

PALADINS

Paladins are very similar to priests in that they serve the Lord and try to promote his ideals and fight evil. However, where a priest is primarily the teaching and healing, protecting and promoting side of the Temples, the Paladin is the enforcer. Paladins do not enforce political or worldly power, but rather act as the strong arm of the Lord in the world to destroy evil and promote good. A priest is a source of comfort, and a paladin is a source of protection.

Paladins are more mobile than most priests, rarely staying in one area for very long. They tend to travel the land looking for evil to destroy or the weak to protect.

Most importantly, paladins act as the Lord's arm of vengeance and correction against wayward or fallen members of the Temples. If a priest becomes corrupt, abusive, or loses their way, the paladins come calling. If a paladin falls, other paladins will come to visit.

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, for 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, however, murdering psychopaths burning with insane religious zeal. They are very dedicated warriors focused not just on destroying evil wherever it is found at any personal cost, but also on 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.

Being a paladin is a very difficult calling, one that has little rest, few places of safety, and consists of 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 a paladin.

WHAT ARE THE VIRTUES?

There are nine cardinal virtues that a paladin lives and serves the Lord by. Here is a very condensed summary:

Charity is most concerned for what is best for others rather than self. 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. To do so out of a sense of self righteousness or arrogance is not love, either.

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 or appearance.

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.

FALLING AS A PALADIN

Because the standards are so high and the job so difficult, it is not unheard of for a paladin to fail, to "fall" in their job. A paladin does not get three strikes, if they fail in their virtues, they have fallen and will need to undertake a quest of redemption to regain their status. When a paladin falls, they lose all of their special abilities and protections and can no longer call on the Lord's power. Further, they will be visited by other paladins to judge their case and even if necessary execute the fallen paladin.

Falling is a matter of violating the virtues or acting in a manner of evil or hate. This is a matter of the GM's judgment, but can at times be subtle or something that can be allowed to slide. Being unwise on occasion is a natural consequence of being mortal.

With some virtues there is a measure of lenience; a character can be unjust because of a foolish moment in a small way, they can be insufficiently humble in a rash statement, or showing foolish inconsistency and a small lack of integrity can happen. It is sustained and repeated displays of this behavior which will result in a Paladin falling.

With other virtues, there is little room for failure. Being an outright coward is a matter of absolutely falling. A paladin who is forced by a magical spell to flee is one thing, but a paladin who does not want to attack that dragon eating the children because he might get burned falls that instant.

A rule of thumb is this: if a paladin is being slightly at fault due to a minor failure on occasion due to extreme stress, circumstances, or a player's lack of consistency, roll for the watched to see if the Lord notices. If this happens very often (say, more than once an adventure) then the paladin will probably get a visit from a priest or a paladin.

If the paladin is consistently and/or greatly at fault, the lord will notice, without a roll, and the paladin will immediately lose their powers and be put on notice by this that they are being hunted down by other paladins for trial and correction... or execution. So losing your temper and smacking the shopkeeper for being so obnoxious: 14- roll to see if the Lord notices and sends another paladin for a lecture. Hacking the shopkeeper's children to bits: instant loss of power and hunting begins.

A hunted paladin will be tracked down by other paladins eventually. In fact, PC paladins might be called upon to do this on occasion.

If the fallen paladin is repentant and genuinely sorrowful, they will be given a quest commensurate with their abilities, situation, and the local needs of the people to regain their status. They will not have their special abilities and blessings until they complete this quest to the satisfaction of the Lord.

All the equipment granted the paladin by the temples is stripped from them. While the paladin can get help from others, he cannot rely on the temple in any way while he is on the quest.

This quest will be one that is significantly challenging, and usually involves some kind of story moral or teaching experience for the paladin. For example, if a paladin has been arrogant, they will be given a very humbling, servile task to complete.

