

KNIGHTS OF THE CRIMSON

While any knight is a feared and trained warrior skilled in mounted combat and wearing heavy armor, the Knights of the Crimson Cloak (or Knights of the Crimson, as most refer to them as) are even more feared and deadly. Taking their training to new heights, these warriors are able to use weapons and mounts in ways that seem magical and incredible to the untrained.

The Crimson 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 Crimson 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. Most knights learn only a few maneuvers, some learn some special abilities, but only the most extraordinary learn many.

REQUIREMENTS

To join the Crimson Knights, a character must already be a knight of the realm have the following minimum prerequisites:

- Strength 13
- Dexterity 12
- Constitution 13
- Ego 11
- Speed 3
- Riding 13-
- OCV 5
- At least 2 points in nobility perk
- At least 10 points in Mounted Combat martial arts training

Since becoming a knight at all requires a familiarity with knightly weapons and riding at the base level, most knight characters will be close to this level of ability to begin with.

Knights of the realm are simply very low end nobility dubbed that by a royal or noble of their land for acts of heroism and honor and skill at arms and riding. They are responsible for their own training, weapons, armor, and horses, and the cost can be very high for all that.

Crimson Cloak Knights are given more extraordinary training, but at an even greater cost. For each character point learned in Crimson training, the character must pay 10 silver. This is in addition to the cost of being a knight, such as stable cost, equipment, clothing, and the trappings of status and nobility.

Knights, due to their perk, have privileges and powers that ordinary subjects of the king do not enjoy. Knights are able to kill anyone that they deem an enemy of the crown, their noble, or the concept of chivalry.

In places there is no official law or judicial system to appeal to, the knight can act as judge, jury, and even executioner if need be. They are, however, encouraged to show mercy and are monitored by their fellow knights and nobles to check their behavior. How well this works varies, and some nobles encourage more brutal behavior.

KNIGHT TRAINING

Knights are generally trained in Mounted Combat but in order to qualify for Crimson Cloak training, a knight must be quite skilled in this system.

Then, in addition to the more widely known maneuvers, Knights of the Crimson may learn additional, more powerful and varied maneuvers, as listed below.

CRIMSON KNIGHT TRAINING					
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

In addition to any martial arts maneuvers a Crimson Knight learns, they also tend to be skilled in these areas.

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, Mounted Combat, Shield, Spear, Sword)
WF: Mounted Combat
Ambidexterity
Talents:
Cleave
Combat Luck
Find Weakness
Missile Deflection
Leadership Talents
Resistance
Stances

WEAPON ELEMENTS

Swords and Horseback default
+1: Flail
+1: Mace
+1: Lance

SPECIAL ABILITIES

There are other, special abilities that Crimson Knights are able to train. However, they may only learn these abilities once they have at least 15 points in combat maneuvers from the table above, and have undergone at least one knightly quest for the Crimson Cloak Knights.

Upon completing these requirements, the character is then able to purchase any special abilities they desire. The GM may require a cost in coin as well as some time spent to learn.

Several abilities are listed with a specific device in the title such as shields or maces. Those are abilities that require and use that specific item, and cannot be used without them. There are other abilities without a specific weapon listed and they can be done without using any particular piece of equipment.

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; Resistant Protection 4 PD (19 active points)

Modifiers: Usable by one other at a time (+1/4); OIF Shield (-1/2), locks out shield block (-1/2), Instant (-1/2), Costs 2 END (-1/2) [+1/4; -2]
Modifiers (Resistant Protection): Linked to OCV (-1/2) [+1/4; -2 1/2]

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 (16 active points)

Modifiers: Only in combat (-1/2), Only in service of liege (-1), Requires Presence Roll to start (-1/4), Extra Time Full Turn (-1/2), Concentrate 1/2 DCV (-1/4) [-2 1/2]

Total Cost: 5

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 (30 active points)

Modifiers: OAF shield (-1/2), Decreased Reuse Time per turn (-1/2), Concentrate 1/2 DCV (-1/4), Instant (-1/2), costs 3 END (-1/2) [-2 1/4]

Total Cost: 9

Bulwark of Steel (shields)

Although the foes of the noble will use cowardly arrows and darts, their efforts shall never daunt the Crimson Knight.

