

PALADINS

ROLEPLAYING A PALADIN

Paladins are more zealous than Priests, more hard-core soldiers and knights in service of the Lord. Each feels a certain elite status, being in service to a liege lord far more powerful than any ordinary duke or king. Paladins move through the world without allegiance or loyalty to anyone but goodness and their Lord, and are generally accepted because of their status and mission. Paladins, like Priests, are neither proselytes nor religious figures; rather they are very skilled and potent warriors against evil. Paladins primarily focus on destroying evil rather than spreading good, although they will work for the good when not busy otherwise. Paladins are very focused on their cause and efforts and have little time for anything but the endless struggle to annihilate all evil in the world, or at least frustrate and confuse it's efforts.

Paladins are not as widely accepted in society as Priests, although high society considers the paladin a mark of dignity and status. Lower classes appeal to the paladin in times of need, but otherwise fear them and their violence. Criminals hate and fear the paladin, as unlike the Priest who attempts to instruct and share wisdom to the criminal, the Paladin seeks to punish them for their wicked deeds.

Paladins are not murdering psychopaths with religious fervor burning in them to to an insane degree. They are very dedicated warriors focused on destroying evil wherever it is found at any personal cost, but encouraging good and supporting virtue. A Paladin is just at home helping a child get back home safe or feeding the sick as they are hacking undead into tiny pieces with a roar of delight.

Paladins are a very difficult calling, one that has little rest, few places of safety, and a constant struggle against a foe that never is fully defeated. But it is a very noble calling that can be very fulfilling and compelling to some. If knights are chivalrous, Paladins are the epitome of honor, chivalry, and virtue. Just don't expect to grow old as one.

WHAT ARE THE VIRTUES?

There are 9 cardinal virtues. Here is a very condensed summary:

Charity is most concerned for what is best for others rather than self. Charity seeks the other person's well being and success, happiness and health. It means Truly loving someone means being willing to correct and teach them, stop them from evil, and even to punish them for doing wrong. To fail to punish wickedness is cowardice and laziness, not love.

Courage is not fearlessness, it is the ability to function and do what is right even *while* one is afraid or faces great personal loss. Fear does not indicate a lack of courage - failing to act properly out of fear does.

Fortitude is a steadfast adherence to a goal, it is staying with what must be done because it is right, even if it becomes difficult, frightening, expensive, or has a personal cost.

Honesty is a rejection of deception, manipulation, and trickery at any level. Honesty will speak truthfully and without manipulation even if it means personal injury or lack of gain, and will fight against lies and deception.

Humility is simply the proper recognition of one's value and worth. It is a relative understanding of what someone really is, not a rejection of one's value.

Justice is the virtue that seeks to treat each person based upon the content of their character and their deeds rather than their status.

Mercy is showing leniency or compassion to someone who *does not deserve* such treatment, not due to compulsion but out of genuine charity and concern for their well being and future.

Temperance is the virtue that rejects pleasure, comfort, and ease when inappropriate or in unreasonable amounts. Temperance restrains a virtuous person to the appropriate amounts of any given task or pleasure.

Wisdom defines a person who is able to make proper decisions and analyze situations, people, and statements for their true meaning. Not only that, but wisdom tells someone where an act or statement leads to, what comes next and why that is important, good, or ill.

PALADIN BASE PACKAGE			
PTS	ABILITIES	DISADVANTAGES	PTS
2	Weapon Familiarity: Paladin Weapons	Watched: Temples 11-, NCI, Mo Pow	-10
3	Riding (base roll)	Watched: The Lord 14-, NCI, Mo Pow	-15
2	Professional Skill: Paladin 11-	Distinctive: Paladin EC/R	-10
5	Paladin Training (below)	Hunted: Evil Creatures 8-	-10
2	Perk: Holy Knight of the Lord		
3	High Society (base roll)	Required Stats: STR, PRE 13+, EGO 11+	(8 pts)
3	+1 DCV vs attacks by evil	TOTAL ABILITIES: 48	
7	Regeneration 1 Body/hour in holy places	TOTAL DISADVANTAGES: -45	

PALADIN MARTIAL TRAINING

Paladins are trained in very skillful hand-to-hand combat, since they are prohibited ranged weapons. This package represents this level of training that the Paladin receives.

