

Warrior Priest

Channeling/Mentalism Hybrid

The Warrior Priest is a hybrids of Mentalism and Channeling, who specialises in Conveyance magic, although they also have some expertise with mind-affecting magic.

Warrior Priests often function as a military group.

Prime Stats: Intuition and Presence

Base List Selection

Conveyance
Mind Protections
Scrying Guard
Spirit Warrior
Telepathy
Time Conveyance

Level Bonuses

Academic:	+2	General:	-
Athletic:	-	Linguistic:	-
BAR:	+2	Magical:	+2
Body Dev.:	-	Medical:	-
Combat:	+1	Outdoor:	-
Concentration:	+2	Perception:	+1
Deadly:	-	Social:	-
Directed Spells:	-	Subterfuge:	-

Notes

The Warrior Priest gains +10 to his Channeling, Mentalism and Hybrid lore skills.

He also gains +2 per level on Fear rolls vs. Ethereal Undead.

ACADEMIC SKILLS

Administration:	2/5	Elementalism Lore:	2/6
Advanced Maths	2/3	Arcane Lore	2/6
Alchemy:	2/4	Mapping:	2/5
Anthropology:	2/5	Mechination:	2/4
Architecture:	2/5	Metal Lore:	1/4
Astronomy:	2/3	Military	2/4
		Organization:	
Basic Maths:	1/2	Mining:	3
Biochemistry:	5	Monster Lore:	2/6
Boat Pilot:	2/4	Navigation:	1/3
Demon Lore:	2/5	Philosophy/	1/2
		Religion:	
Drafting:	2/4	Physics:	2/3
Dragon Lore:	1/4	Planetology:	4
Engineering:	2/5	Poison Lore:	2/6
Faerie Lore:	1/3	Research:	1/2
Fauna Lore:	2/6	Sanity	Healing 2/5
		Lore:	
Flora Lore:	2/6	Siege Engineer:	2/5
Geomancy:	2/4	Smithing Lore:	3
Heraldry:	2/4	Special Knowledge	1/3
		Lores:	
Herb Lore:	2/4	Star-Gazing:	2/6
History:	1/4	Stone Lore:	1/4
Lock Lore:	2/6	Tactics:	2/4
Channeling Lore:	1/3	Teaching:	2/5
Essence Lore:	2/6	Trading Lore:	2/6
Mentalism Lore:	1/3	Weather Watching:	2/6
Hybrid Lore:	1/3	Xeno Lores:	4/7

ATHELETIC SKILLS

Acrobatics:	3	Rappelling:	7
Athletic Games:	7	Rowing:	3
Climbing:	7	Sailing:	3
Contortions:	5	Skating:	3/7
Dance:	2/5	Skiing:	3/7
Distance	3	Sprinting:	3
Running:			
Diving:	3	Stilt Walking:	4
Flying/Gliding:	3	Surfing:	3/7
Juggling:	2/6	Swimming:	3
Jumping:	4	Tightrope Walking:	3
Pole Vaulting:	5	Tumbling:	3

BODY DEVELOPMENT

Body Development: 6

COMBAT SKILLS

Airborne Combat	20	Missile Artillery:	3/6
Blind Fighting	10	Restricted Area	15
Hearing:		Combat:	
BF – Smell: ¹	20	Reverse Stroke:	20
BF – Touch	25	Stunned Maneuver:	4
BF – Intuition:	25	Subduing:	3/6
Brawling:	7	WOW-Pain: ²	7
Closing:	15	WOWUnconscious ³	7
Disarm, armed:	5	Weapon Shatter:	15
Disarm, unarmed	7	Weapon Category 1	6
D&DArmour,SL ⁴	1/*	Weapon Category 2	7
D&D Armour,RL	1/*	Weapon Category 3	9
D&D Armour,Ch	10	Weapon Category 4	9
D&D Armour,Pl	11	Weapon Category 5	9
Feinting:	5	Weapon Category 6	20
Grappling Hook:	2/5	Weapon Category 7	20
Increase Wounds:	20	Weapon Category 8	20
Lancing:	20	Weapon Category 9	20
MM in SL:	1/*	Weapon Cat. 10	20
MM in RL:	2/*	Weapon Snare:	5
MM in Chain:	10	We. Style Basic: ⁵	18
MM in Plate:	11	We. Style Ad.: ⁶	27
Martial Arts:	6	Weapon Trickery:	6
MA Style,Basic: ⁷	12	Yado:	5
MA Style, Ad.: ⁸	18		
Melee Scuffle:	8	Two Weapon	Var. ⁹
		Combo;	

