

PALADINS OF THE NORTH



To our newest Paladin,

So, you have decided to answer our most sacred call? Are you willing to train yourself to master both the physical and religious arts necessary to join our order? Are you willing to dedicate your life to this cause? Very well, let us begin.

Vows

The exact words of the vows we follow are between ourselves and our Gods, ourselves and the heads of our Orders, or kept solely in our own hearts, but these are the truths to which we hold dear: to defend those of our faith, to the death if it is needed; to assist those who ally themselves with our Path; to protect the weak from the strong; and to be chivalrous to all regardless of who they might be.

Skills

As a Paladin we will train you as a knight of your faith. This means a rigorous regime of physical training with our weapon-masters as well as theological training with monks and scholars.

In combination with this you will be able to call upon your faith to shield your mind, making your courage unbreakable in the heat of battle.

When you join our order, your weapon will be dedicated to your Path. Keep it safe, for it is your best ally in the fight against those who would cause harm. As your strength and skill increases, it becomes more powerful, a shining beacon of your faith.

Finally your faith can heal the sick and injured. Once daily you will be able to perform the rite of 'lay on hands' to keep yourself or others strong.

Together in Faith

The Paladin orders may vary in how we interpret our oaths, but all keep them at all times. We know that these vows can be a trail, but your order and all Paladins go with you in your duty.

I look forward to seeing you in our halls,

Paladin Catherine

OOC: Playing a Paladin

You can find out the details of being in the Paladins on the website:

Player Rules > The Kingdom > Guilds > Paladins

The Paladins are religious warriors of morally “good” faith. They seek to uphold honour, justice and law wherever they go.

The Paladins accept people from all walks of life. Anyone who comes to their door having felt “the calling”, a spiritual urge to fight in the defense of others as a Paladin, will be trained by them. As such Paladins include nobles and commoners alike as well as those who found their calling through faith or through personal suffering.

A Paladin is designed to be as close as the system comes to a one person army. Between their strong warrior skills keeping their armour and damage high and religious castings to augment this and their allies, Paladins are usually found on the front line. As a Paladin you can usually slog it out with your fellow fighters as well as having a few tricks up your sleeves should you face a particularly potent enemy. One of the bonuses of the Paladins is the ‘Paladin weapon’ - a dedicated weapon that not only has an innate miracle of your character’s Path automatically embedded into it, but improves into a better weapon as they progress in the Guild.

However, all good things come at a cost. Paladins have a very strong moral code that they must uphold at all times. There is a little bit of wiggle-room, for example if an enemy of your path is considered weak then you will probably not be challenged if you chose to kill them. Your oaths will dictate your roleplay at times, which is something to be aware of when choosing to play a Paladin.

The Paladins require no additional information beyond that found in the setting introduction.