

# Specialty Priests

## A Basic Fantasy RPG Supplement

**Release 1**

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Basic Fantasy Website: [basicfantasy.org](http://basicfantasy.org)

### INTRODUCTION

This supplement provides additional options for Cleric-class characters for use with the Basic Fantasy RPG rules, available as a free download at the website.

Thanks to community members Blazeguard, Dimirag, Fabio\_MP, Joe the Rat, Sir Bedivere and SmootRK for feedback and suggestions.

The Basic Fantasy Role Playing Game shows characters from the cleric class as militant priests with no mechanical differences between one faith and another, this supplement is for GMs that would like a more nuanced approach to deities and their clerics.

While this supplement seeks to form a more standard way for the Game Master to build deity/religion specific clerics (priests), it is not necessarily meant to be followed in a dogmatic way. These are guidelines and suggestions to assist the Game Master in building unique clerical types. The GM should feel free to adjust particulars of this system in order to best suit his campaign and play style. As such, these guidelines are specifically not meant for players to individualize their cleric characters themselves; they simply have to go with options the GM has developed for his campaign (if at all). Deciding what options, including classes (or variants), to include in a game is solely the decision of the Game Master.

No matter what the differences all cleric characters will use the standard cleric experience progression table, saving throws, attack bonus progression, spell progression and 1d6 HD.

First of all, when creating a cleric of a specific deity, the GM should chose the deity's area of influence as this will help determining the characteristics of the new cleric type.

Some examples:

- Aristocracy
- Language
- Magic
- Trickery
- War

It's not unusual for deities to be patrons of two elements or activities at the same time.

A deity's area of influence should guide the GM in determining what kind of access to weapons and powers the cleric will have.

A god of war will probably have aggressive clerics while a god of language should have a priesthood less versed in the art of war.

The next step is determining the cleric's access to weapons, shields and armor.

The GM should strive for coherence here: it makes no sense for a cleric to be able to use all kinds of armors and shields (which implies familiarity with combat) but no weapons at all.

Armor access	points
--------------	--------

None	0
------	---

Can wear up to leather armor	1
------------------------------	---

Can wear up to chain armor	2
----------------------------	---

Can wear up to plate armor	3
----------------------------	---

Shield Access	points
---------------	--------

Can not use shields	0
---------------------	---

Can use shields	1
-----------------	---

Weapon access	points
---------------	--------

None	0
------	---

Basic (as a Magic-user)	1
-------------------------	---

Limited	2
---------	---

(Either by type -blunt, piercing, slashing- or by damage ability: no more than 1d8 if melee weapon or 1d6 if ranged)

Full (as Fighter)	3
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## A BASIC FANTASY SUPPLEMENT

Now add the points for weapon and armor access, this will determine the number of Granted powers the cleric will have by referencing the table below.

Points	Powers
0	4, 3 improvements
1	4, 2 improvements
2	4, 1 improvement
3	4
4	3
5	2
6	1
7	0

Powers can be improved (once only per power) by using an improvement or sacrificing a granted power slot.

Not all powers are obtained right away, according to the number of powers available each will have an Access Level (AL from now on) that the cleric must reach before he can use that power.

Power	Access Level
first	1st
second	3rd
third	6th
fourth	9th

Powers that are deeply connected with deity's main area of influence should be awarded first to clerics.

The following is a list of suggested granted powers, each power is followed by appropriate deity type.

Please note that according to these rules the **Turn Undead** power is not automatically granted to a cleric, it must be bought.

### Alertness [Guards, Hunting]

The cleric's chances of being surprised are reduced by 1.

**Improved:** The cleric can not be surprised.

### Awe [Aristocracy, Chaos, Evil, Good, Law, Music, Terror]

The cleric can cast **Cause Fear** once per day at (AL) level, 2 times per day at (AL+3) level and 3 times per day at (AL+6) level.

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The cleric's enemies suffer a -1 penalty to morale and Saving Throws against fear if they can see him or her and are within 60' of the cleric.

**Improved:** whenever the cleric uses a fear inducing spell (however it is cast: from items, scroll or memory...) , the targets suffer a -2 to the Saving Throw.

### Animal affinity [Elves, Nature]

The cleric has the **Animal affinity** power like a Druid of (level+1-AL) level.

**Improved:** consider the cleric's level as 1 higher for the use of **Animal affinity**.

### Aquatic [Water]

The cleric can breathe water and can swim at his full unreduced movement rate.

**Improved:** the cleric's base movement rate when swimming is 60'.

### Arcane craft [Knowledge, Magic]

The cleric can use magic items that only Magic-Users can use, also he or she can pray for the **Read Magic** spell (as a 1st level spell) and use it to employ magic-user scrolls as a MU of (level+1-AL) level.