CONCENTRATION SKILLS

Adrenal Defense:	15	Control	1/2
		Lycanthropy:	
Adrenal Balance:	5	Dowsing:	1/4
Adrenal Landing:	5	Meditation Heal:	1/3
Adrenal Leaping:	5	Meditation Sleep:	1/2
Adr. Quick Draw	3	Mediation Trance:	1/3
Adrenal Speed:	5	Mnemonics:	1/2
Adrenal Strength:	5	SLA:	1/2
Body Rigidity:	15		

¹ Blind-fighting – Smell etc.

² Way of the Warrior – Pain

³ Way of the Warrior – Unconscious

⁴ Donning & Doffing Armour – Soft Leather (SL), Rigid Leather (RL), Chain (Ch) or Plate (Pl)

⁵ Weapon Style - Basic

⁶ Weapon Style, Advanced

⁷ Martial Arts Style - Basic

⁸ Martial Arts Style - Advanced

⁹ The cost of TWC is the sum of the costs for the two weapons being used.

RED COMPANION – PROFESSIONS
WARRIOR PRIEST

DEADLY SKILLS

Ambush:	9	Sniping:	9
Silent Kill:	5	Use/Remove Poison:	2/6

DIRECTED SPELLS

Directed Spells	3/7
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GENERAL SKILLS

Advertising:	3/6	Play Instrument 2:	3/5
Appraisal:	2	Play Instrument 3:	3
Armour Evaluation:	4	Poetry:	2/5
Cookery:	2/6	Rope Mastery:	3
Crafting:	2/6	Sculpting:	3/7
Fletching:	3/6	Skinning:	2/5
Forging:	3	Smithing:	3
Gimmickry:	3/7	Stone Crafts:	3
Honing:	6	Stone Evaluation:	1/5
Horticulture:	2/6	Tactical Games:	2/4
Leather Working:	3	We. & Arm. Maintainance: ¹⁰	3
Metal Evaluation:	2	Weapon Evaluation:	4
Painting:	2/7	Wood Crafts:	3
Play Instrument 1:	2/4		

LINGUISTIC SKILLS

Linguistics	2/*	Public Speaking	2/5
Lip Reading:	1/3	Signaling:	1/4
Mimicry:	2/7	Singing:	2/5
Music:	2/4	Tale Telling:	2/5
Poetic	2/6	Trading:	3/6
Improvisation:			
Propaganda:	3/6	Ventriloquism:	3/7

MAGICAL SKILLS

Airborne Magical	2/5	Runes:	2/6
Combat:			
Attunement:	2/6	Spell Artistry:	2/5
Channeling:	1/5	Spell List	1/*
		Acquisition:	
Circle Lore:	2/5	Spell Mastery:	2/5
Divination:	1/4	Spell Trickery:	2/5
Magical Research:	3	Summoning:	2/5
Magical Ritual:	2/5	Targeting:	3/5

MEDICAL SKILLS

Animal Healing:	2/6	Hypnosis:	3/6
Dentistry:	6	Midwifery:	4
Diagnostics:	3/6	Second Aid:	3/7
Drug Tolerance:	3/6	Surgery:	6
First Aid:	2/6		

OUTDOOR SKILLS

Animal Handling:	2	Hostile Environments:	3
Animal Training:	4	Hunting:	2/5
Caving:	3	Loading:	3
Driving:	3	Region Lore:	2/6
Familiar Mastery:	4	Riding:	3
Foraging:	2/6	Scrounge:	2/6
Herding:	3/7	Streetwise:	1/3