Upon completing this task to the Lord's satisfaction, he will send a representative to restore the paladin to his former status, with a kindly but stern suggestion he be more careful. However, the paladin will *not* be returned their former temple gear, and will have to start from the basics once more.

THE OTHER COSTS

In addition to the threat of falling as a paladin, there are other drawbacks. The paladin is unable to heal themselves with their power, although they might learn to heal others. They cannot turn away from a fight against evil or back down from evil. No paladin is ever far from being watched by the Lord, fellow paladins, or the Temples to regulate their behavior.

Paladins cannot keep any money beyond what is absolutely minimum necessary to survive. They are bound by a vow of chastity, so that they may focus on serving the Lord and not be bound to any one place. They are forbidden from owning anything but what they need to do their job as paladin. Paladins may not use ranged weapons of any kind, they must face evil up close and personal.

THE BLESSINGS

However for all that cost, there are benefits to being a paladin. They heal rapidly in holy ground, are treated with great respect by especially nobility, are often given free food and lodging because they are very safe to have around, and the temple will often give the paladin arms and armor to aid them on their task. And paladins can over time have amazing granted them by the Lord.

PALADIN PACKAGE

REQUIRED CHARACTERISTICS		
STATISTIC	MINIMUM	COST
Strength	13	3
Ego	11	1
Presence	13	3

COMPLICATIONS	
PTS	COMPLICATION
-10	Distinctive: Paladin (Easily Concealable, Reaction)
-15	Hunted: All evil 8-, More Powerful, Harshly Punish
-10	Psychological Compilation: Code of ethics Common, Moderate
-15	Watched: Temples 11-, Non combat influence, More Powerful
-20	Watched: The Lord 14-, Non combat influence, More Powerful

SKILLS AND ABILITIES	
COST	ABILITIES
2	Weapon Familiarity: Paladin Weapons
3	Riding (base roll)
2	Professional Skill: Paladin 11-
5	Paladin Training (martial arts, see below)
2	Perk: Holy Knight of the Lord
3	High Society (base roll)
3	+1 DCV vs attacks by evil
7	Regeneration 1 Body/hour in holy places

TOTAL COST: 34

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. All paladins learn at least 5 points worth of maneuvers and over time may learn more as their training advances. A fully trained paladin in all of these abilities is a fearsome opponent to face.

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: Demons and evil cults KS: Temple doctrine 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: Lance				+1: Mace +1: Offhand	

Paladin martial training is very similar to knightly training, which is no accident; many of the techniques and abilities are the same, especially for mounted combat. Paladins add a few more abilities with powerful effects, however, and further, all paladins can as they gain power begin to learn other more advanced abilities.

Some of these abilities are similar to Crimson Knight training, advanced knightly training given to elite warriors of the king and his nobles. Others are unique to the paladin and can be very powerful.

It is expensive to afford all of these abilities, but all are always available without rest, study, or readying. Some require preparation to activate, but unlike spells cannot be "forgotten" by sleep or time without use.

PALADIN SPECIAL ABILITIES

All of these abilities have 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.

Note: abilities with a 1/4 level requires prayer roll limitations are not modified by the power of the ability. They only require a straight prayer roll.

Bane of the Wicked: Greatly increases your or another's combat damage against evil creatures

Power: Aid 2d6 HKA, (only vs evil; 3 points per Damage Class) (36 active points)

Modifiers: Fades 5 point per 6 hours (+2); Extra Time Full Turn (-1/2), Requires -4 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) [+2; -2 1/2]

Cost: 10 points, END: 4

Call Destrier: Summons your warhorse (68 active points)

POWERS: Summon (168 pts) Warhorse

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

Cost: 15 points, END: 7

Call of Valor: Boosts your command ability and charisma (15 active points)

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 Ylmanita: Contact the powerful servants of the Lord for advice and information: use with hesitation and wisdom. (10 active points)

POWERS: Contact (Ylmanita) 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, END: 1

