

The Exorcist

A Career for WFRP, 1st edition

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Author's Note

A text version of this career description can be found at <http://warpstone.org/hogshead-goodies/>

An exorcist devotes his life to hunting down and casting out ghosts and demons. he might be a member of a religious order, or he may be a loner, self-taught. In either case, he will travel from place to place, dealing with hauntings, possessions, vampirism, and any other undead and supernatural phenomena wherever he finds them.

Because of the nature of his calling, the exorcist will also be skilled at detecting and exposing hoaxes, where supernatural activity is faked for one reason or another.

The exorcist's goal is to rid the world once and for all of supernatural perils and those who meddle with things best left alone; and many exorcists ultimately become witch hunters in order to achieve this. Exorcists make use of a variety of skills and spells to deal with the supernatural, and for the purposes of spell use they are treated like wizards.

Advance Scheme

Level 1

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	CI	WP	Fel
					+2	+10							

Level 2

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	CI	WP	Fel
	+10	+10	+1	+1	+3	+20		+10	+10	+20	+20	+10	

Level 3

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	CI	WP	Fel
	+10	+10	+1	+1	+4	+20		+20	+20	+30	+20	+20	

Level 4

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	CI	WP	Fel
	+10	+10	+1	+1	+4	+40		+30	+30	+30	+30	+30	

Skills

Arcane Language - Magick
Cast Spells
Demon Lore
Identify Undead Creature
Magical Awareness
Meditation

Trappings

Hand Weapon
Religious Token
5D6 Gold Crowns

Entered From:

Initiate
Cleric
Wizard (any)

Career Exits:

Cleric
Wizard

Spell Use

Exorcists use spells from a variety of sources, blending demonic, necromatic and other magic to suit their own purposes. Their spell allowance is the same as for a wizard of the same level, but they can only use spells from the following list.

Level 1

Bind Demon (D)
Destroy Undead (N)
Detect Magic (B)
Dispel Lesser Demon (D)
Zone of Demonic Protection (D)
Zone of Life (N)

Level 2

Banish Illusion (I)
Mental Duel (B)
Steal Magical Power (B)
Zone of Demon Nullification (D)
Zone of Sanctuary (B)

Level 3

Annihilate Undead (N)
Banish Elemental (E)
Cause Instability (B)
Dispel Demon Horde (D)
Dispel Magic (B)

Level 4

Destroy Illusions (I)
Dispel Elementals (E)
Dispel Greater Demon (D)
Drain Magic (B)
Zone of Magical Immunity (B)

(B) Battle Magic Spell; (D) Demonic Magic Spell; (E) Elemental Magic Spell; (I) Illusionist Spell;
(N) Necromantic Magic Spell