



## EQUIPMENT

MAX LOAD (10+STR)



## NOTES

# CLERIC

The lands of Dungeon World are a gods-forsaken mess. They're lousy with the walking dead, beasts of all sorts, and the vast unnatural spaces between safe and temple-blessed civilizations. It is a godless world out there. That's why it needs you. Bringing the glory of your god to the heathens isn't just in your nature—it's your calling. It falls to you to proselytize with sword and mace and spell, to cleave deep into the witless heart of the wilds and plant the seed of divinity there. Some say that it's best to keep the gods close to your heart.

You know that's rubbish. God lives at the edge of a blade.

Show the world who is lord.

NAME

LEVEL

XP

CHARACTER SKETCH

## ALIGNMENT | CHOOSE ONE OR WRITE YOUR OWN

**Charitable**

Help someone with no promise of reward

**Lawful**

Give something up to follow your god's precepts

**Righteous**

Harm someone who has blasphemed

## BONDS

## BACKGROUND | CHOOSE ONE OR WRITE YOUR OWN

**Spiritualist**

You have studied all things mystical. Gain a level one wizard spell as a known Rote.

**Healer**

Your goal in life is to cure the sick and aid the wounded. Ignore the Slow tag on healing items, and you may use a charge of Adventuring Gear to produce Bandages.

**Sentinel**

You may roll +WIS when you Defend someone or something other than yourself.

## STARTING GEAR

POULTICES AND HERBS (2 USES, SLOW, 1 WEIGHT)

RATIONS (5 USES, 1 WEIGHT)

DIVINE SYMBOL OF YOUR FAITH

### CHOOSE YOUR DEFENSE

SHIELD (+1 ARMOR, 2 WEIGHT)

CHAINMAIL (1 ARMOR, 1 WEIGHT)

### CHOOSE YOUR ARMAMENT

WARHAMMER (CLOSE, FORCEFUL, 2 WEIGHT)

STAFF (CLOSE, TWO-HANDED, 1 WEIGHT)

### CHOOSE ONE

ADVENTURING GEAR (5 USES, 1 WEIGHT)

+FLASK OF ALCOHOL (2 USES, 0 WEIGHT)

HEALING POTION (0 WEIGHT)

Starting Attributes: 8(-1), 9, 12, 13(+1), 15(+1), 16(+2)

STRENGTH DEXTERITY CONSTITUTION INTELLECT WISDOM CHARISMA

STR DEX CON INT WIS CHA

WEAK  SHAKY  SICK  DAZED  CONFUSED  SCARRED

HIT POINTS  
MAX = 8+CONSTITUTION

ARMOR

DAMAGE  
D6

MODIFIERS

VIGOR  
Once per Encounter  
HEALING SURGE  
Recover d4 HP per vigor spent  
ACTION SURGE  
Spend 1 vigor to reroll both D6  
MAX = 4+CON

## STARTING MOVES

### DEITY

You serve and worship a powerful deity. Give them a name.

Answer these questions about their domain:

• What aspect of reality do they control? (lightning, the seas, gold, etc)

• What concept or emotion do they represent? (love, death, war, etc)

• Who do they favor? (traders, warriors, dwarves, etc)

• Who should fear them? (demons, the undead, criminals, etc)

• What acts please them? (secrecy, mercy, battle, etc)

• What gifts please them? (art, blood, food, etc)

When you **petition your deity for aid**, roll 2d6 with a +1 bonus for each of your god's domains that is a factor in your current situation. On a hit, gain some useful knowledge or boon related to your deity's domain. On a 10+ you also take +1 Forward.

### ENLIGHTENMENT

Your deity grants you knowledge of divine spells. Start with two level 1 spells. Learn another spell every level.

When you **go above and beyond serving your god or following their precepts**, your deity grants you knowledge of another spell. The GM will tell you which one.

### CHANNEL DIVINITY

You can cast all Rotes, and any divine spells you know whose level does not exceed your own. When you **cast a spell or Rote**, roll+WIS. On a miss, your spell backfires as your god spurns you. On a 10+, your spell is successfully cast. On a 7-9 it is cast but you must choose a drawback. When you **cast a spell of the highest level you can**, the GM chooses another drawback, regardless of your roll:

- Your spell does less, or much more, than you intended
- Your casting puts you in danger or draws unwanted attention
- Your god demands a personal sacrifice
- Your god frowns on your hubris and revokes your power. You cannot cast this spell again today.