PERCEPTION SKILLS

Detect Traps:	2/5	Read Tracks:	2/6
Direction Sense:	2/4	Sense Ambush:	2
Perception:	2	Sense Reality Warp	3/7
Lie Perception:	2/4	Surveillance:	2/6
LSO: ¹¹	3/6	Time Sense:	1/3
Poison Perception:	3	Tracking:	2/6

SOCIAL SKILLS

Diplomacy:	2/4	Interrogation:	3/5
Duping:	2/6	Leadership:	2/6
Gambling:	1/5	Seduction:	2/6

SUBTERFUGE SKILLS

Acting:	2/7	Mimery:	2/7
Begging:	2/5	Pick Locks:	7
Bribery:	2/5	Pick Pockets:	3
Camouflage:	6	Set Traps:	7
Disarm Trap:	7	Stalk & Hide:	6
Disguise:	2/7	Trap Building:	3/7
Falsification:	3	Trickery:	3
Hide Item:	6		

¹⁰ Weapon & Armour Maintenance

¹¹ Locate Secret Opening

SPIRIT WARRIOR
(Warrior Priest Base)

	Area of Effect	Duration	Range
1. Prepare Spirit Warrior	self	1 trip	self
2.			
3.			
4. Informational Spells	self	1 min/lvl	self
5.			
6. Spirit Armour	self	1 trip	self
7.			
8. Spirit Weapon	self	1 trip	self
9. Defensive Spells	self	1 min/lvl	self
10. Visible Spirit Warrior	self	1 min/lvl	self
11. Spirit Armour True	self	1 trip	self
12. Emote Spells	self	1 min/lvl	self
13.			
14. Invade Dream	self	1 rnd/lvl	self
15.			
16. Attack Spells	self	1 min/lvl	self
17. Spirit Weapon True	self	1 trip	self
18.			
19. Draw Spirit Form	1 target	1 min/lvl	10'
20. Prep. G. Spirit Warrior	self	1 trip	self
25. Spirit Spell True	self	1 min/lvl	self
30. Prep. L. Spirit Warrior	self	1 trip	self
50. Spirit Colossus	self	1 trip	self

1. Prepare Spirit Warrior (F) This spell must be cast before the Warrior Priest casts the *Conveying* spell he intends to use. It allows the caster to assume his own physical form which will be visible to other conveyed forms or anyone with the ability to see spirits. It also allows the caster to cast other spells from this list (only) while conveying. If the caster enters a conveyance without casting this spell he will be unable to use any spells from this list for the trip.

4. Informational Spells (F) This spell can be cast at any time during a conveyance trip if the caster has cast one of the *Prepare Spirit Warrior* spells in advance. While this spell is active, the caster may use any informational spell he knows while in conveyance.

6. Spirit Armour (F) The caster can create a version of the armour that his body is wearing for his conveyance form. The armour looks like his physical armour, provides him with the same AT and encumbers like the real thing. However, the conveyance form of the armour only retains the magical bonus of the real thing.

8. Spirit Weapon (F) As *Spirit Armour*, save that the caster can form a conveyance version of any of the weapons that his body is carrying. He may only form one weapon per casting. If he selects a missile weapon, he also creates five missiles of the correct type. Alternatively he can create twenty missiles with one casting.

9. Defensive Spells (F) As *Informational Spells*, except the caster can use defensive spells.

10. Visible Spirit Warrior (F) This spell allows the caster to make his Spirit Warrior form visible to everyone. However, the Spirit Warrior's form is still obviously transparent and it can still only effect the environment around it as defined by the other spells on this list etc. The visible Spirit Warrior can only be affected by another spirit form, spirit-affecting spells or mental spells.

11. Spirit Armour True (F) As *Spirit Armour*, except the caster can create a spirit form of any armour that he has worn for at least a week in physical form.

12. Emote Spells (F) As *Informational Spells*, except the caster can use any of the spells from the **Telempathy** base list that he knows.