Coward's Bane: Gives you an instant counterattack without requiring any attention on your part. This only works against surprise attacks or attacks from behind the paladin. (26 active points)

Power: 1d6 HKA

Modifiers: Area Effect Surface Damage Shield (+1/4), Constant (+1/2); Requires -3 Prayer Roll (-1/2), Only to respond to back/surprise attacks (-1), Concentrate 1/2 DCV (-1/4), Subject to Lord's approval (-1/4), OIF Weapon (-1/2) [+1 1/2; -2 1/2]

Cost: 7 points, END: 3

Crimson Ward: Protects the paladin from evil (22 active points)

Power: +2 DCV; Resistant Protection 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), Costs END (-1/2), [-3 1/2]

Modifiers (DCV): Linked to Resistant Protection (-1/2) [-4]

Cost: 4 points, END: 2

Daunting Blow: Causes enemy to become worried and hesitant, weakening their accuracy. (20 active points)

POWERS: Drain 2d6 OCV

Destrier's Might: Protects and strengthens your warhorse.

POWERS: Resistant Protection 3PD, 3 ED; Aid 1 1/2d6 (+1 DCV and OCV) (35 active points)

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

MODIFIERS (Resistant Protection): Usable by other (+1/4), Linked to Aid (-1/2) [+1/4; -5 3/4]

MODIFIERS (Aid): 2 powers at once (+1/2), Fades per twenty minutes (+1 1/4); Cannot use on self (-1/2) [+1 3/4; -5 3/4]

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

Exorcise: Banishes evil creatures

POWERS: Extradimensional movement (to hell) (65 active points)

MODIFIERS: Usable as an attack (+1), Ranged (+1/2), Affects Desolidified (+1/2), ACV DMCV (+1/4); Requires -6 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) [+2 1/4; -4 3/4]

Cost: 14 points, 6 END

Folly of Cowardice: Warns you of danger and ambush

Power: Danger Sense (out of combat, +3 PER roll) (23 active points)

Modifiers: OAF Holy Symbol (-1), Subject to Lord's approval (-1/4), Only to spot ambush or backstabbers (-1/2) [-1 3/4]

Cost: 8

Greater Crimson Ward: Protects you from evil magic

Power: Damage Negation 2d6 PD, ED; Power Defense 5, Flash Defense 5 (36 active points)

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) [+1/4, -2 3/4]

Modifiers (Power and Flash Defense): Costs END (-1/2), Linked (-1/2) [+1/4; -3 3/4]

Cost: 9, END: 2 per phase

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

POWERS: Dispel 3d6 (any poison based power) (20 active points)

MODIFIERS: Any one poison (+1/4), Cumulative (+1/2), Increased maximum effect (+1/2); OAF Holy Symbol (-1), Gesture (-1/4), Requires -2 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: 4 points, END: 2

Hands of Purifying: Cures disease in the victim

POWERS: Dispel 6d6 (any disease based power) (20 active points)
 MODIFIERS: Any one disease (+1/4), Cumulative (+1/2), Increased maximum effect (+1/2); OAF Holy Symbol (-1), Gesture (-1/4), Requires -2 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: 4 points, END: 2

Heal Destrier: Heals your warhorse.

POWERS: Healing 2d6 Body and Stun (30 active points)
 MODIFIERS: Two Powers at once (+1/2), Subject to Lord's approval (-1/4), OAF Holy Symbol (-1), Requires a -3 Prayer Skill roll (-1/2), 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: Combat Skill Levels +4 OCV to block arrows (8 active points)
 Modifiers: OIF Weapon (-1/2), Subject to Lord's approval (-1/4), Costs END (-1/2) [-1 1/4]

Cost: 3, END 1

Know Evil: Sense whether a target is evil

POWERS: Detect (Evil), ranged (10 active points)
 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 (10 points)
 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 3d6 as damage (45 active points)
 MODIFIERS: Two powers at once (+1/2); 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 Full Phase focus (-3/4), Concentrate 1/2 DCV (-1/4) [+1/2; -3 1/4]

