

CURT HAHN - PRIEST OF SIGMAR

DAMN ALL BAKERS AND THEIR WRETCHED CRAFT! WHAT DOUGH BRAINED BUFFOON THOUGHT TO CALL AN EXHIBITION OF GRAINS FROM THE NEW WORLD "A CELEBRATION OF CORN"? ANY MAN WITH AN OUNCE OF SENSE SHOULD SEE THAT MISHEARD ONE COULD EASILY LEAP TO THE WRONG CONCLUSION! AS FOR A LITTLE SMOKE DAMAGE AND A FEW BRUISES, THEY'RE LUCKY TO HAVE GOTTEN OFF SO LIGHTLY FOR WASTING A WITCH HUNTERS TIME. BUT NO, THE CRETINS WENT BLUBBERING TO THE ELECTOR COUNT AND NOW YE'VE HAD TO LEAVE THE CITY FOR THE SAKE OF THE "CIVIC PEACE". SO ONCE MORE YE RIDE ACROSS THE EMPIRE, BOUND FOR THE TOWN OF SCHWERTE TO ASSIST A PRIEST WHO BELIEVES HIS TOWN IS CURSED. AND IF YOU EVER HAVE TO DEAL WITH A BAKER AGAIN IT'LL BE TOO SOON.

YOU ARE A PRIEST OF SIGMAR, DEDICATED AND RIGHTEOUS. THE HERETIC AND THE MUTANT FEAR YOUR WRAITH, AS DO ALL THE ENEMIES OF THE EMPIRE. SOME MAY SCOFF AT YOUR SERMONS, TALK AT THE BACK DURING SERVICES OR SNIGGER ABOUT YOU'RE EARS BUT WHEN THE CULTISTS ARE TEARING THEIR HEARTS OUT THEY ALL COME CRAWLING BACK.

WS	BS	S	T	Ag	Int	WP	Fel
55%	40%	43%	38%	53%	45%	57%	58%
A	W	SB	TB	M	Mag	IP	FP
1	15	4	4	4	2	3	2

SKILLS: ACADEMIC KNOWLEDGE (HISTORY), ACADEMIC KNOWLEDGE (THEOLOGY) + 30%, CHANNELING + 10%, CHARM +30%, COMMON KNOWLEDGE (THE EMPIRE), GOSSIP +30%, HEAL + 30%, MAGICAL SENSE +20%, PERCEPTION +20%, READ/WRITE +20%, SPEAK ARCANES LANGUAGE (MAGICK) +20%, SPEAK LANGUAGE (CLASSICAL), SPEAK LANGUAGE (REIKSPIEL) +20%

TALENTS: ARMOURD CASTING, DIVINE LORE (SIGMAR), LIGHTNING REFLEXES, MASTER ORATOR, MEDITATION, PETTY MAGIC (DIVINE), PUBLIC SPEAKING, STRIKE MIGHTY BLOW, STRIKE TO STUN, SUAVE, WARRIOR BORN

WEAPONS: WARHAMMER (TWO HANDED) (1D10+6)

ARMOUR: FULL LEATHER ARMOUR, MAIL SHIRT AND COIF, HELMET

ARMOUR POINTS: HEAD 5, ARMS 1, BODY 3, LEGS 1

PRAYERS

HAMMER OF SIGMAR: CASTING NUMBER: 5. CASTING TIME: HALF ACTION. DESCRIPTION: WARHAMMER GAINS IMPACT QUALITY AND IS MAGICAL. DURATION: 6 ROUNDS

ARMOUR OF RIGHTEOUSNESS: CASTING NUMBER: 6. CASTING TIME: FULL ACTION. DESCRIPTION: GAIN 1 ARMOUR POINT, ALL LOCATIONS. DURATION: 6 ROUNDS

HEALING HAND: CASTING NUMBER: 12. CASTING TIME: FULL ACTION AND A HALF ACTION. DESCRIPTION: HEAL 1D10 WOUNDS ANYONE

BEACON OF COURAGE: CASTING NUMBER: 14. CASTING TIME: HALF ACTION. DESCRIPTION: ANY FRIGHTENED OR TERRIFIED ALLY RECOVERS

COMET OF SIGMAR: CASTING NUMBER: 16. CASTING TIME: HALF ACTION. DESCRIPTION: MAGIC MISSILE. DAMAGE 6

SOULFIRE: CASTING NUMBER: 20. CASTING TIME: HALF ACTION. DESCRIPTION: YOU ARE SURROUNDED BY SIGMARS FLAMES. DAEMONS/UNDEAD BESIDE YOU TAKE DAMAGE 5 HIT