



The Priest

Characteristics	
STR	11
CON	11
SIZ	10
INT	11
POW	13
DEX	11
CHA	13

Attributes	
Combat actions	2
Damage modifier	None
Improvement Roll	1
Magic Points	10
Dedicated Pow	3
Movement	8
Strike Rank	8

Common Skills

Athletics	STR+DEX	22%
Brawn	STR+SIZ	21%
Culture (Own)	INT x2	52%
Dance	DEX+CHA	24%
Drive	DEX+POW	24%
Evade	DEX x2	32%
Evaluate	INT+CHA	44%
First Aid	INT+DEX	22%
Influence	CHA x2	71%
Insight	INT+POW	44%
Lore (Regional)	INT x2	57%
Perception	INT+POW	24%
Persistence	POW x2	56%
Resilience	CON x2	42%
Ride	DEX+POW	24%
Sing	CHA+POW	26%
Sleight	DEX+CHA	24%
Stealth	DEX+INT	22%
Swim	STR+CON	22%
Unarmed	STR+DEX	22%
Common Magic	CHA+POW	56%

Hit points and Armor

1D20	Hit Location	Hit point	AP
1-3	Right Leg	5	2 Robes
4-6	Left Leg	5	2 Robes
7-10	Abdomen	6	2 Robes
11-12	Chest	7	2 Robes
13-15	Right Arm	4	2 Robes
16-18	Left Arm	4	2 Robes
19-20	Head	5	2 Robes

Combat and Advanced skills

CC: Sword & Shield	STR+DEX	62%
Courtesy	INT+CHA	44%
Streetwise	POW+CHA	26%
Play Instrument	DEX+CHA	24%
Healing	INT+POW	44%
Lore (theology)	INT+POW	64%
Pact	CHA+spec	46%
Language (Native)	INT+CHA	74%

Common Magic: Detect magic, Heal 2, Strength 3

Divine Magic: Blessing (Resilience), Shield, Heal wound,

Weapons

Type	Size	Reach / Range	Damage	AP/HP	Manouver
Longsword	M/L	L	1D8/1D10	6/12	Bleed, Impale, Sunder (2H only)
Heater shield	L	S	1D4	6/12	<i>parry ranged</i>



Equipment (*Owner : The Priest*)

Item	Description	ENC
<i>Heavy robes</i>	2 AP (Full body)	2
<i>350 Sp</i>		

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RPG.Org Magazine (<http://rpg.org>)*