

Paladin- Most righteous of heroes, their courage is known to all and make natural leaders.

Rally (Social)

L1- Brotherhood- All paladins are part of a brotherhood, swearing allegiance to their fellows in arms against the forces of evil.

They watch each others backs when able and rendering what aid they can by action or council. In most populated areas there are safe houses where the paladin can go to find their comrades if needed. Generally paladins will only help each other indirectly (providing a safe haven, advice, etc) unless there is an especially great evil about. Favors from other paladins can't be for personal advancement and if asked for help by a fellow paladin, the character should give it.

Shelter- The paladin is a servant of the people and is welcomed by most households. When traveling through strange lands the people of villages and cities will recognize the noble nature of the paladin and often offer them shelter free of charge as well as any food or services they can. Once in a while the villagers may ask the paladin for help (usually, taking care of some sort of evil presence). If they do, the paladin should try to oblige.

L5- Apprentice- The player can design a new level one character to be played with the paladin. This is played just like a second character except that it gets the same amount of experience as the paladin, may only be played on quests with the paladin, and can't have an apprentice of their own (if they're another paladin). If the paladin permanently dies or the player wishes, this character may separated from the paladin and played on its own. But if so, it can no longer go on quests with the paladin as an apprentice and the paladin may make a new level one apprentice.

Calming Presence- The very presence of the paladin calms the nerves and arouses courage in their friends and allies. As long as the paladin is able to act (not unconscious or dead) they will raise the willpower rolls of their companions by a third of their social roll. This doesn't apply to the paladin themselves.

L10- Recruit- When in populated areas the paladin is able to use their charisma to draw allies to work with them for a job or quest. These characters join either because of the paladin's personal magnetism or because they feel strongly about the paladin's cause. Either way, they won't demand payment and are very loosely under the paladin's command. Depending on how sparse the population is it may take anywhere from days to weeks to collect a group. The game master decides what sort of equipment fighters use as well as the magic types of spell casters.

The maximum level of the recruited characters is the paladin's level minus ten (they may still initially recruit level ones). To figure what sort of characters join the paladin the game master first sets a difficulty. This is based on how hard it is to find people willing to help as well as the paladin's popularity. The paladin then rolls their social skill and subtracts the difficulty. Half of the remainder is the total level of fighters and spell casters that join the paladin (they may have any number of allies as long as their total level doesn't exceed this).

At level twenty three the allies that the paladin recruit have a class and the abilities that come with them. Warrior classes are assigned to fighters and wizards to spell casters. Generally the paladin won't recruit necromancers, maguses, and other workers of evil.

Fighters		Spell Casters
Combat: 1d6 / Lev	Disciplines:	Magic: 1d6+4 / 2 Lev
Strength: 1d4 / 2 Lev	L1-5: Weapon Proficiency 1-5	Strength: 1d4 / 5 Lev
Other Stats: 1d6 / 3 Lev	L6-10: Weapon Specialization 1-5	Knowledge Subskills: 1d6 / 2 Lev
Defense: 5 x Lev	L11-13: Cooperative Attack 1-3	Other Stats: 1d6 / 3 Lev
Vitality: 10 x Lev	L14-15: Surround 1-2	Defense: 2 x Lev
		Vitality: 6 x Lev
		Mana: 8 x Lev
		Spells: 1 Order / 2 Lev

Martyrdom- If the paladin is intentionally and permanently killed in a noble cause those responsible for his death will be hunted by commoners, soldiers, and other paladins until they are dead. The higher the level of the paladin, the better the hunters. If possible, hunters will capture the culprit to be publicly tortured before being executed. If the culprit manage to survive for a fifth of the dead paladin's level in quests (most likely either by negotiations or killings of the hunters) then they will be left alone.

L15- Friendship- The paladin can have a permanent NPC friend and ally that stay with them between quests. They are much more loyal to the paladin than recruited followers, generally able to be directed by the player like their own character (unless they are separated from the paladin). They won't do things out of their character, and may leave if they wish.

These allies are gained by speaking in earnest conversation with an NPC that is open to friendship. They should either be of the good or neutral alignment and can't be of a higher level than the paladin. The paladin requires a social roll of three times the character's level. If successful, then the game master determines the stats, abilities, and equipment of the ally.

At levels eighteen, twenty one, and twenty four the paladin can gain additional allies. If replacing a lost ally or getting a new one, the required social per level is one higher than the previous time (so four times the level for the second ally, five times the level for the third, etc).

Morale- The paladin knows how to inspire their allies in combat, making them better fighters. All allies receive a **morale** bonus

of up to the paladin's level, depending on how favorably the fight is going (this is determined by the game master). Full bonus is rewarded for a feeling of certain victory (no doubt). This doesn't apply to the paladin themselves.

L20- Unite- The paladin is able to spurn the masses into action, starting large movements like rebellions or controlling a mob.

The people won't join any cause that isn't both noble and clearly in their best interest. Generally groups are short lived and dispersed easily if they feel like staying with the paladin is too dangerous compared to the benefits. The sorts of things that this might be used for is collecting a hoard to swarm a local dark wizard, or recruiting villagers to ambush an approaching evil enemy. This can also be used for non-combative things like constructing barricades for a town or rescuing nearby villagers.

Convert- There's a chance that, if spoken with, the paladin's enemies may chose not to fight or even join them. This requires that those enemies are willing to hear the paladin out, giving them a chance of not being an enemy. This doesn't have any effect with anyone or anything that can't understand what the paladin says. There is a percentage change of their choosing not to be hostile equal to the character's ALI. Add 25% if the paladin has a clear advantage, and subtract 25% if they are clearly at the disadvantage. If they chose not to fight, the paladin rolls their social. This minus double the character's level is the percentage chance that they will aid the paladin. If the enemy choses not to fight the paladin must not show any aggression toward them, and restrain allies if they try to attack.

Aura (Light Magic (Charm))

Paladins are able to craft their magical abilities to weave a field of magic around themselves and their allies, aiding skill or strength. All auras have a range equal to their level in yards, strengthening anyone the paladin wishes. This costs an amount of mana each round equal to a tenth of the light magic's roll plus a fifth of the paladin's level (round down). This takes little concentration, leaving the paladin still able to fight. The paladin may only use one aura at a time, but if multiple paladins are present then the auras may layer.

L3- Aura of Precision- Magic guides weapons to strike where they're needed. This increases the accuracy of attacks by half the light magic (charm) roll. This also increases the critical range by a fifth of the paladin's level (round down).

L7- Aura of Protection- A layer of protection is woven around those effected, protecting them from harm. This reduces damage dealt by a third the light magic (charm) roll. This also improves their magic resistance a percent equal to the paladin's level.

L12- Aura of Might- Weapons glow in a pale light, strengthened with a percent bonus to their damage equal to the light magic (charm) roll. Attacks made under this aura are especially devastating against evil, for when it would be beneficial the aura converts four times the paladin's level of percent of the damage to be **holy damage** (at most a hundred percent).

L17- Aura of Retribution- This returns part of the damage that's dealt to those the aura effects if the attacker is within the range of the aura. This either **respites (third of the light magic (charms) roll in percent)** the original attack with defense applied, or it **respites** the damage done without defense applied (the paladin decides).

L22- Aura of Invulnerability- This frees those it effects from the fear of being harmed, granting them **invulnerability**. Unlike the other auras, the cost for this is set at twenty five mana each round and the range is set at ten yards.