Power: Combat Skill Levels +4 DCV vs missile attacks (12 active points)

Modifiers: OIF shield (-1/2), Requires -1 Presence roll (-1/2), Maximum 1/2 move while active (-1/4), Costs 1 END (-1/2) [-1 3/4]

Total Cost: 4

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 (10 active points)

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

Total Cost: 4

Cast Down Your Arms (swords)

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

Power: OCV +2 with disarm maneuver ; Strength +10 (12 active points)

Modifiers: OAF Sword (-1), Delayed phase focus (-1/2),

Only in a just cause (-1/4) [-1 3/4]

Modifiers (Strength): Only to disarm (-1 1/2) [-3 1/4]

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

Total Cost: 3

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 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 2d6-1 (35 active points)

Modifiers: Constant (+1/2), Area Effect Surface Damage Shield (+1/4); Only from back/surprise attacks (-1), OIF

Weapon (-1/2) Concentrate 1/2 DCV (-1/4), Extra Time Full Phase focus (-1/2), Requires Presence Roll (-1/4) [+3/4; -2 1/2]

Total Cost: 10

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: Dispel 10d6 body (30 active points)

Modifiers: OAF Mace (-1), No Range (-1/2), Only vs

weapons and equipment, small inanimate objects (-1),

Concentrate 1/2 DCV (-1/4), Extra Time delayed phase focus (-1/2)

[-3 1/4]

Total Cost: 7

Curving Strike (flails)

The knight's opponent will soon learn that they must be fully armored or face certain disaster.

Power: Indirect (same starting point, same direction) with up to 45 active points HKA (11 active points)

Modifiers: OIF flail (-1/2), Requires -1 Presence roll (-1/2),

Extra Time delayed phase (-1/4) [-1 1/4]

Total Cost: 5

Destrier Seat (mount)

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 (15 active points)

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

DCV (-1/4), OIF Mount (-1/2) [-1 3/4]

Total Cost: 5

Dragon Defiance (shield)

The dragon is fierce and daunting, but a knight need not fear its mighty breath as long as he keeps his shield and courage.

Power: Resistant Protection 16 ED (24 active points)

Modifiers: OIF weapon (-1/2), Only vs area effect attacks

(-1), Concentrate 1/2 DCV (-1/4), Cannot move full phase

(-1/4), Instant (-1/2) [-3 1/2]

Total Cost: 5

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-) (15 active points)

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

centrate 1/2 DCV to start (-1/4), Only to spot ambush or

backstabbers (-1/2) [-1 1/4]

Total Cost: 17

Great Cleave (weapon)

All who stand before the knight must respect his might at arms. With a single swing, the knight is able to strike many foes on the battlefield with ease.

Power: Area Effect any (3 meters in front of knight) on up to 45 active points of HKA (11 active points)

Modifiers: OIF Weapon (-1/2), Extra Time Delayed Phase

(-1/4), Concentrate 1/2 DCV (-1/4), Costs x2 END (2+STR)

(-1/2) [-1 1/4]

Total Cost: 4

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: Combat Skill Levels +4 OCV block missile attacks (12 active points)

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

Total Cost: 6

Hurl Down (spears)

Enemies of the knight are soon cast down in defeat and forced to face their own humility.

Power: Combat Skill Levels +2 OCV with throw maneuver, Strength +10 (14 active points)

Modifiers: OIF spear (-1/2), Requires -1 Presence roll (-1/2), Extra Time delayed phase (-1/4) [-2 1/2]

Modifiers (Strength): Only for throw (-1) [-3 1/2]

Modifiers (Skill Levels): Linked to Strength (-1/2) [-3]

Total Cost: 2

Knight's Charge (lances)

Many may joust, but a Crimson 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 (15 active points)

Modifiers: OIF Lance (-1), Concentrate 1/2 DCV (-1/4),

Only to Unhorse (-1 1/2) [-2 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: Resistant Protection 8 PD, 6 ED (26 active points)

Modifiers: Usable by one other, must stay adjacent (+1/4);

Defenses max of Knight's armor (-1/2), Side Effect knight suffers attack that hits person protected (but gets defenses)

(-1/2), Concentrate 1/2 DCV (-1/4), Costs END (-1/2), Gestures (-1/4) [+1/4; -2]

Total Cost: 9

Proper Deference (maces)

The Crimson Knight will be shown *Proper Deference* by their foes, even if it must be compelled by the might of arms.