**Improved:** when the cleric employs a magic item or scroll all the targets of its effects save at -1.

### Backstab [Murder]

The cleric can execute a **Sneak Attack** like a Thief. He is considered a Thief of level equal to: (Level+1 - AL).

**Improved:** the target of the cleric's **Sneak attack** must roll a ST versus Death Ray or become unconscious.

### Bane [Racial Animosity]

The cleric gains +1 to hit and damage in combat against all members of a specific race or monster type at (AL) level. This becomes +2 at (AL+3) level and +3 at (AL+6) level.

## SPECIALTY PRIESTS

**Improved:** the cleric inflicts an additional +1 damage.

### Blight [Evil, Disease]

The cleric can cast **Cause Light Wounds** once per day at (AL) level, 2 times per day at (AL+3) level and 3 times per day at (AL+6) level.

All his **Cause** spells (however they are cast: from items, scroll or memory...) add +2 to the damage inflicted.

**Improved:** inflicts an additional +2 to damage with **Cause** spells.

### Bounty [Halflings, Hearth]

The cleric can cast **Purify food and water** once per day at (AL) level, 2 times per day at (AL+3) level and 3 times per day at (AL+6) level.

The cleric can always find food for up to two persons by foraging in the wilderness. Foraging and traveling can be done at the same time with no reduction in speed.

In specially harsh climates or terrains (arctic, desert...) this is reduced to food sufficient for one person.

**Improved:** food affected by the cleric's **Purify food and water** spells (however they are cast: from memory, scrolls or items) can not be poisoned or spoiled, nor will decay for 1 day.

### Confusion [Insanity]

The Cleric can cast the **Confusion** spell once per day at (AL) level, 2 times per day at (AL+3) level and 3 times per day at (AL+6) level.

**Improved:** whenever the cleric casts a **Confusion** spell or uses a magic item that casts confusion, all targets save at -2.

### Darkness [Evil, Night]

The cleric can cast **Darkness** once per day at (AL) level, 2 times per day at (AL+3) level and 3 times per day at (AL+6) level.

## A BASIC FANTASY SUPPLEMENT

The cleric gains 30' Darkvision to be added to any natural amount of Darkvision he or she may have.

**Improved:** all of the cleric's **Darkness** spells (however they are cast: from items, scroll or memory...) have double duration and area of effect.

### Daylight [Good, Light, Sun, Truth]

The cleric can cast **Light** once per day at (AL) level, 2 times per day at (AL+3) level and 3 times per day at (AL+6) level.

The cleric can never be blinded by light.

**Improved:** all of the cleric's **Light** spells (however they are cast: from items, scroll or memory...) have double duration and area of effect.

### Diehard [Dwarfs, Resurrection, Undeath]

If the GM does not use the rules for negative hit points or death saves the cleric should be granted their use.

If the above rules are used the power has different effects according to the rule used.

**Negative hit points:** the cleric is conscious and may act even if at negative hit points. The cleric will keep losing hit points each round until stabilized.

**Save versus Death:** the cleric will remain conscious and able to act, if he succeeds in the saving throw. He will die at the end of the 2d10 rounds unless healed.

**Improved:** the cleric does not lose his spells for having negative hit points.

### Evasion [Halflings, Trickery]

The cleric gains a +2 to Armor class when wearing no armor or leather armor.

**Improved:** the cleric can move away from combat at full speed without causing parting shots, granted he is wearing no armor or leather armor.

### Freedom [Elves, Chaos, Freedom]

The cleric always gets a Saving Throw against effects that hold or slow him or her.

## A BASIC FANTASY SUPPLEMENT

The cleric receives a +2 bonus to all Saving Throws against effects that **Hold**, **Paralysis** or **Slow**.

**Improved:** the cleric saves at an additional +2 against **Hold**, **Paralysis** or **Slow**.

### **Gift of Tongues [Communication, Knowledge, Languages]**

The cleric can learn one language at (AL) level plus another per level after (AL) level regardless of intelligence.

In addition he or she can read non-magical languages with an 80% chance of success once they reach (AL+3) level.

If the roll fails the cleric can not repeat the attempt until he or she gains a level.

**Improved:** the cleric can read languages with 100% efficiency.

### **Hammerhand[Confrontation, Rage, Sports, Strength, War]**

The cleric's unarmed attacks deal 1d4 damage points.

