

Paladin of Azrael

You are a warrior-priest of **Azrael**, god of Death, part of the **Sword Pantheon**. Followers of Azrael believe that all mortals have a predestined time to die; on death, the soul is asked a unique **Question**. If answered correctly, the soul passes into the afterlife; otherwise, it is reincarnated and is given another chance to answer correctly on its next death. This **cycle**, and the notion of **appointed time of death**, is crucial to your beliefs. As a warrior-priest you have some combat skills for a fight and can back them up with skills granted by your devotion.

You adhere to the following **strictures**; if you break any of them severely, you will be **spirit-wracked** by Azrael, causing you to lose all your spiritual powers; if you are judged to have bent the rules you can choose to be **spirit-burned**, and are able to cast one less miracle per day per instance.

**All combat must be lethal; therefore possess the ability to kill at all times.*

**Divine personal healing is unforgivable, do not allow it to happen to you.*

**Undead must be released and all dead must be laid to rest to avoid servitude.*

**Do not follow any other's philosophy; it holds no truth and distracts.*

Skills

Spiritual Favour 1 & 2: This *root skill* represents your knowledge of the Spiritual world. It allows you to cast "**Detect Spirit**" at will.

Devotion (Azrael): This skill **aligns** you with the deity Azrael and the church, and allows you access to spirit to spend on casting miracles.

Miraculous Power 1 & 2: This skill represents your knowledge of using spirit to cast miracles. It grants you access to your primary domain (**Anti-Undead**) miracle at the rank you have ("**Dismiss Undead 2!**").

Undeath Lore:

Lay to Rest: You may send the souls of the dead on to **Oblivion, Azrael, the Balance** or one of the **other death gods** (Humact or the Seeker).

Warrior 1: this *root skill* represents your fighting prowess and ability to learn martial skills.

Melee 1: this skill allows you to use and call "**single**" with any single-handed weapon of up to 42" and any two-handed weapon up to 60".

Martial Spirit 1 & 2: you can cast non-necromantic miracles whilst **in combat** and can channel **touch** miracles through your weapon.

Knowledge 1 & 2 (Azrael): This knowledge brief gives you some **detailed information** about your God, **Azrael**, and is provided by the refs.

You can cast the following **miracles**. A miracle costs one spirit to cast, usually you have 5 spirit to use per day. To cast a miracle, you must **speak a vocal** calling on your god (Azrael) followed by the activation phrase (in *italics*).

Dismiss Undead 2: by **chanting** this miracle (for up to 5 minutes) you can destroy any **level 2** (or below) undead or root an undead creature of higher level in place. ("**Dismiss Undead 2**").

Harm 2: this miracle deals 2 points of damage and can be 'charged', lasting ten seconds or until you touch someone. ("**Harm, Spirit Double**")

Befriend: The target regards the priest as a friend, but feelings towards old comrades / enemies are otherwise unchanged. The target will obey any reasonable request, but cannot be persuaded to attack his/her friends. If the target is killed as a result of something the priest told her/him to do then the priest will take half the target's level as damage to chest and abdomen, rounded up - e.g. death of a 5th level character would cause 3 hits damage to each of the priest's torso and head. The target is not aware that something has affected its mind when the miracle ends, after 5 minutes. (**Befriend!**)

Wither: The target loses use of the targeted limb. A target cannot suffer to wither miracles at once; if hit by a second wither then the first wither ends. This miracle lasts 5 minutes. (**Wither [that limb]!**)