

Record of XP
received from
events &
activities

Character Name

Durham University Treasure Trap

Player Name

Version 2.5

21/09/2010

Character Sheet

Paladin of Bast

Race: Human

Faith: Bast

Hits:3/loc

Damage Call: Single

Mana/Spirit: 0/5

Max. Armour: 7

New character:
90

Level 1
(0XP)

Skill XP

Total XP

Level 2 Advancement
(Over 60XP)

Skill XP

Total XP

Level 3 Advancement
(Over 120XP)

Skill XP

Total XP

Level 4 Advancement
(Over 180XP)

Skill XP

Total XP

1 unspent

Spiritual Favour

10

10

Spiritual Favour 2

10

66

Devotion (Bast)

8

18

Miraculous Power 2

5

71

Miraculous Power 1

5

23

Wither

5

76

Harm 2

0

23

Befriend

5

81

Scouting 1

15

38

Conceal Weapon

5

86

Streetfighter 1

5

43

Light Armour 1

4

90

Tracking 1

3

46

Disguise 1

10

56

Signed by (Ref)

Date

Signed by (Ref)

Date

Signed by (Ref)

Date

Signed by (Ref)

Date

Paladin of Bast

You are a warrior-priest of **Bast**, god of cats and selfishness, part of the **Sword Pantheon**. Bastites are concerned with three things alone: their church and faith, fulfilling their urges and **above all, themselves**. You believe that mortal urges are divinely inspired. Following the **example of cats** is crucial to your beliefs. As a paladin, you mix priestly abilities and devotion with practical, martial skills, in your case, the more subtle arts of scouting. You adhere to the following **strictures**; if you break any of them severely, you will be **spirit-wracked** by your god, causing you to lose all of your powers.

Show no attachment except to yourself and Bast.

Ensure others place you above themselves.

Always further your own interests regardless of cost.

Your **holy symbol** is a representation of a **cat**. You must have a symbol on your person (worn or painted/tattooed on your skin) in order to cast miracles. If you are **spirit-wracked** then your **holy symbol is destroyed**. If it was tattooed or painted on then **that location is reduced to -3 hits** (crippled).

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 (Bast): This skill **aligns** you with the deity Bast 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 also grants you access to your primary domain (**Harming**) miracle at the rank you have (“**Harm 2!**”).

Scouting 1: this *root skill* represents your scouting prowess and ability to learn scouting skills.

Streetfighter 1: You are able to parry using a small weapon in your off-hand.

Tracking: you are able to recognise obvious tracks and judge roughly how many creatures made the tracks.

Disguise 1: You are able to significantly alter your image to a member of your race and sex. You are able to recognise someone using disguise 1 with sufficient time and light.

Conceal Weapon: You are able to hide a dagger, or similarly sized weapon, from non-magical body searches.

Light Armour 1: You are able to wear 1 additional point of armour.

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 (Bast) followed by the activation phrase (in *italics*).

Harm 2: this miracle deals 2 points of damage to the location touched; and lasts ten seconds after being cast if not discharged. (**Harm 2!**)

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]!**)