14. Invade Dreams (F) The caster's Spirit Warrior can force itself into the dreams of any one being, assuming that the being fails an RR. While in the target's dream the caster can be seen by and talk to the sleeper. He can effect his target in no other way. For this spell to work the target must already be asleep, although it is not necessary for them to be dreaming when this spell is cast. If the caster wishes to invade a magic dream then he must first make an RR vs. his target's level.

16. Attack Spells (F) As *Informational Spells*, except the caster can use attack spells.

17. Spirit Weapon True (F) As *Spirit Weapon True* except that it will create the spirit duplicate of any weapon that the caster has struck at least twenty blows with in his physical form. These blows must be made in real combat, but they do not have to hit their intended target.

19. Draw Spirit Form (F) This spell can only be cast on a being who is asleep, unconscious or in a trance. If the target fails their RR their psyche is forced from their body and takes the form of a Spirit Warrior. This form carries no weapons, wears no armour, and has no benefit from any spells that might have been cast on it's body. The target may be able to create standard (i.e. +0) weapons and armour but they must first realise that they can do so. To do this, they must make a Static Manoeuvre roll using their Intuition bonus. Creation of each item requires another MM roll and 100% of an action. The Spirit Warrior appears in front of the Spirit Warrior of the caster.

20. Prepare Greater Spirit Warrior (F) As *Prepare Spirit Warrior*, except that it creates a Greater Spirit Warrior of the caster. This Warrior's OB in Psyche Combat is calculated by adding the caster's level to his Will.

25. Spirit Spell True (F) As *Informational Spells*, except the caster can use any spell he knows.

30. Prepare Lord Spirit Warrior (F) As *Prepare Spirit Warrior*, except that it creates a Lord Spirit Warrior of the caster. This Warrior's OB in Psyche Combat is calculated by adding the caster's level x 2 to his Will. The Lord Spirit Warrior does 2x damage in Psyche Combat.

50. Spirit Colossus (F) As *Prepare Spirit Warrior* except the resulting Warrior is a colossus standing five times the caster's natural height. This Warrior's OB in Psyche Combat is calculated by adding the caster's level x 3 to his Will. The Lord Spirit Warrior does 4x damage in Psyche Combat. Moreover, the *Spirit Colossus* is only affected by half the inherent RR negative of any Structural Ward that it encounters.

SPECIAL NOTES

1) This spell list is designed to be used with the lists **Conveyance** and **Time Conveyance**.

2) When a Warrior Priest uses the conveyance lists without this one his psyche is invisible, and can only interact in the ways allowed by the conveyance lists. It is important to note that anyone using *Conveyance* etc. is considered to be a spirit and can be effected by any spell designed to affect spirits.

PSYCHE COMBAT

While Conveying the Warrior Priest can only enter "physical" combat with another being in Conveyed form. (He may force a being into this form; see the spell *Draw Spirit Form*). In this combat, the Warrior can use any form of weapon that he can usually use, assuming he can create one with the spells on this list. Otherwise he is stuck with using unarmed combat. The attack tables used are determined by the weapons created, but the combatants OBs are equal to their Will stat. The bonuses of any items created using this list are added. The combatants DBs are

RED COMPANION – PROFESSIONS
WARRIOR PRIEST

calculated from their Quickness bonus, plus bonuses from the armour created or any spells they might have cast.

3) A Spirit Warrior is affected by certain Structure Wards and, in some cases by Scrying Guards etc.