Rote spells never backfire. Instead, the GM chooses a drawback and the spell goes off

### PROTECTION FROM EVIL

When you **brandish your holy symbol and pray for protection from those who should fear your deity**, roll+WIS. On a 7-9, pick one. On a 10+, pick two.

- They are held at bay as long as you concentrate on your prayers
- The weakest among them are stricken with fear and cower or flee
- You gain immunity to one of their supernatural powers
- You gain +1 forward against them

The effects end if you take aggressive action towards them.

## LEVEL 2+ ABILITIES

### CHOSEN ONE

Choose any two spells you know. They count as Rote, for you.

### INVIGORATE

When you **heal someone with magic**, they take +1 Forward.

### FIRST AID

All healing spells you learn are Rote, for you.

### DIVINE INTERVENTION

When you **Make Camp**, you get 1 hold and lose any hold you already had. You may spend that hold when you or an ally would be injured. Your deity will intervene with an appropriate manifestation to prevent the harm.

### SUPREME BEING

Expand your Deity's domain by writing another answer to two of the questions.

### CANON KNOWLEDGE

When you **Spout Lore about something in your god's domain**, you may roll+WIS instead of +INT.

### PSYCHOPOMP

When you **spend time after a conflict to dedicate your victory and lay the dead to rest**, take +1 Forward.

### SCALES OF FATE

You may Aid allies when they roll Last Breath, and they may do the same for you. Be warned that Death will gladly rope you (or your allies) into its bargains.

### SHIELD OF FAITH

You have 1 Armor. Against enemies who should fear your god, you have 4 armor.

### EVIDENCE OF FAITH

When you **see the effects of divine magic**, you can ask the GM which deity granted the spell and its effects. You take +1 Forward to act on the answers.

### REBUKE

When you **confront a creature related to your deity's domains**, you may issue a command. Speak a number of words (no more than your level), and roll+WIS. On a 10+ they follow both the letter and spirit of your command. On a 7-9, only one or the other.

### PENITENCE

Faith \_\_\_\_\_

When you **take damage**, gain 1 Faith, up to a maximum equal to your level. When one of your spells causes damage or healing, you may spend all Faith as bonus damage or healing.

## LEVEL 6+ ABILITIES

### MULTICLASS DABBLER

Get a move from another class. Treat your level as two lower for choosing the move.

### DIVINE ARMOR

Requires *Shield of Faith*

Pick a source of damage (fire, edged weapons, etc). You are immune to it, so long as you wear no armor and carry no shield.

### EMPOWER

When you **channel divinity**, on a 10+ you have the option of choosing a drawback. If you do, pick one:

- The spell's effects are doubled
- The spell's targets are doubled

### SERENITY

You may ignore the concentration requirements of one spell at a time.

### DEVOTED HEALER

When you heal someone, the dice from their Vigor are maximized.

### HOLY QUEST

When you **petition your deity for aid**, on a 7+ your god will also give you a task to fulfil. Take +1 Forward doing so, and mark 1 XP if you do.

### SMITE

When you **deal damage to an enemy who should fear your god**, you may call on your god to destroy them. If you do, deal an extra 2D6 damage and ignore their armor, but pick one:

- Your god's wrath is great, and causes massive collateral damage.
- Channelling such power takes its toll on you. The GM will tell you what that toll is.

### APOTHEOSIS

When you **petition your deity for aid**, on a 12+ you permanently gain a feature associated with your god (wings of emerald light, an all-seeing third eye, claws that rend stone, etc).

### LEAD THE FLOCK

When you **preach to a mob**, roll+CHA. On a hit, pick one. But on a 7-9 they take your command further than you intended.

- They go quietly back to their lives
- They will bring people forward and deliver them to you.
- They will bring forward their precious things.
- They will unite and fight for your cause.
- They fall into a frenzy of joy, sorrow, or rage (your choice).