

NAME	HEIGHT	BODY POINTS	MAGIC POINTS	WARDING POINTS	ATTACKS
Fighting Priest in Chainmail with Mace	4	12	10	10	1

MANOEUVRES		PG	X	MOD	+
DOWN SWING	BASH	36	50	+4	
	SMASH	24	50	+3	
SIDE SWING	STRONG	28	64	+3	
	HIGH	10	64	+1	
	LOW	2	58	+1	
THRUST	HIGH	32	60	-1	
	LOW	14	60	-1	
FAKE	HIGH	42	58	-1	
	SIDE SWING	22	60	-2	
	THRUST	38	58	-1	
MAGIC SPELL	MAJOR	26	54	S	
SPECIAL	WARD UNDEAD	34	56	S	
	WILD SWING	40	58	+3	
	HOLY BLESSING	(30)	56	+2	
	RETRIEVE WEAPON	46	52	-6	
MAGIC SPELL	MINOR	48	54	S	
JUMP	UP	18	52	-6	
	DODGE	8	52	-4	
	DUCK	20	52	-5	
	AWAY	16	62	-4	

EXTENDED RANGE		PG		MOD	+
	CHARGE	50		+3	
	SWING HIGH	64		-6	
	SWING LOW	58		-6	
	THRUST	60		-5	
	GREAT MAGIC	54		S	
	BLOCK & CLOSE	56		0	
	DODGE	52		-6	
	JUMP BACK	62		-6	

The Priest may cast White magic only and begins with 1 spell for every 3 Magic Points.

The Holy Blessing (30) restores Body Points to self or others (and inflicts damage on all Undead) equal to its modifier.

Ward (34) may only be used against undead opponents but has an unlimited effective Attacks value. To successfully ward off undead, spend 1 Warding Point for every current Body plus Magic Points of opponent(s). To instantly defeat undead, spend 3 Warding points for every 2 original Body plus Magic Points, rounding down. Undead that have been warded off must do only Jumps or Wild Swing (at Extended Range only Jumps) until they lose Body Points in a subsequent attack. Starting Warding Points are increased by 1 whenever starting Body or Magic points are increased.

	2	4	6	8	10	12	14	16	18	20	22	24	26	28	30	32	34	36	38	40	42	44	46	48
2	49			19	13		49	57	37	31	49	13	17	13	13	13	13	13	13	49	49		27	13
4	5			33	3		11	55	37	19	11	15	17	3	63	9	19	15	3	5	19		43	17
6	19			33	3		49	19	19	29	11	15	17	45	63	45	53	19	19	19	19		19	17
8	5			33	3		21	55	37	29	21	15	17	3	63	9	25	15	3	5	5		43	17
10	31			19	45		7	57	13	23	7	45	17	31	19	53	25	31	45	53	31		43	17
12	31			19	53		11	57	13	29	11	45	17	31	19	45	19	31	45	53	49		29	17
14	49			23	13		13	19	37	53	11	13	13	13	63	13	13	13	13	49	49		53	13
16	59			57	59		11	55	57	57	11	19	61	21	57	9	25	41	59	21	59		43	61
18	5			33	3		11	55	37	29	11	15	17	5	63	9	25	15	3	21	5		43	17
20	5			33	21		11	55	37	29	11	15	17	21	63	9	25	15	3	5	5		43	17
22	49			23	13		13	19	37	53	19	15	13	3	19	31	25	13	3	49	49		43	17
24	53			33	45		11	1	53	7	11	7	17	3	53	45	7	15	45	21	5		41	17
26	5			33	3		11	55	19	29	11	15	17	5	63	9	25	19	3	5	19		43	17
28	7			19	3		11	23	37	23	11	53	53	19	53	9	25	31	27	41	5		29	17
30	49			33	3		11	57	37	29	27	15	27	3	63	27	25	15	27	5	27		27	17
32	53			33	3		53	19	13	29	53	45	53	53	63	31	25	53	45	31	53		43	53
34	5			33	51		11	1	37	29	51	15	17	51	51	51	25	41	3	41	5		27	19
36	5			33	3		11	1	7	7	11	15	17	7	7	9	25	15	3	7	5		7	17
38	31			19	45		7	57	13	29	9	45	17	5	19	45	25	31	45	5	31		43	17
40	49			33	3		49	23	23	53	13	23	19	3	13	9	25	41	3	5	9		43	17
42	49			19	13		49	57	37	31	49	13	17	13	63	9	19	13	13	49	49		27	13
44	5			33	45		19	57	7	19	19	15	17	19	63	45	19	19	45	19	5		27	17
46	5			33	3		11	1	37	29	11	15	17	3	63	9	25	15	3	5	5		43	17
48	5			19	45		49	57	19	29	49	19	17	19	63	9	25	19	45	19	49		19	17