TELEMPATHY

(Warrior Priest Base)

	Area of Effect	Duration	Range
1.			
2.			
3. Empathy	self	1 rnd/lvl(C)	10'
4.			
5. Calm	1 target	1 min/lvl	100'
6.			
7. Thought	1 target	1 rnd/lvl(C)	100'
8. Mind Merge I	1 target	C	T
9. Love	1 target	1 rnd/10 fail	100'
10. Mind Merge II	1 target	C	100'
11. Hatred	1 target	1 rnd/10 fail	100'
12. Inner Thoughts	1 target	1 rnd/lvl(C)	100'
13.			
14. Fear	1 target	1 min/10 fail	100'
15.			
16. Mind Scan	1 target	1 rnd/lvl(C)	100'
17.			
18. Mind Merge III	1 target	C	10'/lvl
19. Courage	1 target	1 rnd/10 fail	100'
20. Mass Calm	1 t/2 lvls	1 min/lvl	100'
25. Mind Merge True	1 target	C	50'/lvl
30. Mass Fear	1 t/2 lvls	1 rnd/10 fail	100'
50. Mass Courage	1 t/2 lvls	1 rnd/10 fail	100'

- 3. Empathy (I)** Caster learns the target's basic feelings.
- 5. Calm (M)** Target will take no offensive action and will fight only in self defence.
- 7. Thoughts (M)** Caster receives the surface thoughts from the target. If the target makes his RR by more than 25 he realises that someone was trying to read his thoughts.
- 8. Mind Merge I (P)** Allows the caster and his target to exchange thoughts; if both are Mentalism users they can exchange power points.
- 9. Love (M)** Target is calmed and overcome with a feeling of peace and joy of life. The exact effects of this on the target largely depends on their character.
- 10. Mind Merge II (P)** As *Mind Merge I* except the range is 100'. The two users must be able to see each other **or** the caster must know the exact location of the target.
- 11. Hatred (M)** Target is affected with a great hatred for a particular being (chosen by the caster). The exact effects of this on the target largely depends on their character.
- 12. Inner Thoughts (M)** As in *Thoughts* except the caster also learns the reasoning and thought patterns behind the surface thoughts.
- 14. Fear (M)** Target fears caster and attempts to flee. Fleeing usually means running at maximum pace away from the caster.
- 16. Mind Scan (M)** As in *Inner Thoughts* except the caster can also scan the target's conscious memories, at a rate of 1 scene every round.
- 18. Mind Merge III(P)** As *Mind Merge II* except for the range of 10'/lvl.
- 19. Courage (M)** Target feels great courage. This gives an additional roll against any fear effect with a bonus equal to the caster's level.
- 20. Mass Calm (M)** As *Calm* except it effects one target per two levels of the caster.
- 25. Mind Merge True (P)** As *Mind Merge II* except for the range of 50'/lvl.
- 30. Mass Fear (M)** As *Fear* except it effects one target per two levels of the caster.
- 50. Mass Courage (M)** As *Courage* except it effects one target per two levels of the caster.

TIME CONVEYANCE
(Warrior Priest Base)

	Area of Effect	Duration	Range
1.			
2.			
3.			
4.Past Conveyance I	self	varies	50'
5.Place Guide	self	-	self
6.			
7.			
8.Past Conveyance II	self	varies	50'
9.Object Guide	self	-	self
10.Body Warning*S	self	-	self
11.Future Conveyance I	self	varies	50'
12.Person Guide	self	-	self
13.Time Convey. Defence	self	varies	self
14.Past Conveyance III	self	varies	50'
15.Event Guide	self	-	self
16.Time Conveyance Spell			
	Casting self	10 min/lvl	self
17.Future Conveyance II	self	varies	50'
18.Instant Time Return	self	-	self
19.Past Conveyance IV	self	varies	50'
20.Dual Time Conscious	self	10 min/lvl	self
25.Past Conveyance V	self	varies	50'
30.Future Conveyance III	self	varies	50'
50.Past Conveyance VI	self	varies	50'

4. Past Conveyance I (U) Allows the caster to convey 1 min/lvl into the past. Journey takes 1 round per 5 minutes. Caster may stay in the past to the point when they cast this spell.

5. Place Guide (I) This spell can be used in Conveyance or Time Conveyance. When used in normal Conveyance it gives the direction and distance of the required place (must be within 1 mile a level). When used in Time Conveyance gives the location (must be within 50') the temporal position of the required "place". When used with Time Conveyance, it halves the journey time.

