

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 Olympia											
Race: Human			Faith: Olympia Hits:3/loc				Damage Call: Single			Mana/Spirit: 0/5 Max. Armour: 6		
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
	Spiritual Favour 1	10	10	Spiritual Favour 2	10	69						
	Devotion (Olympia)	8	18	Miraculous Power 2	5	74						
	Miraculous Power 1	5	23	Dismiss Undead 2	5	79						
	Heal 2	0	23	Wither	5	84						
	Warrior 1	15	38	Bestow Miracle 2	3	87						
	Melee 1	6	44	Remove Spiritual Aura 2	3	90						
	Lay to Rest	2	46									
	First Aid 1	10	56									
	Remove Spiritual Aura 1	3	59									
	Signed by (Ref)	Date		Signed by (Ref)	Date		Signed by (Ref)	Date		Signed by (Ref)	Date	

Paladin of Olympia

You are a paladin of Olympia, god of heroism and head of the **Bone Pantheon**. You believe in honour and heroes, but heroism takes many forms: great actions of any kind can be heroic. The concept of a **heroic name** is crucial to your faith, and you likely strive to do something to make your name live on in memory. As a paladin, you mix priestly spiritual ability with martial skills, and you have learned to read and write, as names are often recorded in texts.

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.

Uphold the Heroic Code.

Only the Name of a Hero Lives Forever, Seek to uphold their Memory

The Olympian Cycle must continue. (Olympics once per 4 years or as near as possible)

Keep the Torch Burning.

Your **holy symbol** is a representation of a **laurel wreath**. 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 (Olympia): 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 (**Healing**) miracle at the rank you have (“**Heal 2!**”).

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.

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

First Aid 1: this skill lets you determine how injured someone is. By examining another character you may call “**Rec. Nature of Wounds**”, at which point they will inform you of where they are injured and how badly.

Bestow Miracle 2: This skill allows you to bestow a miracle upon another, for them to cast later. At present you can only bestow Heal 2, but further levels of Bestow Miracle allow a greater range to be bestowed.

Remove Spiritual Aura 2: you are able to dismiss **ongoing** (non-instant) spiritual effects, such as bless and curse. This must be cast within **3”** of the target and takes **5 minutes** to take affect.

Heal 2: this miracle lets you instantly heal 2 points of damage, distributed as the recipient wishes. (**Heal 2!**)

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]!**)

Dismiss Undead 2: You raise a hand towards the target and chant. If the target is an undead of level 2 or lower, then it burns up and is completely destroyed over a 10 second period. If the undead is above level 2, then it is not harmed but it’s feet are compelled to remain where they are, rooting it to where it currently stands. While chanting, you may not use any other skills or abilities, but may move freely. You may maintain the chant for a maximum of 5 minutes. (**Dismiss Undead 2!** [point at target])