	50	52	54	56	58	60	62	64
50	45	23	17	53	41	11	19	19
52	21	57	17	57	5	11	55	59
54	53	33	17	45	35	11	35	3
56	39	57	17	45	59	59	55	3
58	39	33	61	47	5	13	57	59
60	13	33	13	57	5	11	57	47
62	39	57	61	57	59	59	55	59
64	7	35	53	45	59	59	57	3

1 JUMPING AWAY

Tell Opponent: "Restore 1 Magic Point. May attempt Holy Blessing next turn."

3 SWINGING HIGH

Tell Opponent: "Do no Thrusts or Red next turn."

5 SWINGING LOW

Tell Opponent: "Do no Thrusts or Blue next turn."

7 DAZED

SCORE 7

Tell Opponent: "Do only Yellow or Green (except Magic) next turn."

9 THRUSTING HIGH

Tell Opponent: "Do no Sideswings next turn."

11 THRUSTING LOW

Tell Opponent: "Do no Sideswings or Red next turn."

13 LEG WOUND

SCORE 4

Tell Opponent: "Do no Orange next turn."

15 SWINGING DOWN

Tell Opponent: "Do no Blue next turn."

17 CASTING MAGIC

Tell Opponent: "No restrictions next turn, but if on a Score page, reveal Magic Card."

19 STRUCK OFF BALANCE

SCORE 0

Tell Opponent: "Do only Yellow or Green (except Magic) next turn."

21 TURNED AROUND

SCORE 0

Tell Opponent: "Do only Yellow next turn."

23 BEHIND YOU

Tell Opponent: "No restrictions next turn. May attempt Holy Blessing next turn."

25 WARDING UNDEAD

Tell Opponent: "If on a Score page, spend Warding Points and turn to p.41. I will follow the instructions on that page each turn until you Score positive damage."

27 WEAPON DISLODGED

Tell Opponent: "Do only Ward, Holy Blessing, Green or Yellow (except Wild Swing) until weapon has been retrieved."

29 DUCKING

Tell Opponent: "Do no Orange, but add +2 to any Blue that Scores next turn."

31 ARM WOUND

SCORE 3

Tell Opponent: "Do no Orange, Magic or Ward next turn."

33 DODGING

Tell Opponent: "Do no Magic, but add +2 to any Down or Side Swing that Scores next turn. May attempt Holy Blessing next turn."

35 EXTENDED RANGE BODY WOUND

SCORE 4

Tell Opponent: "Do only Brown next turn."

37 JUMPING UP

Tell Opponent: "Do no Blue, but add +2 to any Orange that Scores next turn."

39 CHARGING

Tell Opponent: "Do no Yellow, but add +1 to any Down Swing that Scores next turn."

41 KNOCKED DOWN

SCORE 0

Tell Opponent: "Do only Green or Yellow next turn."

43 RETRIEVING WEAPON

Tell Opponent: "May use weapon again. Do no Magic next turn."

45 PARRYING HIGH

SCORE -4

Tell Opponent: "No restrictions next turn."

47 EXTENDED RANGE LEG WOUND

SCORE 4

Tell Opponent: "Do only Brown next turn."

49 PARRYING LOW

SCORE -4

Tell Opponent: "No restrictions next turn."

51 KICKED OFF BALANCE

SCORE 0

Tell Opponent: "Do only Green or Yellow next turn."

53 BODY WOUND

SCORE 4

Tell Opponent: "Do no Red or Orange next turn."

55 EXTENDED RANGE JUMPING AWAY

Tell Opponent: "Restore 1 Magic Point. Do only Extended Range next turn."

57 EXTENDED RANGE BLOCKING

Tell Opponent: "Restore 1 Warding Point. Do only Extended Range next turn."

59 EXTENDED RANGE ATTACKING

Tell Opponent: "Do only Extended Range next turn."

61 EXTENDED RANGE CASTING MAGIC

Tell Opponent: "Do only Extended Range next turn, but if on a Score page, reveal magic card."

63 HOLY BLESSING

Tell Opponent: "Restore Body Points to self or others. Undead opponents take damage. May attempt Blessing again next turn."