**Improved:** the cleric's unarmed attacks deal 1d6 damage points.

### **Healing Touch [Good, Healing]**

The cleric can cast **Cure Light Wounds** once per day at (AL) level, 2 times per day at (AL+3) level and 3 times per day at (AL+6) level.

All his **Cure** spells (however they are cast: from items, scroll or memory...) add +2 to the damage healed.

**Improved:** the cleric receives an additional +2 to damage healed with **Cure** spells.

### **Inspire rage [Humanoid race, Righteousness, War]**

The cleric can inspire a **Berserk Rage** once per day at (AL) level, 2 times per day at (AL+3) level and 3 times per day at (AL+6) level.

Berserk Rage affects up to 6 allies within 30 feet of the cleric.

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The rage lasts for 10 rounds of combat. While raging, a character suffers a -2 penalty to AC and receives a +2 bonus to hit and damage in melee combat.

A raging character must attack in melee the nearest enemy and may not defend or use spells or employ magic items or powers requiring concentration.

If no enemy is in sight the character must roll a Saving Throw versus Spells or attack the nearest character. On a successful save the character may end his rage prematurely.

At the end of the rage the character is fatigued and may move only at half speed receiving a -2 penalty to all attack, ability and saving rolls until he rests for three turns.

**Improved:** allies that have been inspired to rage are not fatigued when its effects expire.

### **Lore [Knowledge or Magic usually, but varies]**

The cleric is knowledgeable about an arcane/esoteric subject of his choice, like a Savant (see under **retainers** in **Part 4: Adventure** of the BFRPG rulebook). He can provide answers to most question on the spot and with 100% efficiency, more complicated questions may require 2d6 days of research at library and a successful Intelligence Ability Check.

**Improved:** the cleric has a +2 bonus to the Intelligence check for complicated questions and can find the answer in only 1d6 days.

### **Master of mechanisms [Dwarves, Crafts, Knowledge]**

The cleric can use the **Open Locks**, **Find Traps** and **Remove Traps** Thief skills as a Thief of (cleric's level+1-AL) level.

**Improved:** the cleric's thief level is considered 1 higher.

### **Outdoorsman [Nature, Hunting]**

The cleric can use the **Climb Walls** and **Listen** Thief skills as a Thief of (cleric's level+1-AL) level.

**Improved:** the cleric's thief level is considered 1 higher.

## SPECIALTY PRIESTS

### Oracle [Prophecy, Knowledge]

The cleric can ask a yes-or-no question to the GM each gaming session at (AL) level, 2 times per session at (AL+3) level and 3 times per session at (AL+6) level.

**Improved:** the cleric can ask the GM an additional question per session.

### Resistance to fire or cold [Dwarfs, Fire, Ice]

The cleric can cast **Resist Fire** (or **Cold**) once per day at (AL) level, 2 times per day at (AL+3) level and 3 times per day at (AL+6) level.

The cleric always suffers 1 point of damage less on each dice from fire (or cold) attacks.

**Improved:** **Resist Fire/Cold** spells (however they are cast: from items, scroll or memory...) cast by the Cleric have double duration.

### Resistance to poison and disease [Humanoid race, Hardiness, Disease]

The cleric is always allowed a Saving Throw versus Poison or Disease.

The cleric receives +2 bonus to Saving Throws against poison or disease.

**Improved:** the cleric receives an additional +2 to Saving Throws against poison and disease.

### Shield of faith [Guards, Good]

The cleric can cast **Protection from Evil** once per day at (AL) level, 2 times per day at (AL+3) level and 3 times per day at (AL+6) level.

Allies behind the cleric and within 10' of him or her that are not attacking or casting spells receive a +1 bonus to AC.

**Improved:** all the **Protection from Evil** spells cast by the cleric (however they are cast: from items, scroll or memory...) have double duration.

## A BASIC FANTASY SUPPLEMENT

### Stealthy [Halflings, Hunting, Thieves, Trickery]

The cleric can use the **Move Silently** and **Hide** Thief skills as a Thief of (cleric's level+1-AL) level.

**Improved:** the cleric's thief level is considered 1 higher.

### Turn undead [Good, Undeath]

The cleric can **Turn undead** as per the BFRPG Core rules at a level equal to (cleric's level+1-AL).

**Improved:** the cleric's level is considered 1 higher for turning purposes.

### Quickstep [Freedom, Nature, Travel, Trickery]

The cleric's movement can not be slowed by terrain or climate, he or she will always move at full speed.

The cleric's base movement rate is improved by 10'.

**Improved:** the cleric is not held or slowed by common ropes or nets and can escape any knot.

### Smite [Confrontation, Evil, Good, Punishment, Revenge,]

The cleric can make one melee attack be considered magical once per level per day.

