

Priest

1st Level:

Required:

- Divine (Infernal) Magic Skill (3 pts).
- [Divine Mana Pool](#) (2 pts).
- KS: Religious Scriptures (3 pts).
- KS: Religious Rites (3 pts).
- Perk: Priest (2 pts).
- Literacy in chosen language (1 pt).

Allows:

- Access to the first level spells in 6 of 10 [divine spheres](#) (2 majors, 2 sub-majors, 2 minors).
- An additional rank in the Magic combat tight group.
- [Turn or Command Undead](#), +20 PRE.
- [Combat Casting](#) (3 pts).

2nd Level:

Required:

- Divine (Infernal) Magic Skill (7 pts).
- KS: Religious Scriptures (5 pts).
- KS: Religious Rites (5 pts).
- 5 points in first level spells.

Allows:

- Access to 4 of 10 Deacon spheres (2 majors, 2 sub-majors).
- An additional rank in the Magic combat tight group.
- [Turn or Command Undead](#), +30 PRE.
- Choose one [granted power](#).

3rd Level:

Required:

- Divine (Infernal) Magic Skill (11 pts).

- KS: Religious Scriptures (7 pts).
- KS: Religious Rites (7 pts).
- 10 points in first level spells, 5 points in second spells.

Allows:

- Access to 2 of 10 Priest spheres (2 majors).
- An additional rank in the Magic combat tight group.
- [Turn or Command Undead](#), +40 PRE.

4th Level:

Required:

- Divine (Infernal) Magic Skill (15 pts).
- KS: Religious Scriptures (9 pts).
- KS: Religious Rites (9 pts).
- 15 points in first level spells, 10 points in second level spells, 5 points in third level spells.

Allows:

- May raise one Acolyte sphere to Deacon level.
- An additional rank in the Magic combat tight group.
- [Turn or Command Undead](#), +50 PRE.

5th Level:

Required:

- 20 points in first level spells, 15 points in second level spells, 10 points in third level spells.

Allows:

- May raise one Deacon sphere to Priest level.
- An additional rank in the Magic combat tight group.
- [Turn or Command Undead](#), +60 PRE.

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