

TEMPLAR SCHOOL OF WAR

The Templar school of war is the standard knights training for the kingdom of Morien. Established at the death of Rialus the Great, founder of the country, this school was an attempt to standardize knightly training and the code of chivalry between the various nobles and former human kingdoms. Today, the Templar School is the official training for every knight, required for the title to be endowed.

Extraordinarily expensive, it typically restricted to the wealthy and the noble, but there are exemptions given to the very talented or virtuous individuals, and some will sponsor worthy teeming candidates. In game terms, each point of experience spent to learn skills and abilities in this section cost 10 silver. Most knights learn only a few maneuvers, some learn some special abilities, but only the most extraordinary learn many.



MANEUVER	PTS	TIME	OCV	DCV	NOTES
Basic Strike	3	½	+1	--	+2 DC strike
Basic Ward	4	½	+2	+1	Block, Abort
Blade Ward	4	½	+2	+1	Bind Weapon, +5 STR
Centaur Seat	3	½	--	-1	+15 STR to remain seated, lasting
Disarm	4	½	+1	--	Disarm, +10 STR
Final Mercy	5	½	+1	-2	+4 DC Strike
Passing Strike	3	Full	--	--	+V/5, +1 DC Strike, full move
Shield Block	5	Full	+2	--	Block, +10 STR for block and to resist knockback, requires shield
Shield Slam	5	½	+1	+2	Strike, +2D6, push 1", requires shield
Unhorse	3	Full	--	--	Throw, +V/5, full move

SUGGESTED SKILLS AND TALENTS

AK: Liege's territory

Conversation

High Society

KS: Heraldry

KS: Etiquette

KS: Precedence

PS: Knight

Riding

Tactics

WF: Knight's Weapons (Dagger, Flail, Lance, Mace, Shield, Sword)

WF: Mounted Combat

Ambidextery

Cleave

Combat Luck

Find Weakness

Missile Deflection

Leadership Talents

Resistance

Stances

WEAPON ELEMENTS

Swords and Horseback default

+1: Flail

+1: Mace

+1: Lance

A character training to become a knight can learn any of the above skills and combat maneuvers even before being knighted.

There are other, special abilities that Templar Knights are able to train. Learning these special skills require some minor requirements. First the character must be knighted (this usually means a perk must be bought to represent the rank in society). They must know at least 2 maneuvers from the table above, they must have Presence and Strength of 13 or higher, they must have at least a familiarity in high society, and they must have familiarity: mounted combat.

SPECIAL ABILITIES

Auspice (shields)

One of the laws of chivalry is that the knight must ever be ready to extend his strong arm in defense of the weak. The knight's shield protects him, but it may protect another as well.

Power: DCV +2; Armor 4 PD

Modifiers: Usable by one other at a time (+¼); OIF Shield (-½), locks out shield block (-½), Instant (-½), Costs 2 END (-½)

Modifiers (Armor): Linked to OCV (-½)

Total Cost: 6

Blessing of Valor

So great is the Knight's zeal in the service of his liege that the wounds of combat are ignored, weariness instead becomes vigor. Indeed, when true honor and nobility are achieved through long years of service and training, the Knight is blessed with vitality and health while in the field of battle.

Power: Regeneration, 1 BOD/Turn

Modifiers: Only in combat (-½), Only in service of liege (-1), Requires Presence Roll to start (-¼), Extra Time Full Turn (-½), Concentrate ½ DCV (-¼)

Total Cost: 3

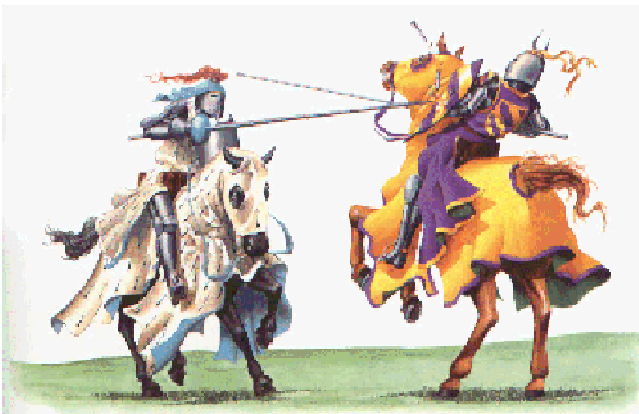
Bulwark of Courage (shields)

The knight's shield can be a source of great safety if wielded properly. With this skill, the shield of the knight can protect him from nearly any attack, taking the bulk of the attack without suffering the punishment if the knight's courage can hold.

Power: Damage Reduction 50% rPD

Modifiers: OAF shield (-½), Once a turn (-½), Concentrate ½ DCV (-¼), Instant (-½), costs 3 END (-½)

Total Cost: 8



Call of Valor

The voice of the knight is one of command and valor, a clarion call to arms and courage. Thus long hours are spent in training the knight errant's voice for the proper intonations and words. Come battle, a knight's call to action or righteous taunt is one of great power.

