target: You

## EFFECT

You can wield heavy/martial weapons without an attack penalty.

## INVOCATION OF STRENGTH

## DAILY

This battle, you and your nearby allies deal triple damage instead of double damage on critical hits with melee attacks.

## STRENGTH

## INVOCATION USED

## DAILY

## ADVENTURE FEAT

USED  LEARNED 


Once per battle, you can deal extra damage to one target you hit with a melee attack as a free action. The damage bonus is a number of d4 equal to your Strength modifier or to your level, whichever is higher.

## CHAMPION FEAT

LEARNED 

You can use d8s instead of d4s for the bonus damage dice.

## EPIC FEAT

USED  LEARNED 

Once per day, you can use d20s instead of d8s for the bonus damage dice.

## ΣΥΠ/ΑΠΤΙ-ΥΠΔΕΑΔ

## DOMAIN TALENT

Target: You

## EFFECT

Every attack you make deals holy damage instead of other types of damage unless you choose otherwise for a specific attack.

## INVOCATION OF ΣΥΠ/ΑΠΤΙ-ΥΠΔΕΑΔ

## DAILY

When you cast a daily cleric spell this battle, roll a d6. If you roll less than or equal to the escalation die, you regain the use of that daily spell after the battle.

## ΣΥΠ/ΑΠΤΙ-ΥΠΔΕΑΔ

## INVOCATION USED

## DAILY

## ADVENTURE FEAT

LEARNED ✧

If your attack already deals holy damage, it gains the following bonus damage:

adventurer tier +1 damage  
 champion tier +2 damage  
 epic tier +3 damage.

## CHAMPION FEAT

LEARNED ✧

You gain a +2 bonus to all defenses against attacks by undead.

## EPIC FEAT

LEARNED ✧

The invocation also affects your allies' daily spells.



## TRICKERY/ILLUSION

DOMAIN TALENT

ONCE PER BATTLE

**Target:** A nearby ally or enemy

## EFFECT

Once per battle, as a quick action when you are engaged with an enemy, roll a d20 (your 'trick die').

As a free action before the start of your next turn, give your trick die to a nearby ally or enemy who is about to make an attack roll. The trick die result becomes the natural result of their roll instead.

## INVOCATION OF TRICKERY/ILLUSION

DAILY

This battle, attacks against you by enemies that moved to engage you during their turn miss on natural odd rolls.

## TRICKERY/ILLUSION

INVOCATION USED

DAILY

CHAMPION FEAT

LEARNED ✦

Your trick die can be used for any one d20 roll, not just an attack.

EPIC FEAT

LEARNED ✦

You get another trick die roll to use each battle the first time the escalation die reaches 3+.

## WAR/LEADERSHIP

DOMAIN TALENT

ONCE PER TURN

Target: Your allies

EFFECT

Once per turn when you make a melee attack against an enemy, hit or miss, your allies gain a +1 attack bonus against that enemy until the start of your next turn.

## INVOCATION OF WAR/LEADERSHIP

DAILY

Increase the escalation die by 1.

## WAR/LEADERSHIP

INVOCATION USED

DAILY

ADVENTURE FEAT

LEARNED



The attack no longer has to be a melee attack, close and ranged attacks also work.

CHAMPION FEAT

LEARNED



The bonus now applies against all enemies you attack; you no longer have to single out one foe if you use a spell that attacks multiple enemies.

EPIC FEAT

LEARNED



Allies now also get a damage bonus against such enemies equal to double your Charisma modifier.

## CLERIC SPELL PROGRESSION

## SPELL PROGRESSION

CLERIC	SPELL LEVEL				
	1 <sup>st</sup>	3 <sup>rd</sup>	5 <sup>th</sup>	7 <sup>th</sup>	9 <sup>th</sup>
Level 1	4	—	—	—	—
Level 2	5	—	—	—	—
Level 3	2	3	—	—	—
Level 4	1	5	—	—	—
Level 5	—	2	4	—	—
Level 6	—	1	6	—	—
Level 7	—	—	2	5	—
Level 8	—	—	1	7	—
Level 9	—	—	—	2	6
Level 10	—	—	—	1	8

## CLERIC SPELL PROGRESSION

## SPELL PROGRESSION

- There are five spell levels: 1, 3, 5, 7, and 9. The levels correspond to the character level at which you gain access to those spells for the first time.
- You know all of the spells in the rulebook for your class.
- You have a certain number of “spell slots” you can use. The number of spell slots you have of each level is listed on the spell progression table. These numbers are NOT cumulative. You do lose your lower-level slots as you level up. You’re expected to put lower-level spells in higher-level slots.
- After a full heal-up, you fill up your spell slots with spells that you know. Any spell you know can be chosen (only once unless stated otherwise) to fill a slot of its level or a higher level.
- A spell’s effect is based on the level of the slot you put it in. The level of the slot you choose for a spell does not affect your attack rolls with that spell — in other words, you always add your level to your attack rolls, not the level of the spell.
- Unlike weapon attacks, spell damage does NOT improve just because you level up.
- You must actually put the spell in a higher-level slot to get the damage increase listed for the higher-level spell. The ability score modifier added to damage does increase to double at level 5 and to triple at level 8 even if you are casting a spell that happens to be lower level than 5th/8th, but that’s it (not including wizards). The feats you’ve taken for a spell apply to the spell regardless of the spell slot you choose for it.

## CLERIC BASIC ATTACKS

## MELEE ATTACK

## BASIC ATTACK

AT-WILL

Target: One enemy

Attack: Strength + Level vs. AC

## HIT

Weapon + Strength damage

## MISS

Damage equal to your level

## RANGED ATTACK

## BASIC ATTACK

AT-WILL

Target: One enemy

Attack: Dexterity + Level vs. AC

## HIT

Weapon + Dexterity damage

## MISS

—

## ARMOR AND AC

Armor Type	None	Light	Heavy	Shield
Base AC	10	12	14	+1
Attack Penalty	—	—	—	—

## CLERIC WEAPONS

## MELEE WEAPONS

## ONE-HANDED

## TWO-HANDED

## SMALL

1d4 dagger

1d6 club, staff

## LIGHT OR SIMPLE

1d6 mace, shortsword

1d8 spear

## HEAVY OR MARTIAL

1d8 (–2 attack)

1d10 (–2 attack)

longsword, warhammer

dire flail, greatsword

## RANGED WEAPONS

## THROWN

## CROSSBOW

## BOW

## SMALL

1d4

1d4

—

dagger

hand crossbow

## LIGHT OR SIMPLE

1d6

1d6

1d6 (–2 attack)

javelin, axe

light crossbow

shortbow

## HEAVY OR MARTIAL

—

1d8 (–1 attack)

1d8 (–5 attack)

heavy crossbow

longbow