PALADIN MARTIAL TRAINING					
MANEUVER	COST	OCV	DCV	DAMAGE	NOTES
Basic Strike	3	+1	--	+2DC	Strike
Basic Ward	3	+2	+1	---	Block, abort
Blade Ward	5	+2	+1	---	Bind Weapon, +10 STR
Centaur Seat	3	--	-1	---	+15 STR to stay in saddle
Disarm	5	+1	--	---	+10 STR to disarm
Final Mercy	5	+1	-2	+4DC	Strike
Grapple	5	+1	-1	---	Grab 3 limbs, +5 STR
Lance Charge	5	--	-1	+V/3	Full move
Passing Strike	5	--	--	+V/5, +1 DC	Full Move
Punish	3	--	-1	+3DC	Follow Grab, +10 STR
Righteous Ward	4	--	+5	---	Dodge all attacks, abort
Strike of Authority	4	--	+1	+2DC	Shove
Strike of Contempt	5	+1	-1	---	+10 STR to take weapon
Strike of Vengeance	5	-1	-1	+4 DC	Throw
Unhorse	5	--	--	+V/5	Throw, full move
Withering Strike	5	+1	+1	+2 DC	Disable

SUGGESTED SKILLS AND TALENTS

Defense Maneuver
Riding
Tactics
High Society
Conversation

KS: Heraldry
KS: Etiquette
KS: Precedence
PS: Paladin
Weapon Familiarity: Paladin's Weapons (Flail, Mace, Sword, Dagger, Shield, Spear, Lance; costs 2 points)

SUGGESTED WEAPON ELEMENTS

Swords and Horseback Combat default
+1: Flail

+1: Mace

PALADIN SPECIAL ABILITIES

Paladins are able to call upon great power in the service of good and justice. This is represented by special abilities that the Paladin can learn when they have trained enough in their basic abilities. Thus there are a few basic requirements a Paladin must meet before he or she can buy any of the Special Abilities listed here:

- Prayer Roll 12-
- At least 4 maneuvers from Martial Training
- Ego 14+

Once a Paladin reaches this level of skill, they can buy any of the Special abilities listed below that they wish. As always, these abilities are limited by the Lord's approval: they won't work if he doesn't want them to work, and some only work in specific circumstances or against specific foes.

Bane of the Wicked: Greatly increases your combat damage against evil creatures

Power: 1D6 Aid HKA, +9 Points maximum (only vs evil; 3 points per Damage Class)

Modifiers: Fades 5 point per 6 hours (+1); Extra Time Full Turn (-1/2), Requires -1 Prayer Roll (-1/2) Concentrate 1/2 DCV (-1/4), Incantation (-1/4), Gesture (-1/4), Costs END, (-1/2)

Subject to Lord's approval (-1/4) [+1; -3 1/4]

Cost: 2 points, END: 0

Call Destrier: Summons your warhorse

POWERS: Summon (147 pts) Warhorse

MODIFIERS: Specific Creature (+1); OAF Holy Symbol (-1), Requires -6 Prayer Skill roll (-1/2), Subject to Lord's approval (-1/4), Extra Time One Minute (-1 1/2), Concentrate 1/2 DCV (-1/4), Gesture (-1/4), Incantation (-1/4) [+1; -4]

Cost: 12 points, 6 END

Call of Valor: Boosts your command ability and charisma

Power: +15 Presence

Modifiers: Instant (-1/2), Costs END (-1/2), Only for presence attack or Leadership skills (-1) [-2]

Cost: 5 points, END: 1

Call Valkyrie: Contact the powerful servants of the Lord for advice and information: use with hesitation and wisdom.

POWERS: Contact (Valkyrie) 14-

MODIFIERS: Requires -1 Prayer Skill roll (-1/2), Subject to Lord's approval (-1/4), Extra Time Five Minute focus (-2 1/4), Concentrate 1/2 DCV (-1/4), Gesture (-1/4), Incantation (-1/4) [-3 3/4]

Cost: 2 points, 1 END

Coward's Bane: Gives you an instant counterattack without requiring any attention on your part.