**Improved:** the cleric adds +2 to attack and damage rolls when executing a smite attack.

### Unquenchable Soul [Resurrection, Undeath]

The cleric is always allowed a Saving Throw versus **Energy Drain**.

The cleric saves versus **Energy Drain** at +2.

**Improved:** the cleric receives an additional +2 to Saving Throws against **Energy Drain**.

### Unshackled Mind [Enlightenment, Meditation, Freedom, Chaos]

The cleric always gets a Saving Throw against any form of **Charm**, mental dominance or **Confusion**.

The cleric saves against those effects at +2.

**Improved:** the cleric receives an additional +2 to Saving Throws against **charm**, **confusion** or mental dominance.

### Designing your own Granted Powers

**Resistances:** these powers always grant a Saving Throw against the element the cleric is resistant to, regardless of other rules.

The cleric also gets a ST bonus of +2 against the specified element.

Improved resistance powers raise the ST bonus by another +2.

**Spell-like powers:** these powers can be used once per day at (AL) level, 2 times per day at (AL+3) level and 3 times per day at (AL+6) level.

If the spell power is a 1st level druid or cleric spell, it should also grant a constant minor ability ( a -2/10% to +2/10% modifier -maximum- to some rolls for example).

Improved Spell-like powers should either impart a -2 to Saving Throws or have double duration and/or area of effect.

Spells taken from other classes spell lists (Magic-user, Necromancer) should never be accompanied by minor abilities and be exceedingly rare.

### Sample Priesthoods

#### Argund the maker

*[Crafts and languages]*

Argund is sometimes portrayed as the god who built the world and invented languages, at other times he is just the smith of the gods or simply the first man.

Priests of Argund are craftsmen, smiths and linguists.

Argund is popular among dwarves that take up a life of religion.

**Armors:** Chain

**Shields:** yes

**Weapons:** Limited (No more than 1d8 if melee weapon or 1d6 if ranged)

**Granted powers:**

1st level: Master of Mechanisms

3rd level: Gift of Tongues.

#### Church of Celestial Harmony

*[Peace, justice, Good]*

The church of celestial harmony believes that a spark of divine goodness resides in the heart of every living creature.

Priests of Celestial Harmony refuse violence (as well as lust, greed and envy) and work hard to bring this goodness out lead by the belief that when all living creatures have willingly refused Evil a new world will begin.

**Armor:** none

**Weapons:** none

**Shields:** none

**Granted Powers**

1st level: Turn Undead (improved)

3rd level: Shield of Faith

6th level: Freedom (improved)

9th level: Unshackable mind (improved)

#### Cult of the Rampant Lion

*[Murder, Trickery , Racial animosity]*

For the last three centuries the remnants of the frontier province of Almarsil have been prey to the tyranny of goblinoid invaders.

The few humans that have escaped enslavement hide in the ruins of the once glorious keeps of their dead liege, waiting -and working- for the day of their liberation.

The ancestor cult once followed by the peaceful inhabitants of Almarsil has developed in a secretive sect that leads this underground movement. Using the heraldic crest of the Almarsil family (a rampant red lion) as a symbol, the clerics train themselves -and others- as spies and assassins, sabotaging goblinoid activities and assassinating goblin kings.

**Armor:** up to leather

**Shields:** yes

## SPECIALTY PRIESTS

**Weapons:** Piercing only (short swords, daggers, spears, javelins, bows, crossbows)

### Granted Powers

1st level: Bane (goblinoids)

3rd level: Stealthy

6th level: Backstab.

### Hem the hunter

*[Hunting and Freedom]*

Hem is described as a great horned man living inside the Ancient Oak at the center of Witheburne forest.

Elves describe him as an ancient spirit of great power but not really a god.

However it may be Hem but hunters and outlaws are known to pray to him for protection.

Peasants usually leave offerings at crossroads to ingratiate him and keep him away from their herds as Hem is not a god friendly to those who tame land and beasts.

**Armors:** Leather

**Shields:** no

## A BASIC FANTASY SUPPLEMENT

**Weapons:** Limited (piercing only: daggers, spears, bows, crossbows, short swords, javelins)

### Granted powers:

1st level: Outdoorsman

3rd level: Alertness

6th level: Unimpeded

### Swon Thunderlord

*[Aristocracy and war]*

A northern god, Swon epitomizes all heroic virtues. He will lead the gods to battle evil spirits on the Last Day.

**Armors:** Plate, shield

**Shields:** yes

**Weapons:** Limited (Slashing: axes, longswords, two handed swords)

### Granted powers:

1st level: Awe

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