

## Priests – One With the Light

Priests connect to the Higher Powers in a way no others can, channeling the forces of Light and their faith in a very real and spectacular way. These forces are called “invocations,” and they are fully dependent on the Priest’s standing in the eyes of that which he serves. Priest invocations generally have visual effects of pure, white light, accompanied by haunting, echoing choral music.

When a Priest channels an invocation, it takes a full Action; they cannot move or do anything else. They must be able to speak their incantations and move their hands and arms to bring forth their invocations (which means they cannot be bound or gagged while casting). Priests must also stay in favor with the Powers they serve or lose access to their invocations.

### **ADDITIONAL SKILL SET**

**PRIEST (MEN):** A character's specific training in the tenets of their faith and the use of Priest invocations.

### **INVOCATIONS**

**ARMOR OF LIGHT:** The Priest is surrounded by a field of glittering light that acts as a suit or armor for them, protecting against Bashing and Slashing Damage. The Base form of this invocation provides **12 Armor** and costs 1 Primary Point. There is no enhanced version of this invocation.

**BINDING CHAINS OF LIGHT:** The Light springs forth and halts the Priest’s foe in their tracks. This invocation follows the same rules as the Mage spell, Eldritch Bonds. The Base form of this invocation has an **Armor 12** and **2d6 Structure** and costs 1 Primary Point. Pay 1 additional Primary Point to add **+3 Armor** OR **+1d6 Structure**.

**BLESSINGS OF THE LIGHT:** The Priest is able to call upon the Power of Light to bestow enhancements to themselves or their compatriots at a touch. For every **5 points** rolled on a d6, a **+1** is added to the **Characteristic** of the Priest’s choice. The effect is cumulative; roll 4 points and there is no effect, but roll 3 more points on a second attempt (for a total of 7) and a +1 is gained. The Base form of this invocation costs 1 Primary Point and allows the Priest to roll **2d6** for the Blessing. Each additional Primary Point paid will add **+1d6** to the Blessing.

**BLINDING LIGHT OF PURITY:** A burst of intense Light temporarily blinds a target of the Priest’s choosing. The Base form of this invocation blinds a target for **4 Rounds** for 1 Primary Point. Each additional 3 Primary Points increases this period by **+2 Rounds**.

**DIVINE INSPIRATION:** The Priest is able to call out to their comrades and give them strength of will and purpose in the face of difficult odds. This invocation is similar to Blessings of the Light, except it only affects the Mental Characteristic, and only for purposes of resisting being afraid or intimidated. The Base form costs 1 Primary point and allows the Priest to roll **2d6 Aid to MEN** in an **8 Space** radius. Every additional 2 Primary Points added gives a **+1d6** and **+2 Spaces** to the radius.

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**HEALING LIGHT:** The healing powers of the light are invoked. The Base form of this invocation provides **3d6 Healing** (applied directly to Hits that have been lost) for 1 Primary Point. Each additional 2 Primary Points adds **+1d6 Healing**.

**RADIANT LIGHT OF GUIDANCE:** The Priest is able to call forth a pure, shining light to illuminate all but magical darkness. For a cost of 1 Primary Point, the Base form of this invocation will light up an area of **6 Spaces** in radius. For each additional Primary Point, **Double** the radius.

**REPEL THE UNLIVING:** Calling upon the Light and faith, the Priest is able to cause Undead creatures to retreat from their presence. As an Action, the Priest rolls their MEN + Priest + 3d6 vs the Undead's MEN + Mind + 10. If successful, the Priest then rolls another 3d6 and adds their MEN **+6**, while the Undead rolls 3d6 and adds only their MEN. If the Priest's total is the same or higher, they can compel the Undead to retreat for 1d6 Rounds. If their total is less than the Undead's, there is no effect. This invocation costs 1 Primary Point, and each additional Primary Point allows the Priest to add another **+1** to the effect total when they use this invocation.

**RIGHTEOUS WRATH:** The Priest is able to unleash a pure burst of Light to strike down an opponent. The Base form of this invocation does **6d6** of Bashing Damage and costs 1 Primary Point. Each additional Primary Point adds **+1d6** Damage.