Power: 1D6 HKA

Modifiers: Damage Shield (+1/2), Continuous (+1); Requires -4 Prayer Roll (-1/2), Only to respond to back/surprise attacks (-1), Extra Time Full Turn (-1/2), Concentrate 1/2 DCV (-1/4), Subject to Lord's approval (-1/4), OAF Weapon (-1) [+1 1/2; -3 1/2]

Cost: 8 points, END: 4

Crimson Ward: Protects you from evil

Power: +2 DCV; Force Field 4 PD, 4 ED

Modifiers: Only vs Evil/Spirits (-1), Concentrate 1/2 DCV (-1/4), Incantations (-1/4), Extra Time full turn focus (-3/4), Subject to Lord's approval (-1/4), Requires -2 Prayer Roll (-1/2) [+1/4; -2 3/4]

Modifiers (DCV): Costs END (-1/2), Linked to Force Field (-1/2) [-3 3/4]

Modifiers (Force Field): 1/2 END (+1/4) [+1/4; -2 3/4]

Cost: 5, END: 2

Daunting Blow: Causes enemy to become worried and hesitant

POWERS: Drain 2D6 OCV

MODIFIERS: OAF Holy Symbol (-1), Requires -2 Prayer Skill roll (-1/2), Subject to Lord's approval (-1/4), Extra Time Delayed Phase focus (-1/2), Linked to weapon (-1/2), DCV lost only vs allies of paladin (-1/4), only versus sentient enemies and non spirits (-1/4) [-3 1/4]

Cost: 5 points, END: 2

Destrier's Might: Protects and strengthens your warhorse

POWERS: Force Field 3PD, 3 ED; Aid +1 DCV and OCV, Strength +5

MODIFIERS: OAF Holy Symbol (-1), Requires -5 Prayer Skill roll (-1/2), Subject to Lord's approval (-1/4), only vs evil (-1/2), Extra Time One Minute focus (-1 3/4), Concentrate 1/2 DCV (-1/4), Gesture (-1/4), Incantation (-1/4), Only for warhorse (-1), [-6 1/4]

MODIFIERS (Force Field): Linked to Aid (-1/2) [-6 1/4]

MODIFIERS (Aid): 3 powers at once (+3/4), Fades per twenty minutes (+3/4); Costs END (-1/2) [+1 1/2; -6 3/4]

Cost: 6 points, 5 END (to start, 1 to maintain)

Exorcise: Banishes evil creatures

POWERS: Extradimensional movement (to hell)

MODIFIERS: Usable as an attack (+1), Ranged (+1/2); Requires -5 Prayer Skill roll (-1/2), OAF Holy Symbol (-1), Only vs evil (-1/2), Subject to Lord's approval (-1/4), Extra Time One Minute focus (-1 3/4), Concentrate 1/2 DCV (-1/4), Gesture (-1/4), Incantation (-1/4)

[+1 1/2; -4 3/4]

Cost: 9 points, 5 END

Folly of Cowardice: Warns you of danger and ambush

Power: Danger Sense (out of combat, +3 PER roll);

Modifiers: Only to spot ambush or backstabbers (-1/2) [-1/2]

Cost: 10

Greater Crimson Ward: Protects you from evil magic

Power: Suppress 4D6, Force Field 5 PD, 5 ED

Modifiers: 1/2 END Cost (+1/4); Concentrate 1/2 DCV (-1/4), Extra Time One Turn focus (-3/4), Incantation (-1/4), Gesture (-1/4), Subject to Lord's approval (-1/4), only vs evil magics (-1 1/2) [+1/4, -3 1/4]

Modifiers (Suppress): vs all spells at once (+2), [+2 1/4; -3 1/4]

Modifiers (Force Field): Linked (-1/2)

[+1/4; -3 3/4]

Cost: 17, END: 6

Hands of Purging: Cures poison in the victim up to 72 active points

POWERS: Dispel 6D6 (any poison based power)

MODIFIERS: Any one poison (+1/4), Cumulative (+1/2), Increased maximum effect (+1/2); OAF Holy Symbol (-1), Gesture (-1/4), Requires -4 Prayer Skill roll (-1/2), Subject to Lord's approval (-1/4), No Range (-1/2), Extra Time Full Phase focus (-3/4), Concentrate 1/2 DCV (-1/4) [+1/4; -3 1/2]

Cost: 9 points, END: 4

Hands of Purifying: Cures disease in the victim

POWERS: Dispel 6D6 (any disease based power)

MODIFIERS: Any one disease (+1/4), Cumulative (+1/2), Increased maximum effect (+1/2); OAF Holy Symbol (-1), Gesture (-1/4), Requires -4 Prayer Skill roll (-1/2), Subject to Lord's approval (-1/4), No Range (-1/2), Extra Time Full Phase focus (-3/4), Concentrate 1/2 DCV (-1/4) [+1/4; -3 1/2]

Cost: 9 points, END: 4

Heal Destrier: Heals your warhorse.

