

Magehome LARP

AN EXTRACT FROM THE MAGEHOME LARP

# PLAYER'S PRIMER

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AN INTRODUCTION TO THE

## PRIOR

CLASS OUTLINE



# MAGEHOME LARP FANTASY RULES SYSTEM

www.magehome.com

## PRIOR

Like *Priests*, *Priors* are extremely venerated people of the church. A *Prior* is effectively a mix between a *Priest* and a *Wizard*.

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

The *Prior* cannot advance as easily as a *Priest* or *Wizard* they may still obtain the powerful magics and miracles. They are also known to have Sigils protecting their Spell Books.



### SKILLS AVAILABLE

#### SKILL/ABILITY

Alchemical Script  
Alchemy - Distillation - Shard I  
Alchemy - Distillation - Shard II  
Alchemy - Distillation - Shard III  
Alchemy - Distillation - Shard IV  
Alchemy - Distillation - Shard V  
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 Wounds  
Etiquette  
Evaluate  
Literacy - Basic  
Literacy - Advanced  
Lore  
Magical Identification  
Magical Item Creation  
Magical Script  
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  
Spells - 1 Power  
Spells - 2 Power  
Spells - 3 Power  
Spells - 4 Power  
Spells - 5 Power  
Spells - 6 Power  
Spells - 7 Power  
Spells - 8 Power  
Spells - 9 Power  
Spells - 10 Power  
Subdue  
Teach  
Weapon Skill - 1 handed  
Weapon Skill - 2 handed  
Weapon Skill - Dagger  
Weapon Skill - Pole