

Record of XP received from events & activities

Character Name

Durham University Treasure Trap

Player Name

Version 2.5

21/09/2010

Character Sheet

Warrior

Race: Human

Faith: Olympia **Hits:**4/loc

Damage Call: Single / Subdual Single

Mana/Spirit: 0/0

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

Warrior 1

15

15

Warrior 2

15

73

Melee 1

6

21

Melee 2

6

79

Evaluate

10

31

Health 2

6

85

Health 1

6

37

Targeteer 2

5

90

Fitness 1

6

43

Fortitude 1

6

49

Subdual 1

5

54

Targeteer 1

4

58

Signed by (Ref)

Date

Signed by (Ref)

Date

Signed by (Ref)

Date

Signed by (Ref)

Date

Mercenary

You are a fighter, trained to wield weapons and armour with high skill, but you have a decent education backing this up. You are well-equipped to do all sorts of mercenary work and get well-paid in return, whether it's escort duty, taking prisoners, or other adventuring tasks. With your solid base of skills, you can become a superb warrior, or branch out into other fields.

Skills

Warrior 1 & 2: this *root skill* represents your fighting prowess and ability to learn martial skills.

Melee 1 & 2: this skill allows you to use and call “**single**” with any single-handed weapon of up to 42” and any two-handed 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!**”

Targeteer 1 & 2: this skill allows you to call **singles** by **any** ranged weapon.

Health 1 & 2, Fitness 1, Fortitude 1: you have trained your endurance to the point where you have gained **one additional hit per location**. You will require four more ranks of any combination of these skills to gain a second additional hit.

Evaluate: you are familiar with prices and rates, and can **determine the value** of practically any item you come across. This skill gives you access to a briefing sheet; if you are ever unsure of anything, or believe your character might possess relevant information on the topic, see a ref.