

Clerics are armored priests who serve Law/Good or Chaos/Evil. Most Clerics have a patron deity or serve a particular religion. You are a champion of your faith and moral alignment. You might be a sinister witch-hunter, an exorcist of demons, or a shining knight of the faith. Clerics tend to play a support role during combat, backing up the front line, but able to stand shoulder to shoulder with the party's Fighting-men if need be—at least for a while.

Prime Attribute: **Wisdom**

Hit Points: **1d6 +1**

Armor/Shield Permitted: **Any**

Weapons Permitted: **Blunt weapons only**

Clerics can “Turn” the undead, making them flee from the Cleric's holiness.

Clerics can petition for divine aid a certain number of times per day.

Receive a +2 versus being incapacitated.

A Fighting-man is a warrior, trained in battle and in the use of armor and weapons. Perhaps you are a ferocious Viking raider, a roaming samurai, or a medieval knight. Whatever type of Fighting-man you choose to play, you will probably end up on the front lines of your adventuring party, going toe-to-toe with bandits, orcs, and evil cultists, hacking your way through them and taking the brunt of their attacks. The Fighting-man character is best equipped of all the character classes to dish out damage and absorb it, too. You're going to serve as the party's sword and shield, protecting the weaker party members and taking down the enemies before you.

Prime Attribute: **Strength**

Hit Points: **1d6 +2**

Armor/Shield Permitted: **Any**

Weapons Permitted: **Any**

Multiple Attacks: Against creatures with less than one full hit die, a Fighting-man makes one attack per level each round.

The Magic-user is a student of arcane powers and spell casting. They are usually physically weaker than other adventuring classes, and are untrained in the use of armor and weapons. As Magic-users progress in level, however, they generally become the most powerful of the character classes.

Prime Attribute: **Intelligence**

Hit Points: **1d6 -1**

Armor/Shield Permitted: **None**

Weapons Permitted: **Dagger, staff, and darts**

A Magic-user owns a book of spells, reading from the book, the Magic-user prepares his chosen spells daily.

Receive a +2 bonus versus spells & magic.

Character Classes

If you have **13 or higher** in the Prime Attribute of your class you receive a **5%** experience bonus