8. Past Conveyance II (U) Allows the caster to convey 1 hr/lvl into the past. Journey takes 1 minute per hour. Caster may stay in the past for 10 mins/lvl. (Must stay within the time allowed by this spell).

9. Object Guide (I) As *Place Guide* except it works on individual objects.

10. Body Warning (US*) Caster is instantly warned (regardless of distance) if his body is touched, damaged, subject to a spell, or in any other way disturbed. Caster will not know the exact nature of the disturbance until he returns to his body. This spell will not be activated by such trivial disturbances as a fly landing on the caster's body etc.

11. Future Conveyance I (U) Allows the caster to convey 1 round a level into the future. While in the conveyance time seems normal to the caster i.e. the journey takes one round a round. But when the caster returns from the conveyance only 1 round has passed.

12. Person Guide (I) As *Place Guide* except it works on people (any intelligent creature). If the being has active Scrying Guards etc. this spell will be affected.

13. Time Convey Defences (UD) Caster's psyche will be protected by any protective spells he had active when his *Conveyance* spell was cast (subject to the normal duration of the spells). The spell energies will travel with the caster's psyche, and can be detected by means such as *Detect Spell*. Note that spell may leave the caster's body defenceless.

14. Past Conveyance III (U) Allows the caster to convey 1 day/lvl into the past. Journey takes 3 minutes per day.

Caster may stay in the past for 10 mins/lvl. (Must stay within the time allowed by this spell).

15. Event Guide (I) As *Place Guide* except it allows the caster to zoom in on a particular event.

16. Time Convey Spellcasting (U) Caster's psyche can cast defensive and information gathering spells only at x2 normal power point cost while *Conveyed*.

17. Future Conveyance II (U) Allows the caster to convey 1 minute a level into the future. However, the caster can only actually view a period of one round a level in the future within that period. The journey takes one round per minute travelled but viewing takes no time.

18. Instant Time Return (U) Caster's psyche can instantly return to his body, regardless of distance. Caster must make an RR (no mods.) versus the level of this spell or be disorientated and stunned for 1 round per 5% failure on returning.

19. Past Conveyance IV (U) Allows the caster to convey 1 year/lvl into the past. Journey takes 3 minutes per year. Caster may stay in the past for 10 mins/lvl. (Must stay within the time allowed by this spell).

20. Dual Time Consciousness (U) Caster's awareness may be split between his psyche and his physical body. All perception rolls made by the caster are at -25, and his physical body is restricted to 25% action.

25. Past Conveyance V (U) Allows the caster to convey 10 years/lvl into the past. Journey takes 3 minutes per 10 years. Caster may stay in the past for 10 mins/lvl. (Must stay within the time allowed by this spell).

30. Future Conveyance III (U) Allows the caster to convey 1 hour a level into the future. However, the caster can only actually view a period of one round a level in the future within that period. The journey takes one round per hour travelled but viewing takes no time.

50. Past Conveyance VI (U) Allows the caster to convey 100 years/lvl into the past. Journey takes 3 minutes per 100 years. Caster may stay in the past for 10 mins/lvl. (Must stay within the time allowed by this spell).

SPECIAL NOTES

1) When using this list, even in conjunction with **Spirit Warrior** it is impossible to effect the time line in any way. It is simply impossible to interact with the environment at all. The conveyer remains invisible, and unable to harm or aid anything around him. He cannot communicate, not even with Conveyed beings. However, he can see and communicate with other Time Conveyed beings in the area.

2) Time Conveyance spells only work on an area physically within 50' of the caster's body, or if cast while conveying, 50' from the point at which it was cast.

3) The caster can only make one stop per spell cast. i.e. A Warrior Priest casts a Past Conveyance II, travels four hours into the past, and views events for 10 mins/lvl from there. He cannot then travel back to three hours in the past and view another section of time. He must recast.

4) Time Conveyance spells cannot be stacked in any way. Trying to cast a Time Conveyance spell while already Time Conveyed just results in the caster being flung back into his body. The caster takes 1 round of stun for every 1 minute thrown back (could very easily kill the caster).