

PALADIN

Paladins are noble warriors dedicated to the powers of the Divine. Unlike Priests, Paladins do not necessarily have a specific Divine Patron; they are more dedicated to the gods in general. While a Paladin often follows a code of honor similar to that of a stereotypical knight in shining armor, they need not look that way, and need not be heavily armored cavalry.

Prime Requisite: Might and Faith. Paladins are *double-classed* (see below) and their highest and second highest attributes need to be Might and/or Faith.

Gender restrictions: None

Basic hits: 12

Special ability: Paladins, trained at fighting the unnatural, add their Might bonus to damage done towards Animates and Spirits, regardless of whether this is a melee or missile attack. This does not enable them to hit creatures that are Insubstantial, however.

Their dedication gives Paladins a certain kind of charismatic presence. Because of that, a Paladin adds his Faith bonus to his First Reaction rolls, and to all attempts at influencing people. "Good" beings are in awe of him, and "bad" beings are scared of him, with the same general result. Furthermore, a Paladin is allowed to have Retainers, just like Noble or Priest, although they are required to follow the Paladin's code of honor (see below) at all times, or the Paladin suffers the consequences.

Paladins work a special kind of holy magic, known as Virtuous Powers, described below.

Paladins have a code of honor that, basically, forbids them three things and requires them to do three things. These are the things he cannot do:

1. A Paladin may not be cruel. He cannot torture an enemy, for instance, not even for information; he is simply forbidden to cause pain or discomfort, even to evil beings, just for the sake of pain. He cannot harm innocents. "Harm" includes stealing from, bullying and deceiving. Note that marauding monsters, robbers, tyrants and the soldiers of invading armies aren't "innocents".
2. A Paladin may not be greedy. He may not own more than he and his horse can carry, and have to donate 90% of all the treasure he gets to a worthy cause (a temple, an orphanage, a poor widow, etc.) The other PCs are never a "worthy cause"... He may never enter a sortie or quest just because of a material reward.
3. A Paladin may not be false. He may not lie and must keep his word, although he may state that he cannot tell – he cannot omit the truth as a ruse, but must say straight out that he cannot tell the truth because it would harm people, so he will simply be silent. He is perfectly allowed to use stealth, trickery in combat or strategies of war – but he isn't allowed to lie socially. Lying in ambush is not being false; bearing a flag of truce when you intend to kill someone isn't.

These are the things he must do:

1. A Paladin must heed a call for help. He is perfectly allowed to ignore it if he is doing something more important at the time, but then he must at least check back later to see if the help-seeking person is OK.
2. A Paladin must obey the Proper Authorities. These include local rulers, various Priests and, of course, deities. This includes upholding the law, but if Authorities themselves are acting against a Paladin's code, he doesn't need to obey them – tyrants, fanatic lunatics and sybarite parasites aren't *proper* Authorities, and the Paladin is perfectly allowed to tell them go stuff themselves, or even work against them directly.
3. A Paladin must act prudently. Sure, especially if he has low Wits, a Paladin might be deceived, but he must consider his duties and code in the light of reality and at least *try*. For instance, he is obligated to check out whether the band of marauding monsters he is sent out to kill actually *are* marauding monsters and not just some odd Folk passing by; if the orders of Authority seems to go against human decency or his other obligations, he has to question them.

If a Paladin breaks his code in a minor way, he loses 1 to 3 points of Faith. These can be restored by doing penance; penance is derived from having a Priest, Oracle or similar authority divine what is best. If he breaks his code in a major way, he loses 1/3 of his Faith. This can only be restored by Divine Intervention.

If a Paladin's Faith is reduced below 13+, he cannot use his Virtuous Gifts. If it becomes 8 or lower, he gains a penalty to his Luck modifier equal to his Faith mod.

There are stories about Anti-Paladins; these, however, will be told another time!

Level Advancement : Every level after the first, a Paladin gains the following benefits : Hits +2, Danger Evasion +1, Mystic Fortitude +2, Physical Endurance +1¹. A Paladin is *double-classed*. He is both a Warrior and a Magician, and need to gain the suitable amount of both Glory and Wisdom to increase one level. For instance, to become a 2nd level Paladin, a character need to accumulate 1000 Glory and 1000 Wisdom. If a deed (such as slaying a monster) gives both Glory and Wisdom, the Paladin gains both.