POWERS: Healing 3D6 as damage

MODIFIERS: OAF Holy Symbol (-1), Requires a -3 Prayer Skill roll (-1/2), Subject to Lord's approval (-1/4), only for warhorse (-1), Extra Time Full Phase focus (-3/4), Concentrate 1/2 DCV (-1/4), Gesture (-1/4), Incantation (-1/4) [-4 1/4]

Cost: 6 points, 3 END

Honor of the Warrior: Allows you to bat arrows aside with your weapon.

Power: Missile Deflection, arrows

Modifiers: OIF Weapon (-1/2), Requires -1 Prayer Roll (-1/2), Costs END (-1/2) [-1 1/2]

Cost: 4, END 1

Know Evil: Sense whether a target is evil

POWERS: Detect (Evil), ranged

MODIFIERS: OAF Holy Symbol (-1), Requires a -1 Prayer Skill roll (-1/2), Subject to Lord's approval (-1/4), Concentrate 1/2 DCV (-1/4), Costs END (-1/2), Extra Time Full Phase focus (-3/4) [-3 1/4]

Cost: 2 points, 1 END

Know Lie: Tell whether a person lies or speaks truth

POWERS: Detect (lie) ranged

MODIFIERS: OAF Holy Symbol (-1), Requires a -1 Prayer Skill roll (-1/2), Subject to Lord's approval (-1/4), Concentrate 1/2 DCV (-1/4), Costs END (-1/2), Extra Time Full Phase focus (-3/4) [-3 1/4]

Cost: 2 points, 1 END

Lay on Hands: Heals the target

POWERS: Heal 5D6 as damage

MODIFIERS: OAF Holy Symbol (-1), Incantation (-1/4), Gesture (-1/4), Requires -4 Prayer Skill roll (-1/2), Subject to Lord's approval (-1/4), Extra Time Phase focus (-3/4), Concentrate 1/2 DCV (-1/4) [+2 1/4; -3 1/4]

Cost: 11 points, 4 END

Lesser Consecration: Creates a holy area temporarily

POWERS: Change Environment (holy) +1 to Prayer Rolls, 1" radius

MODIFIERS: Mobile (+1); OAF Holy Symbol (-1), Requires -2 Prayer Skill roll (-1/2), Subject to Lord's approval (-1/4), Incantation (-1/4), Gesture (-1/4), Extra Time Full Phase focus (-1/2) [+1; -2 3/4]

Cost: 5 points, 2 END

Light of the Sun: Illuminates an area with sunlight

POWERS: Change Environment (sunlight) 2" radius

MODIFIERS: Costs END Only to Start (+1/4); Base (-3/4), OAF Holy Symbol (-1), Side Effect Flash 4D6 sight (-1), Concentrate 1/2 DCV (-1/4), Gesture (-1/4), Incantation (-1/4), Extra Time Extra Phase focus (-1)[+1/4; -4 1/2]

Cost: 3 points, 1 END

Major Consecration: Blesses an area permanently, maximum effect 24 body (undead cannot rise, becomes holy ground, demons cannot cross, etc)

POWERS: Minor Transformation 1D6 area to consecrated area

MODIFIERS: Area Effect Radius (+1), Cumulative (+1/2), Maximum Effect x4 (+1/2), Variable Effect (+1/4); OAF Holy Symbol (-1), Incantation (-1/4), Gesture (-1/4), Requires -2 Prayer Skill roll (-1/2), Subject to Lord's approval (-1/4), Extra Time Turn focus (-1 1/2), Concentrate 1/2 DCV (-1/4) [+2 1/4; -4]

Cost: 6 points, 3 END

Mark of Justice: Marks character for identification and further effects

POWERS: Cosmetic Transformation 8D6 target to target with mark

MODIFIERS: Variable Effect (+1/4); OAF Holy Symbol (-1), Gesture (-1/4), Requires -4 Prayer Skill roll (-1/2), Subject to Lord's approval (-1/4), No Range (-1/2), Only targets deserving mark (-1/2), Extra Time Full Phase focus (-3/4), Concentrate 1/2 DCV (-1/4) [+1/4; -4]

Cost: 10 points, 5 END

Nor Shall My Sword Sleep in My Hand: Summons a temporary weapon in times of great need.