Cost: 11 points, 4 END

Lesser Consecration: Creates a holy area around the paladin

POWERS: Change Environment (holy) +1 to Prayer Rolls (5 active points)

MODIFIERS: Area Effect radius 1m (+1/4), Mobile (+1/2); 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 (-1/4) [+3/4; -2 1/2]

Cost: 1 points, 1 END

Light of the Sun: Illuminates an area with sunlight

POWERS: Change Environment (sunlight) +2 sight perception, +1 temperature level (19 active points)
 MODIFIERS: Area Effect Radius 4m (+1/4), Costs END Only to Start (+1/4); OAF Holy Symbol (-1), Subject to Lord's approval (-1/4), Side Effect Flash 4d6 sight (-1), Concentrate 1/2 DCV (-1/4), Gesture (-1/4), Incantation (-1/4), Extra Time Full phase focus (-1/2) [+1/2; -3 1/2]

Cost: 4 points, 2 END

Major Consecration: Blesses an area permanently, to be holy (undead cannot rise, becomes holy ground, demons cannot cross, etc)

POWERS: Major Transformation 1d6 area to consecrated area (20 active points)

MODIFIERS: Area Effect Radius 16m (+3/4), 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) [+1 ; -4]

Cost: 4 points, 2 END

Mark of Justice: Marks character for identification and further effects

POWERS: Cosmetic Transformation 8d6 target to target with mark (30 active points)

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: 6 points, 3 END

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

Power: HKA d6+1, +1 OCV (35 active points)

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

Modifiers (HKA): Continuous (+1/2), Requires attack roll each phase (-1/2) [+1/2; -3]

Cost: 8, END: 3

Prayer of Valor: All allies within radius gain courage, radius 4m, 2 PRE per 1 point rolled

POWERS: Boost 1 1/2d6 Presence (defensive only) (18 active points)

MODIFIERS: Area Effect Radius 4m (+1/4), Accurate Selective (+3/4); 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; -3 1/4]

Cost: 4 points, END: 2

Recall Destrier: Brings your warhorse back to life

POWERS: Healing 1/2d6, Resurrection (25 active points)

MODIFIERS: OAF Holy Symbol (-1), Requires -2 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), Only for warhorse (-1) [-5 3/4]

Cost: 4 points, END: 2

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

POWERS: Armor Piercing damage on up to 3d6 HKA; +2 OCV (21 active points)

MODIFIERS: OAF Holy Symbol (-1), Requires -2 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) [-2 3/4]

Cost: 6 points, END: 2/phase

Righteous Challenge: The Paladin challenges a foe to focus on him and fight.

POWERS: Presence +15 (15 active points)

MODIFIERS: Subject to Lord's approval (-1/4), Only for taunt (-1), Instant (-1/2), Extra Time Delayed Phase (-1/4), Costs END (-1/2) [-2 1/2]

Cost: 4 points, END: 1

Righteous Condemnation: The target enemy does less damage and is lower to hit against foes other than the paladin, both ranged and melee killing and hand-to-hand attacks. The longer they attack others, the weaker and less accurate they get, but the penalties do not apply when attacking the paladin.

POWERS: Suppress 1d6 OCV, damage from attacks (KA, normal) (35 active points)

MODIFIERS: Five powers at once (+2 1/2); Costs END to maintain (-1/2), OAF Holy Symbol (-1), Incantation (-1/4) Gesture (-1/4), Requires Prayer Skill roll (-1/4), Subject to Lord's approval (-1/4), Extra Time Full Phase focus (-1/2), Does full effect when attacking the paladin (-1/2), Concentrate 1/2 DCV (-1/4) [+2 1/2; -3 3/4]

Cost: 7 points, END: 3/phase

Righteous Focus: Choose a single target and gain greatly increased ability in combat against them. Each x pts of aid grants 1 DC and 1 OCV)