Power: Does knockback on up to 45 active points of HKA (11 active points)

Modifiers: OIF mace (-1/2), Concentrate 1/2 DCV (-1/4),

Incantation (-1/4), Requires -1 Presence roll (-1/2) [-1 1/2]

Total Cost: 4

Respectful Distance (spears)

Some will refuse to show the proper respect for the knight's honor, and must be shown their error.

Power: Strength +15 (15 active points)

Modifiers: OIF spear (-1/2), Requires -1 Presence roll (-1/2), Extra Time delayed phase (-1/4), Incantation (-1/4),

Only to shove target (-1) [-2 1/2]

Total Cost: 4

Sanguine Strike (swords)

The knight reaches out with his blade and strikes, not merely to wound but to cause a foe weakness. Bleeding, the target must surely submit, or perish.

Power: Blast 1d6 (vs PD) (26 active points)

Modifiers: NND (does not bleed) (+1), does Body damage (+1), Damage Over Time 8 increments 3 segments apart, cannot stack (+2 1/4); OIF Sword (-1/2), Concentrate 1/2 DCV (-1/4), Linked to weapon attack (-1/2), Requires -3 Presence roll (-1/2) [+4 1/4; -2 1/4]

Total Cost: 8

Severance Strike (maces)

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 1d6, 2 PD, ED (34 active points)

Modifiers: Attack vs CON, not STR (+1/2), Fully transparent to attacks (+3/4); OIF Mace (-1/2), No Range (-1/2), Delayed phase focus (-1/2), Concentrate 1/2 DCV (-1/4), Single Limb (-1), Requires Presence Roll (-1/4) [+1 1/4; -3]

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 (19 active points)

Modifiers: Does Knockback (+1/4); OIF Shield (-1/2), Concentrate 1/2 DCV (-1/4), Does no damage (-1), Only for knockdown (-1) [+1/4; -2 3/4]

Total Cost: 5

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, all shall kneel.

Power: Increased Stun Multiplier +1 on up to 45 pts HKA (11 active points)

Modifiers: OAF Mace (-1), Only to stun, not KO (-1),

Weapon does no damage (-½), Delayed phase focus (-½),

Requires -1 Presence Roll (-½) [-3 ½]

Total Cost: 2

The individual knight is encouraged to develop and experiment with new techniques and special abilities, which he will be expected to share with his teachers and other knights—preferably in honorable combat.

THE CODE OF CHIVALRY

All knights are called to live by a code, a Psychological Complication which limits their actions and behavior, in theory, to an ideal. The Code of Chivalry varies in its point value, based on how seriously the knight takes the code and how often they believe it applies.

This code of Chivalry is often expressed in the term of ten laws or commandments:

1. Thou shalt follow the teachings and righteousness of the Lord.
2. Thou shalt do justice and love mercy.
3. Thou shalt defend the weak and the helpless.
4. Thou shalt love the country in the which thou wast born.
5. Thou shalt not recoil before thine enemy.
6. Thou shalt make war against evil without cessation, and without mercy.
7. Thou shalt obey thy liege lord, if they be not contrary to the righteousness of the Lord.
8. Thou shalt never lie, and shall remain faithful to thy pledged word.
9. Thou shalt be generous, and give largess to everyone.
10. Thou shalt be humble and polite to even the meanest and lowest of mankind.

Now ideally this is what all knights live by, but not all do, and since they are largely above the law, they can get away with it a long time, especially if they can defeat other knights trying to stop them.

Of course, there are paladins in the world, who are even more powerful than knights, and they will most certainly be hunting down a rapacious, evil, and unchivalrous lout.