

Magehome LARP

AN EXTRACT FROM THE MAGEHOME LARP

PLAYER'S PRIMER

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AN INTRODUCTION TO THE
GUARDIAN

CLASS OUTLINE



GUARDIAN

A *Guardian* is a mix between a *Priest*, *Wizard* and *Warrior*. Though none of their skills are easily learned they are quite feared for their ability to call upon any of the powers at their disposal at any time.

As with *Priors* there are only a few Gods that accept the religious worship of these *Guardians* and so there tends not to be an over abundance of these people.

Within their religions they are given the same status as *Crusaders* although *Crusaders* and pure *Priests* do exist within these religions. The *Guardian* cannot advance as easily as a *Priest* or *Wizard* and may not normally obtain any magics above 3 Power.

SKILLS AVAILABLE

SKILL/ABILITY

Alchemical Script
 Alchemy - Distillation - Shard I
 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
 Magical Script
 Miracles - 1 Power
 Miracles - 2 Power
 Miracles - 3 Power
 Numeracy - Basic
 Numeracy - Advanced
 Power (49)
 Priestly Script
 Shield
 Spells - 1 Power
 Spells - 2 Power
 Spells - 3 Power
 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