

| Record of XP received from events & activities | Character Name                                     |          | Durham University Treasure Trap |                                 |          |                                      | Player Name                      |          | Version 2.5                     |                                  | 21/09/2010 |          |
|--|--|----------|---------------------------------|---------------------------------|----------|--------------------------------------|----------------------------------|----------|---------------------------------|----------------------------------|------------|----------|
|  | <b>Character Sheet</b><br><b>Priest of St John</b> |          |                                 |                                 |          |                                      |                                  |          |                                 |                                  |            |          |
| Race: Human                                    |  |          | Faith: St John Hits:3/loc       |                                 |          | Damage Call: Single / Subdual 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 |
|  | Spiritual Favour 1                                 | 10       | 10                              | Spiritual Favour 2              | 10       | 68                                   |                                  |          |                                 |                                  |            |          |
|  | Devotion (St John)                                 | 8        | 18                              | Miraculous Power 2              | 5        | 73                                   |                                  |          |                                 |                                  |            |          |
|  | Miraculous Power 1                                 | 5        | 23                              | Cure Disease                    | 5        | 78                                   |                                  |          |                                 |                                  |            |          |
|  | Heal 2   | 0        | 23                              | Martial Spirit 2                | 2        | 80                                   |                                  |          |                                 |                                  |            |          |
|  | Lay to Rest  | 2        | 25                              | First Aid 2                     | 10       | 90                                   |                                  |          |                                 |                                  |            |          |
|  | Martial Spirit 1                                   | 2        | 27                              |                                 |          |                                      |                                  |          |                                 |                                  |            |          |
|  | First Aid 1  | 10       | 37                              |                                 |          |                                      |                                  |          |                                 |                                  |            |          |
|  | Subdual 1  | 5        | 42                              |                                 |          |                                      |                                  |          |                                 |                                  |            |          |
|  | Demon Lore   | 7        | 49                              |                                 |          |                                      |                                  |          |                                 |                                  |            |          |
|  | Knowledge: Church of St John                       | 1        | 50                              |                                 |          |                                      |                                  |          |                                 |                                  |            |          |
|  | Light Armour 1                                     | 4        | 54                              |                                 |          |                                      |                                  |          |                                 |                                  |            |          |
|  | Knowledge 1: Human Anatomy                         | 1        | 55                              |                                 |          |                                      |                                  |          |                                 |                                  |            |          |
|  | Knowledge 1: Orc Anatomy                           | 1        | 56                              |                                 |          |                                      |                                  |          |                                 |                                  |            |          |
|  | Knowledge 1: Dwarven Anatomy                       | 1        | 57                              |                                 |          |                                      |                                  |          |                                 |                                  |            |          |
|  | Knowledge 1: Elven Anatomy                         | 1        | 58                              |                                 |          |                                      |                                  |          |                                 |                                  |            |          |
|  |  |          |                                 |                                 |          |                                      |                                  |          |                                 |                                  |            |          |
|  |  |          |                                 |                                 |          |                                      |                                  |          |                                 |                                  |            |          |
|  |  |          |                                 |                                 |          |                                      |                                  |          |                                 |                                  |            |          |
|  | Signed by (Ref)                                    | Date     |                                 | Signed by (Ref)                 | Date     |                                      | Signed by (Ref)                  | Date     |                                 | Signed by (Ref)                  | Date       |          |
|  |  |          |                                 |                                 |          |                                      |                                  |          |                                 |                                  |            |          |

## Priest of St John

You are a priest of St John, god of healers and worthiness. A few years ago, St John was the head of the **Mace Pantheon**, which was broken. This was a traumatic event to priests at the time; but they retained their faith and powers and eventually the **Seal Pantheon** was forged, of which St John is a member. The concept of **being worthy** is crucial to your faith. As a healer you aren't set to be good on the front lines but are an invaluable ally to your friends.

You adhere to the following **strictures**; if you break any of them severely, you will be **spirit-wracked** by St John, 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.

*\*Aid those deemed worthy.*

*\*Heal those deemed worthy.*

*\*Be a paragon of good works in all ways.*

Your **holy symbol** is a representation of a **cross**. 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 will be 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 (St John):** This skill **aligns** you with the deity St John 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 (**Healing**) miracle at the rank you have (**“Heal 2!”**).

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

**First Aid 1 & 2:** 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. The 2<sup>nd</sup> rank gives you the ability to apply **bandages** to stop bleeding, to **staunch wounds** and arouse people from **subdual damage** (30 seconds gentle shaking).

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

**Subdual 1:** you have learned how to deal **non-lethal damage** with melee-weapons. You may call **subdual** damage with any weapon, up to your normal damage or **“Single”**, whichever is lowest. **“Subdue!”**

**Demon Lore:** this skill allows you to tell if a person or item is demonic. You may call **“Mass Detect Demon”** at will; anything demonic will respond.

**Light Armour 1:** this skill allows you to wear an extra point of physical armour.

**Knowledge (Church of St John):** This knowledge brief gives you **detailed information** about the Church of St John, 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 (St John) followed by the activation phrase (in *italics*).

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

**Spirit Armour 3:** this miracle grants the recipient, which can be the caster, with 3 points of spirit armour. (**Spirit Armour 3!**)

**Cure Disease:** this miracle immediately ends the effects of a weakness or cause disease miracle affecting the recipient. (**Cure Disease!**)