Aspirin - Human Cleric

Player Name: _____ **Date:** _____

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

Name: Asprin
Species: Human
Class: Cleric
Level: 1
AC: 10

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
○	○	○	○	○	○
○	○	○	○	○	○
○	○	○	○	○	○
○	○	○	○	○	○
○	○	○	○	○	○
○	○	○	○	○	○
○	○	○	○	○	
○	○	○	○		
○	○	○			

Weapons

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

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

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 –	350,000
11	8d6	-12	9 dice	8 6 5 4 3 2	450,000
12	8d6 +1	-13	9 dice +1	9 7 6 5 4 3	550,000
13	9d6	-14	9 dice +2	9 8 7 6 5 4	650,000
14	9d6 +1	-15	9 dice +3	9 9 8 7 6 5	750,000
15	10d6	-15	9 dice +4	9 9 9 8 7 6	850,000
16	11d6	-15	9 dice +5	9 9 9 9 8 7	950,000
17	11d6 +1	-15	9 dice +6	9 9 9 9 9 8	1,050,000
18	12d6	-15	9 dice +7	9 9 9 9 9 9	1,150,000

Cleric Spells

Level 1 - Bless: +1 to-hit bonus for all friendly targets.
Level 1 - Cure Light Wounds: Heals 1d6+1 + Wis bonus to 1 friendly target. (1d6 +3)
Level 2 - Spiritual Hammer: An extra missile attack every round, first round included. The attack is as if the cleric made a physical attack.
Level 2 - Healing Wave: Heals all friendly targets 1d6 + Wis bonus. (1d6 +2)
Level 2 - Lesser Protection: Damage reduction 1 for all friendly targets.
Level 3 - Cure Serious Wounds: Heals 3d6+3 + Wis bonus to 1 friendly target. (3d6 +5)
Level 3 - Prayer: +2 to-hit bonus for all friendly targets.
Level 4 - Cleansing Wave: Heals all friendly targets 2d6+1 + Wis bonus. (2d6 +3)
Level 4 - Protection: Damage reduction 2 for all friendly targets.
Level 5 - Cure Critical Wounds: Heals 5d6+5 + Wis bonus to 1 friendly target. (5d6 +7)
Level 5 - Sanctify: +3 to-hit bonus for all friendly targets.
Level 6 - Greater Protection: Damage reduction 3 for all friendly targets.
Level 6 - Spiritual Wave: Heals all friendly targets 3d6+2 + Wis bonus. (3d6 +4)

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

Gaining Levels

- The new hit point total is calculated by rolling the dice indicated on the character progress table. Add any species / class hit point bonuses to the dice total. Add the constitution bonus times the new level for the grand total of hit points. If the newly calculated hit points total is higher than the character's current number of hit points, that becomes the character's new hit points. 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.
- The death limit is increased.
- Weapons attack dice are adjusted. Attack bonus = class bonus + species bonus + dex bonus.
- Maximum number of spells are adjusted.