

Clerics and healing.

We have 4 archetypes: Warrior, Archer, Mage, and Cleric.

****To become a a mage or cleric, you must qualify as you would for weapons classes. This requires you to apprentice yourself to a qualified mage or cleric. They will qualify you as fully trained at their discretion****

Each warband must have one Cleric. A warband may have two Clerics if they number more than 15.

Cleric weaponry and HP:

- Fit out as 'warrior' as per the standing rules. Archers cannot be clerics.
- HP as per their own costuming to a limit of 9 HP.

Mandatory requirements:

- A healing book or scroll (affixed to a belt to denote status - healing spells should be memorised)

Healing system

Healing requires the 'laying on' of hands. When attempting to heal you cannot attack or defend yourself with weapons. If you must defend yourself, are hit or move away quickly the heal is 'bad', and you must start again. You must be stationary while casting but you can duck to avoid arrows and thrown weapons.

There are 4 Healing spells which can be used:

3 HP ***HEAL*** - 25 word count. Hands on and stationary - then yell "HEAL!" **Only applicable if player is 'alive'**.

6 HP ***CURE*** - 40 word count. Hands on and stationary - then yell "CURE!" **Only applicable if player is 'dead'**.

9 HP ***REVIVE*** - 55 word count. Cleric down and stationary - then yell "REVIVE!"
Clerics only, and only applicable if cleric is 'killed'. Clerics cannot use this or any of the above on other clerics.

SANCTUARY - cleric spell only. **One use per game phase.** Resets HP of all war band members when all players including the Cleric have been 'killed'. Once SANCTUARY has been called the Cleric calls out a 30 second number count. Once done, all players are free to move and fight again with full HP. This casting effectively creates a bubble around the war band and no enemy players may go within 3 metres of any of the war band members while this is in play. Note: there may be some game scenarios where this spell will not be used.

SPECIAL RULES!!

Cleric Camping: Once a Cleric is reduced to 0 HP ('killed') they must cast REVIVE on themselves. All enemy players (where possible) must move at least 3 metres away from a Cleric casting REVIVE.

Special Note: 'Casualty' camping: Once a player has been reduced to 0 HP, they must either kneel/squat down or they may stand with their weapon on their head (if you have knee problems). Enemy players should move away from players who are waiting for healing. Also, if you are waiting for healing and the battle moves toward you, you should move away to a safe distance.

Cleric and casualty camping is unsportsmanlike and unsafe and will not be tolerated.

List of Qualified Clerics

Aaron Pobjie

Aidan Tennant

Anthony Rummery

Danny Munday

Emma-Lee De Bruin
Iain Neville

Jack Mogford - Qualified by Jake 05/07/2015
Jake Pattern

Lucy De Masson - Qualified by Jake 21/06/2015
Jonathan Hanlon
Morgan Leetham
Peter Arentsen

Peter Cobcroft - Qualified by Jake 26/04/2015

Peter Greig