Theist

Not all of those who enter the cloth do so with a desire to fight the good fight. Some learn the deeper ways of clerical magic and eschew the use of weapons and armour. The Theist is a sub-class of Cleric, with more restrictions, and far more magical power. While most live a cloistered life, a few choose for part of their spiritual journey to be more adventuresome.

Prime Requisite: Wisdom

Hit Dice: 1d4 per level, plus or minus any constitution modifier, up to level 9. +1hp per level thereafter

Experience and Level: Theists gain levels at the same rate as Clerics.

Alignment: Theists are followers of positive sphere immortals – those who represent Energy, Matter, Thought or Time. They are of necessity Good, and few are not lawful.

Attacks, Combat, Saving Throws: Theists cannot use blood shedding weapons, and their intense focus on magical matters means they never really acquire the skills or coordination to use the range of weapons available to clerics. They may wield staffs and clubs. Their saving throws are as Clerics, and they advance in fighting ability as magic users. They gain two weapons at basic mastery at first level. Theists cannot wear armour or use a shield.

Spells and Abilities

Theists cast clerical spells, advancing at a rate shown in the experience table. While they can cast most spells in reverse,

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they cannot cause *cause wounds* spells and they cannot reverse *raise dead* or *raise dead fully*. They can however cast those spell on undead or entropic targets to cause he same effect. Theists can turn undead as a cleric of equal level.

Skills

Theists gain the skill to honour their own immortal, as do clerics, and they may choose 3 of the following skills for free in addition to the 4+ intelligence bonus skills at level 1; calligraphy, research, mysticism, healing, herbalism, cookery, brewing or accounting.

Higher Levels

From name level a Theist is referred to as an Arch-Abbott (if male) or Arch-Abbess (if female). A Theist who chooses to settle down may construct an Abbey, and up to half the the cost of building may be covered by the Theists church if he has fully retained favour. 1d6x50 loyal followers will flock to the new site, some will be seeking enrolment as theists or clerics, others will become loyal soldiers or guards. Most landowners welcome the establishment of Abbeys, and may grant either lands or tithes, if the faith is respected in their land and there are not already sufficient abbeys.

A travelling theist is known as a Pilgrim. Pilgrims will attract a number of followers of higher than typical level for retainers (minimum 5th level) who will seek to protect and learn from the Pilgrim. Typically, most civilised rulers welcome Pilgrims, and it is very common for those in need to seek them out for help in fighting back against the forces of evil. While Pilgrims cannot rise in rank within the theocracy, their exploits may become stuff of legend, possibly creating as many problems as benefits

Level	XP	Title	Spells						
			Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7
1	0	Cenobite	1						
2	1500	Rector	2						
3	3000	Ecclesiast	3	1					
4	6000	Ascetic	4	2					
5	12000	Friar	4	4					
6	25000	Proctor	4	4	1				
7	50000	Minister	6	4	3				
8	100000	Abbot	6	6	4	1			
9	200000	Arch-Abbott	6	6	6	3			
10	300000		8	8	6	4	1		
11	400000		8	8	6	6	3		
12	500000		8	8	8	6	4	1	
13	600000		10	10	8	6	4	3	
14	700000		10	10	10	6	6	4	
15	800000		12	10	10	6	6	5	
16	900000		12	10	10	8	8	6	
17	1000000		12	12	10	8	8	6	1
18	1100000		12	12	10	8	8	6	3
19	1200000		14	12	10	8	8	8	4
20	1300000		14	12	10	8	8	8	6
21	1400000		14	12	10	10	10	8	6
22	1500000		14	12	10	10	10	8	8
23	1600000		14	14	12	12	10	8	8
24	1700000		16	14	12	12	10	10	8
25	1800000		16	14	12	12	10	10	10
26	1900000		16	14	14	12	12	10	10
27	2000000		16	16	14	12	12	12	10
28	2100000		16	16	14	14	14	12	10
29	2200000		16	16	14	14	14	12	12
30	2300000		16	16	16	14	14	14	12
31	2400000		16	16	16	16	16	14	12
32	2500000		18	16	16	16	16	14	14
33	2600000		18	18	16	16	16	16	14
34	2700000		18	18	18	16	16	16	16
35	2800000		18	18	18	18	18	16	16
36	2900000		18	18	18	18	18	18	18