

Magehome LARP

AN EXTRACT FROM THE MAGEHOME LARP

PLAYER'S PRIMER

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AN INTRODUCTION TO THE

CRUSADER

CLASS OUTLINE



MAGEHOME LARP FANTASY RULES SYSTEM

www.magehome.com

CRUSADER

There are fighting orders to all the faiths. Those belonging to these orders have more of a balance between the miracles of a *Priest* and the skill of a *Warrior*. They are the protectorate of the church, their knights, their paladins. Highly respected within their own church and lethal weapons of their Gods.

Often they are taken into the church at an early age and taught the use of a weapon but it is not unknown for older people to join these fighting orders. They are also taught to read and write.

In addition to all this other learning they are taught the way of their religion and a basic understanding of the MIRACLES that they may go on to learn to use. As with *Priests* they must follow their religion's tenets and guidelines as closely as they can. *Crusaders* are respected by all within their faith and often feared by outsiders to it.

Their faith is the determining factor in the type of MIRACLE they can perform. Each MIRACLE must be chosen and the *Crusader* must learn how to focus each one so that it may be called as and when they wish.

SKILLS AVAILABLE

SKILL/ABILITY

Alchemical Script
Alchemy – Elixir - Shard I
Ambidexterity
Armour - Light
Armour - Medium
Armour - Heavy
Armour - Extra Heavy
Armour - Elven Mail
Bind Minor Wounds

Bind Major Wounds
Body Points - Basic (2)
Body Points - Body Building
Body Points - Endurance
Bravery
Component Foraging
Creature Knowledge
Discern Disease
Discern Poisoning
Discern Wounds
Etiquette
Evaluate
Literacy - Basic
Literacy - Advanced
Lore
Magical Identification
Miracles - 1 Power
Miracles - 2 Power
Miracles - 3 Power
Miracles - 4 Power
Miracles - 5 Power
Numeracy - Basic
Numeracy - Advanced
Power (49)
Priestly Script
Shield
Strength
Strength Subdual
Subdue
Teach
Weapon Skill - 1 handed
Weapon Skill - 2 handed
Weapon Skill - Bow
Weapon Skill - Dagger
Weapon Skill - Pole
Weapon Skill - Thrown
Weapon Speciality
Weapon Smith - Repair
Weapon Smith - Create