Power: +10 PRE

Modifiers: Instant (-½), Costs END (-½), Only for presence attack or templar abilities (-1)

Total Cost: 3

Cast Down Your Arms (swords)

Against the righteous fury of a knight, lesser warriors soon find their very weapons betray them.

Power: OCV +2; Strength +10

Modifiers: OAF Sword (-1), Delayed phase focus (-½), Only in a just cause (-¼), Only to disarm (-1),

Modifiers (OCV): Costs 2 END (-½)

Total Cost: 5

Coward's Bane

Many are the cowards and knaves who would strike a noble knight from refuge or from behind. Such is the knight's fearsome countenance that they dare not face him in honorable combat, and thus the knight errant is trained to strike the offending fool even as he is struck. To truly achieve the righteous focus that is needed for such readiness, the knight must spend time meditating and preparing his mind and body.

Power: HKA 1D6

Modifiers: Continuous (+1), Damage Shield (+½); Only from back/surprise attacks (-1), Concentrate ½ DCV (-¼), OIF Weapon (-½) Extra Time Full Phase focus (-½), Requires Presence Roll at -2 (-¼)

Total Cost: 11

Crushing Blow (maces)

The knight is able to deliver blows that crush and break lesser warriors and their equipment, dealing justice and a lesson of humility to all who would stand against the laws of chivalry.

Power: RKA 2D6

Modifiers: OAF Mace (-1), No Range (-½), Only vs small inanimate objects (-1), Concentrate ½ DCV (-½), Extra Time delayed phase focus (-½)

Total Cost: 7

Destrier Seat

Although many play at the joust, the Knight is the lord of the battle field, nearly impossible to unseat and in command of the field of combat.

Power: Strength +15

Modifiers: Only to Remain Seated (-1), Concentrate 1/2 DCV (-1/4)

Total Cost: 7

Folly of Cowardice

In the field of battle, fools abound who seek to vanquish the noble Knight from ambush. The years of training a Knight undergoes render such paltry attempts for naught, he well knows all such tactics. Combat training includes awareness of subtle hints and an uncanny sense for danger.

Power: Danger Sense (out of combat, 11-)

Modifiers: Extra Time Full Phase focus (-1/2),

Concentrate 1/2 DCV (1/4), Only to spot ambush or backstabbers (-1/2)

Total Cost: 10

Honor of the Knight

The Knight is the mightiest warrior on the battlefield, and those with less honor will seek to strike him down with the coward's tool, the arrow. From safe distances, the craven archer seeking victory will find only dismay as the Knight strikes arrows aside with his blade, and spurs his Steed into a charge.

Power: Missile Deflection, arrows

Modifiers: OAF Weapon (-1/2), Costs END (-1/2)

Total Cost: 5

Knight's Charge

Many may joust, but a Templar trained knight is nearly undefeatable in this game, or on the battle field. Few are the men who can stay seated against the Knight's Charge.

Power: Strength +15

Modifiers: OAF Lance (-1), Only to Unhorse (-1),

Concentrate 1/2 DCV (-1/4)

Total Cost: 4

Noble Guardian

A knight is often called upon to protect the weak and needy. This skill allows the knight to use their mighty form as a barrier to defend others.

Power: DCV +5

Modifiers: Only to intervene (-1 1/2), costs 6 END (-1/2), Requires Presence Roll at -1 (-1/4)

Total Cost: 9

Severance Strike (swords)

The knight may strike an opponent in such a manner as to render their limb useless, too feeble to raise arms against his foe. In this manner an enemy may be defeated without the shedding of blood.

Power: Entangle 2D6, 2 DEF

Modifiers: Attack vs CON, not STR (+1/2), STR does not break (+1/4); OAF Sword (-1), No Range (-1/2), Delayed phase focus (-1/2), Concentrate 1/2

DCV (-1/4), Cannot Build Barriers (-1/4), Single Limb (-1)

Total Cost: 8

Shield Slam (shields)

Many are the enemy that must be taught humility and respect, and the knight is ready to do such a service with his shield arm. Few mages can stand before the mighty blow of a knight's shield, and woe betide the mage interrupted while crafting some dire spell.

Power: Double Knockback on up to 6D6 HTA

Modifiers: Does Knockback (+1/4); OIF Shield (-1/2), Concentrate 1/2 DCV (-1/4), Does no damage (-1), Only for knockdown (-1)

Total Cost: 7

Submission Strike (maces)

A mace in the hands of a knight is a fearsome thing, striking lesser warriors into submission. Few may stand before a knight, and with this maneuver, many shall kneel.

Power: Stun Modifier +1 on up to 60 pts KA

Modifiers: OAF Mace (-1), Only to stun (-1),

Weapon does no damage (-1/2), Delayed phase focus (-1/2), Concentrate 1/2 DCV (-1/4)

Total Cost: 7