Equipment: One melee weapon, shield or one missile weapon with ammunition or three throwing weapons, armor, helmet, mount.

Starting Wealth: 3d6 silver pieces

VIRTUOUS POWERS

A Paladin's sacred magic has power based on his Faith. Each use of one of his Powers costs 1d6 Power Points, as per the usual rules. He has 4 points less Power than a normal Magician of his level, and so starts out with 5 + his Faith bonus Power Points. A Paladin regains 1d6 Power Points each dawn if he spends an hour in prayer and contemplation; he gains just a single point of Power if he cannot do that for some reason.

Level 1: Divine Grace

The Paladin becomes protected by divine grace, and hence becomes very lucky. He adds his Faith mod to his Luck mod for all purposes. The Power remains in effect for his level minutes.

Level 2: Inviolable Body

The Paladin becomes immune to poison, disease, fatigue, hunger, thirst, Life Drain, paralysis and petrification. If he suffers from any of these conditions, they end at once if he rolls under his Faith bonus on 1d10 (one roll per condition). He doesn't regain any lost hit points. The Power remains in effect for his level minutes.

Level 3: Holy Smite

The Paladin's weapon becomes imbued with holy energy. Any successful hit causes his Faith bonus extra hits. This can damage insubstantial beings, but they only take the holy energy damage. The Power remains in effect for his level rounds, or until the first hit if the Paladin is using a missile weapon if using the Power (because it is the *missile* that gets imbued by holy energy). Any Mythic Weapon is unaffected by this magic.

Level 4: Sacred Health

The Paladin starts to regenerate (as the creature ability) his Faith bonus hits every round. The Power remains in effect for his level minutes. If he is reduced to 0 Hits, he dies as usual.

Level 5: Divine Aura

The Paladin is surrounded with an aura with a radius equal to his Faith bonus x 10 feet. He becomes Fearsome to all opponents within the Aura at its time of manifestation. All Henchmen within the aura when the Power is used will automatically make every Loyalty check they have to make, as long as they don't leave the Aura. Furthermore, if he uses any Virtuous Power of level 1-4 while the Aura is up, it affects all Followers or Retainers (but not Mercenaries) within the Aura until they leave. However, their Faith bonus is considered to be 0 for Normal Henchmen, +1 for Seasoned Henchmen and +2 for Elite Henchmen, meaning that some Virtuous Powers may have no effect on them. The Power remains in effect for one hour.

Level 6: Sacred Avatar

This Power is the Paladin's equivalent of Divine Intervention. Unlike other Virtuous Powers, it costs all the Paladin's remaining Power Points, no matter how few or many, but it can be used even if has just a single one left. However, if he has less than 10 left, he must roll under the amount left with 1d10 for the Power to work; otherwise, he ends up with 0 Power Points and none the wiser.

When a Sacred Avatar, part of a Being of Holiness (if not an actual deity) fills the Paladin. While this is the case, he *cannot* break his code; it is physically impossible for him to do so. All Virtuous Powers of level 1-5 activate at once. The Paladin *grows* to Large Size, with all the concurrent effects; all the equipment he is carrying grows

¹ If this rule is used.

with him. His Might counts as 20 for all purposes. He causes 2d6 damage with his attacks, plus the effects of Holy Smite. His Hits double. His base Movement becomes 180 feet. His EDC is reduced by 2 against missiles. His unarmed attack gains a Reach of I and causes normal damage. If he Grapples someone, he may make a Crushing Attack (Bear Hug) the next round, which causes 2d6 hits (no bonus from Holy Smite).

The Power remains in effect for 1 minute. After that, the Paladin collapses for 1d6 hours and cannot be woken unless with Divine Intervention. His current Hits are halved. All non-Mythic equipment he was using falls to pieces and is completely destroyed from the strain. Being possessed by the Divine is immensely strenuous and causes the permanent loss of (roll 1d6): 1. 1d6 points of Might, 2. 1d6 points of Skill, 3. 1d6 points of Wits, 4. 1d6 points of Luck, 5. 1d6 points of Grace, 6. 1 point each from Might, Skill, Wits, Luck and Grace.