

Exorcist



Actions



Life



Will



Command



Size



Ducats



MOVE	DEXTERITY	ATTACK	PROTECTION	MIND
4	4	3	5	6

Weapon	Range	Evasion	Damage	Penetration	Abilities
Divine Touch	0"	-	-	-	Aquatic, Stun

Keywords

Faction (The Vatican), Leader, Human

Character Abilities

- Fear (1)
- Universal Shielding (3)
- Vampiric Attack (1)

Command Ability: *Fear the Lord*

All friendly characters within 6" gain Fear (0) until the end of the round.

Exorcism

If attacking a character with the Mage ability or Undead keyword, Divine Touch gains -7 Penetration.

Helm of Penitence

This character may attempt to Dispel magic spells as if it has Mage (3) and Expert Sorcerer (3).