Record of XP received from events & activities

Character Name

Durham University Treasure Trap

Character Sheet

Player Name Version 2.5 21/09/2010

Ace: Human Level 1 (0XP) Spiritual Favour 1 Devotion (Azrael) Miraculous Power 1 Dismiss Undead 2 Undeath Lore	10 8 5 0	Total XP 10 18 23 23	Faith: Azrael Hits:3/I Level 2 Advancement (Over 60XP) Spiritual Favour 2 Miraculous Power 2 Harm 2	Skill XP 10 5	Total XP	Damage Call: Single Level 3 Advancement (Over 120XP)	Skill XP	Total XP	Mana/Spirit: 0/5 Max Level 4 Advancement (Over 180XP)		6 Total XP
Level 1 (0XP) Spiritual Favour 1 Devotion (Azrael) Miraculous Power 1 Dismiss Undead 2 Undeath Lore	10 8 5 0	Total XP 10 18 23	Level 2 Advancement (Over 60XP) Spiritual Favour 2 Miraculous Power 2	Skill XP 10 5	65	Level 3 Advancement	Skill XP		Level 4 Advancement		1
(OXP) Spiritual Favour 1 Devotion (Azrael) Miraculous Power 1 Dismiss Undead 2 Undeath Lore	10 8 5 0	10 18 23	(Over 60XP) Spiritual Favour 2 Miraculous Power 2	10	65		Skill XP	Total XP		Skill XP	Total XF
Devotion (Azrael) Miraculous Power 1 Dismiss Undead 2 Undeath Lore	8 5 0	18	Miraculous Power 2	5							
Miraculous Power 1 Dismiss Undead 2 Undeath Lore	5	23			70						
Dismiss Undead 2 Undeath Lore	0		Harm 2	-	, ,						
Undeath Lore		23		5	75						
	+ _		Martial Spirit 2	2	77						
	7	30	Wither	5	82						
Lay to Rest	2	32	Befriend	5	87						
Martial Spirit 1	2	34	Knowledge 1 (Azrael)	1	88						
Warrior 1	15	49	Knowledge 2 (Azrael)	2	90						
Melee 1	6	55									
Signed by (Ref)		ate	Signed by (Ref)	Da	ate	Signed by (Ref)	Date		Signed by (Ref)	Date	
	Warrior 1 Melee 1	Martial Spirit 1 2 Warrior 1 15 Melee 1 6	Martial Spirit 1 2 34 Warrior 1 15 49 Melee 1 6 55	Martial Spirit 1 2 34 Knowledge 1 (Azrael) Warrior 1 15 49 Knowledge 2 (Azrael) Melee 1 6 55	Martial Spirit 1 2 34 Knowledge 1 (Azrael) 1 Warrior 1 15 49 Knowledge 2 (Azrael) 2 Melee 1 6 55	Martial Spirit 1 2 34 Knowledge 1 (Azrael) 1 88 Warrior 1 15 49 Knowledge 2 (Azrael) 2 90 Melee 1 6 55	Martial Spirit 1 2 34 Knowledge 1 (Azrael) 1 88 Warrior 1 15 49 Knowledge 2 (Azrael) 2 90 Melee 1 6 55	Martial Spirit 1 2 34 Knowledge 1 (Azrael) 1 88 Warrior 1 15 49 Knowledge 2 (Azrael) 2 90 Melee 1 6 55	Martial Spirit 1 2 34 Knowledge 1 (Azrael) 1 88 Warrior 1 15 49 Knowledge 2 (Azrael) 2 90 Melee 1 6 55	Martial Spirit 1 2 34 Knowledge 1 (Azrael) 1 88 Warrior 1 15 49 Knowledge 2 (Azrael) 2 90 Melee 1 6 55	Martial Spirit 1 2 34 Knowledge 1 (Azrael) 1 88 Warrior 1 15 49 Knowledge 2 (Azrael) 2 90 Melee 1 6 55

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 miracles 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 priests 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]!*)