Power: 2D6 HKA, +1 OCV;

Modifiers: Only if no weapons had (-1/2), Only in righteous need (-1), Requires -5 Prayer Roll (-1/2) Gesture (-1/4), Incantation (-1/4), Concentrate 1/2 DCV (-1/4), Subject to Lord's approval (-1/4), Extra Time Delayed Phase focus (-1/4) [-3]

Modifiers (OCV): Costs END (-1/2), Linked to HKA (-1/2) [-4]

Modifiers (HKA): Constant (+1/2) [+1/2; -3]

Cost: 11, END: 5

Prayer of Valor: All allies within radius gain courage, radius x", 2 PRE per 1 point rolled

POWERS: Succor 1 1/2D6 Presence (defensive only)

MODIFIERS: Area Effect Radius (+1), Selective (+1/4); OAF Holy Symbol (-1), Incantation (-1/4), Gesture (-1/4), Requires -2 Prayer Skill roll (-1/2), Subject to Lord's approval (-1/4), Costs END (-1/2), Extra Time Full Phase focus (-1/2) [+1 1/4; -3 1/4]

Cost: 4 points, END: 2

Recall Destrier: Brings your warhorse back to life

POWERS: Healing 1D6, Resurrection

MODIFIERS: OAF Holy Symbol (-1), Requires -3 Prayer Skill roll (-1/2), Subject to Lord's approval (-1/4), Only to resurrect (-1/2), Extra Time One Minute focus (-1 3/4), Concentrate 1/2 DCV (-1/4), Gesture (-1/4), Incantation (-1/4) [-4 3/4]

Cost: 5 points, 3 END

Rend Evil: Extra damage vs undead, demon, and were- targets

POWERS: Armor Piercing damage on up to 3D6 HKA; +2 OCV

MODIFIERS: OAF Holy Symbol (-1), Requires -3 Prayer Skill roll (-1/2), Subject to Lord's approval (-1/4), only vs evil (-1/2) [-2 1/4]

MODIFIERS (OCV): Linked (-1/2)

Cost: 8 points, 2 END

Righteous Challenge: Enemy does less damage and is lower to hit against foes other than the paladin

POWERS: Suppress 2D6 OCV, damage from attacks (KA, normal)

MODIFIERS: Five powers at once (+1 1/4); OAF Holy Symbol (-1), Incantation (-1/4) Gesture (-1/4), Requires Prayer Skill roll (-1/2), Subject to Lord's approval (-1/4), Extra Time Full Phase focus (-1/2), only when attacking foes other than the Paladin (-1/2) [+1 1/4; -3 1/4]

Cost: 5 points, END: 2 /phase

Righteous Focus: Choose a single target and gain greatly increased ability in combat against them

Power: +2 OCV; Succor 2D6 (HKA, RKA, HTA)

Modifiers: Only vs designated target (-1/2), Costs END (-1/2), Only vs single target, lost if change targets (-1/2), Costs END (-1/2) Gesture (-1/4), Incantation (-1/4), Extra Time full phase (-1/4), Requires -3 Prayer Roll (-1/2), Subject to Lord's approval (-1/4), OAF Holy Symbol (-1) [-4 1/2]

Modifiers (Succor): Three Powers at Once (+3/4); Self Only (-1/2) [+3/4; -5]

Modifiers (OCV): Linked to Succor (-1/2)

[-5]

Cost: 5 END: 3

Sacrifice: Redirects missile attacks to hit the Paladin

POWERS: Missile Deflection (arrows), reflection

MODIFIERS: Ranged (+1); OAF Holy Symbol (-1), Gesture (-1/4), Requires -6 Prayer Skill roll (-1/2), Subject to Lord's approval (-1/4), Attacks reflected to hit self (-1/2), only for other characters than Paladin (-1) [+1; -4 1/2]

Cost: 12 points, END: 0

Shield of Courage: Protects Paladin with armor that lessens based on enemy's presence (-2 PD, ED for making roll, -2 for each point made by), Increased by Paladin's PRE roll 3 points +3 roll made by (starts at 0). Intended for escape and stripped paladin to be able to fight (with vanity's end and nor shall my sword...)

Power: Force Field 12 PD, 12 ED

Modifiers: Only if without armor (-1/2), Subject to Lord's Approval (-1/4), Requires -2 Prayer Roll (-1/2), Extra Time Full Turn (-1/2), Incantation (-1/4), Concentrate 1/2 DCV (-1/4), Reduced by opponent's PRE roll (-1/2) [-2 3/4]

Cost: 5, END: 2

Smite Mine Enemies: Blasts undead in an arc defined by a swing of your weapon (3 hex facings in front of you and in an explosion effect out from that).

Power: 2D6 RKA

Modifiers: Arc Effect (+1); Requires Prayer Skill Roll (-1/2), Gestures (-1/4), Only in service of the Lord (-1/2), No Range (-1/2), Incantation (-1/4), Subject to Lord's approval (-1/4), Once per Turn (-1/2), OAF Holy Symbol (-1) [+1; -3 3/4]

Cost: 13, END: 6

Spirit's Bane: Allows you to hit undead and spirits with your weapon even if they are not corporeal.