Power: Boost 2d6 (HKA, RKA, HTA, OCV; only against a single target) (36 active points)

Modifiers: Four Powers at Once (+2); Self Only (-1/2), Only vs designated target (-1/2), Costs END (-1/2), Costs END (-1/2) Extra Time full phase (-1/4), Gesture (-1/4), Incantation (-1/4), Subject to Lord's approval (-1/4), Requires -4 Prayer Roll (-1/2), OAF Holy Symbol (-1) [+2 -4 1/2]

Cost: 6, END: 4

Righteous Sacrifice: Redirects missile attacks to hit the Paladin. An attack on a target up to 8m away can be shifted to instead hit the paladin with *Righteous Sacrifice*.

POWERS: Stretching (8m), Reflection 45 pts (44 active points)

MODIFIERS: Subject to Lord's Approval (-1/4), Requires Prayer Roll (-1/4), Concentrate 1/2 DCV (-1/4), OIF weapon (-1/2), Gesture (-1/4), Incantation (-1/4) [-1 3/4]

MODIFIERS (Stretching): Invisible power effects (+1/2), Does not cross intervening space (+1/4); Linked to Reflection (-1/2), Only to reflect (-1) [+3/4; -3 1/4]

MODIFIERS (Reflection): can only reflect on to paladin (-1), Can only reflect attacks on others (-1) [-3 3/4]

Cost: 9 points, END: 4

Shield of Courage: Protects Paladin with armor that lessens based on enemy's presence. This only works for a paladin without any armor, and is intended for a stripped paladin to be able to fight (with vanity's end and nor shall my sword...)

The Resistant Protection starts at three and increases by 3 per point the paladin makes their presence roll by, to a maximum of 12. However, every point the opponent makes their presence roll by reduces the paladin's armor (-2 PD, ED for making roll, -2 for each point made by). This roll is made each attack, even if the paladin is unaware of it.

Power: Resistant Protection 12 PD, 12 ED (36 active points)

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

Cost: 7, END: 4

Smite Mine Enemies: Blasts a swath of undead with a swing of the paladin's weapon

Power: Area Effect Cone (6m) Accurate Selective on up to 3d6 HKA (45 active points)

Modifiers: Requires -4 Prayer Roll (-1/2), Gesture (-1/4), Only in service of the Lord (-1/4), No Range (-1/2), Incantation (-1/4), Subject to Lord's approval (-1/4), Delayed Reuse once per Turn

(-1/2), OIF weapon (-1/2) [-3]

Cost: 11, END: 4

Spirit's Bane: Allows the paladin 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 (30 active points)

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: Empowers the paladin's weapon to harm only creatures with a Mark of Justice on them, and they have no defenses against the *Strike of Justice*. The *Strike* is subdual, and deals no permanent damage.

POWERS: NND on up to 3d6 HKA (45 active points)

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

Cost: 14 points, 4 END

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

Power: Increased Stun multiple on up to 2D6 HKA or 6d6 HTA, reduced Penetration on same damage (24 active points)

Modifiers: OAF Holy Symbol (-1), Subject to Lord's approval (-1/4), Incantation (-1/4), Gesture (-1/4), Requires -2 Prayer Skill roll (-1/2), [-2 1/4]

Cost: 7, END: 2

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

Power: Running x4 Noncombat (12 active points)

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), Only for mount (-1) [+1/4; -3 3/4]

Cost: 2, 1 END

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

Power: Heal 1d6 Body (25 active points)

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

Cost: 6, END Cost 2

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

Power: Teleport 10m (30 active points)

Modifiers: Invisible to hearing, sight (+1/2); Incantation (-1/4), Concentrate 0 DCV (-1/2), Extra Time One Minute focus (-1 3/4), 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) [+1/2; -5 3/4]

Cost: 4, END: 3