

Magehome LARP

AN EXTRACT FROM THE MAGEHOME LARP

PLAYER'S PRIMER

by Dave Wainwright

AN INTRODUCTION TO THE

PRIEST

CLASS OUTLINE



PRIEST



A *Priest* is one who has been called to the faith of one of the many religions of the land. They are blessed by their God with the ability to perform **MIRACLES** but have limited fighting ability. They must follow their religion's guidelines as closely as they can for if they should stray too far from the path, they may receive retribution from their God or the church to which they belong.

Their faith is the determining factor in the type of miracle they can perform and as for all users of miracles, each one must be learned. Once they know

how to focus the miracle they may call it forth as and when they wish in their Gods name.

Priests must follow the tenets of their religion in all things from the types of weapon they are allowed to wield to how they should preach their faith to others.

SKILLS AVAILABLE

SKILL/ABILITY

Alchemical Script
Alchemy - Elixir - Shard I



Alchemy - Elixir - Shard II
Alchemy - Elixir - Shard III
Alchemy - Elixir - Shard IV
Alchemy - Elixir - Shard V
Ambidexterity
Armour - Light
Armour - Medium
Armour - Elven Mail
Bind Minor Wounds
Bind Major Wounds
Body Points - Basic (2)
Body Points - Body Building
Bravery
Component Foraging
Creature Knowledge
Discern Disease
Discern Poisoning
Discern Wounds
Etiquette
Evaluate
Literacy - Basic
Literacy - Advanced
Lore
Magical Identification
Magical Item Creation
Miracles - 1 Power
Miracles - 2 Power
Miracles - 3 Power
Miracles - 4 Power
Miracles - 5 Power
Miracles - 6 Power
Miracles - 7 Power
Miracles - 8 Power
Miracles - 9 Power
Miracles - 10 Power
Numeracy - Basic
Numeracy - Advanced
Power (49)
Priestly Script
Subdue
Teach
Weapon Skill - 1 handed
Weapon Skill - 2 handed
Weapon Skill - Pole
Weapon Skill - Thrown