Power: Affects Desolidified on up to 2D6 HKA or 6D6 HTA

Modifiers: OAF Holy Symbol (-1), Gesture (-1/4), Only vs spirits (-1), Incantation (-1/4), Subject to Lord's approval (-1/4), Requires -3 Prayer Roll (-1/2) [-3 1/4]

Cost: 7, END: 3

Strike of Justice: Harms only creatures with a Mark of Justice on them

POWERS: Hand-to-Hand Attack 3D6

MODIFIERS: NND (+1); OAF Holy Symbol (-1), Incantation (-1/4), Requires -3 Prayer Skill roll (-1/2), Subject to Lord's approval (-1/4), Linked to Weapon Attack (-1/2) [+2 1/4; -2]

Cost: 10 points, 3 END

Strike of Pity: Greatly increases your stun damage and reduces killing damage on your weapons.

Power: Increased Stun multiple x2 on up to 2D6 HKA, reduced Penetration on same damage

Modifiers: OAF Holy Symbol (-1), Subject to Lord's approval (-1/4), Incantation (-1/4), Gesture (-1/4) [-1 3/4]

Cost: 9, END: 2

Swift are the Righteous: Greatly increases your mount's running speed out of combat.

Power: Running x4 Noncombat

Modifiers: Usable by one other (+1/4); Extra Time full phase focus (-1/2), Only to catch evil or save innocents (-1/2), Concentrate 1/2 DCV (-1/4), Incantation (-1/4), Subject to Lord's approval (-1/4), OAF Holy Symbol (-1) [+1/4; -2 3/4]

Cost: 2; END running +1

Touch of Life: Heal a target slightly, can be used more often than usual heals.

Power: Heal 1D6 Body

Modifiers: Reduced Recast Time once per minute (+1 1/4); Concentrate 1/2 DCV whole time (-1/2), Subject to Lord's approval (-1/4), Extra Time Full Turn Focus (-1 1/2), Gesture (-1/4), Incantation (-1/4), Requires -2 Prayer Roll (-1/2) [+1 1/4; -3 1/4]

Cost: 5, END Cost 2

Vanity's End: Releases you from chains, prisons, and capture in times of great need.

Power: Teleport 5"

Modifiers: Invisible to hearing, sight (+3/4); Concentrate 0 DCV (-1/2), Extra Time One Minute focus (-1 3/4), Incantation (-1/4), No Noncombat Move (-1/4), Only in a righteous cause (-1), Only to escape capture (-1), Subject to Lord's approval (-1/4), Gesture (-1/4), Requires -2 Prayer Roll (-1/2) [+3/4; -5 3/4]

Cost: 3, END: 2

(this list is subject to change, usually addition of abilities, sometimes slight alterations in builds)

THE LORD

There is no fixed, defined religion in Jolrhos, no deities worshipped, no theology. Rather there is a series of temples and organization set up more similar to a lodge or independent army than a church. Worship services are not held, although one can go to the temples for services and teaching, and to donate money to the cause. The Lord (no proper name is known) is an incredibly powerful extra-dimensional being. Perhaps he was once a normal mortal, but his power is so amazing he has transcended this sort of category. Some do worship the Lord like he is a god, which he neither recognizes nor encourages.

The Lord fights against evil, especially demons and undead, and this battle protects Jolrhos from the forces of darkness, of which there are legion. He will select or accept specific people who will work with this battle, and those people are priests and holy knights, or Paladins.

This bears repeating: *The Lord is not God, nor a god.* He is a very, very powerful being, a force for good and virtue in Jolrhos. He grants small portions of this power through representatives on earth, but is not worshipped. There is no religion worshipping the Lord, there are no temples to him. The temples are offices where the Lord's representatives work and from where his ideas and interests are advanced and fought for.

There are prayers, not to The Lord for salvation, but more of a conversation, asking for help in walking the path of right, asking for help from one of his representatives, and so on. The Lord is not omniscient, he does not always know what is happening in a given place nor hear prayers.

There are hymns, but they are songs about how we should behave, what the world could be like if evil was defeated, and generally designed to encourage good, discourage evil, and strengthen people in their personal fights.

Think of The Lord less as a god of a religion and more as a leader of a society, a very powerful head of a lodge or club that seeks to better society and destroy evil.