

# Warrior Priest



Every turn the priest may choose to sink into prayer in order to invoke the assistance of his God for his sake or that of his comrades. His faith prohibits the use of sharp weapons, with the exception of the holy water sprinkler.

**Attack:**

2 W/D

**Defense:**

2 W/D

**Move:**

2 dice



**Body:** 5

**Mind:** 5

## Prayers.

The priest may pray when performing an action. A roll on 2d6 determines the success or failure of the plea, if the roll is under the given number, the prayer is declined. He may invoke for one of five following prayers:

**4. Benediction:** The subject of this prayer may perform one extra action in his next run. The priest must choose a hero beforehand and he may not choose himself.

**6. Protection:** The subject of this prayer, announced beforehand and the priest may also pray for himself, has an extra W/D for his defenses this turn.

**8. Healing:** The blessed (announced beforehand and not the priest himself) regains 1d6 L.P.

**10. Smite the unholy:** All undead in line of sight of the priest suffer 1d6 damage. Each undead requires a separate roll on a d6.

**12. The Wrath of God.** One of your adversaries (announced beforehand) drops dead immediately after being struck by a ball of fire, no defense possible.



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