

TORCHBEARER

The Paladin

Level 1

Paladin: The paladin can wear any armor and use a helmet and shield. You can use any weapon except bow and crossbow. In addition, you must be Lawful. If your alignment should ever change (except in the case of the Reaver level benefit), all level benefits are lost and the paladin becomes a warrior of the same level (choose appropriate warrior level benefits).

Lastly, a paladin must remain strictly disciplined. Health cannot advance higher than Will. If enough tests are earned to advance Health over Will, the player must wait until Will advances first. If Will is ever reduced due to injury or sickness, Health cannot advance further until Will catches up.

Level 2

Vow to the Lords of Justice: The first lesson one learns when one takes the holy orders is to sense evil in the hearts of others. Make a Will test versus the target's Nature. If successful, the GM reveals one of the following: alignment, an evil trait or the last evil deed committed by the target. This test costs a turn like any other normal test.

Armored: You've trained in heavy armor. Armor and shields do not count as a factor for recovery from exhausted if you choose this level benefit.

Level 3

Stubborn: You're always last out of a fight. If your hit points are depleted to zero, instead reduce them to 1 and deduct the remainder of the damage from another player (or players) of your choice.

If there is another character with this benefit, the higher level character goes out last. If you are the same level, the higher Fighter skill goes last. If you have the same level and skill, the highest Nature goes last. If you're exactly the same in all respects, work it out yourselves.

Vow to the Lords of Hunger: When made hungry and thirsty, the paladin may choose to instead take the angry condition. If already angry, then the paladin is made hungry and thirsty.

Level 4

Vow to the Lords of Healing and Fire: By laying hands on the sick or afraid, the paladin grants the unfortunate soul a free recovery test (for the afraid or sick conditions). The power can only be used once per camp or town phase and must abide by standard recovery rules.

Vow to the Lords of Light and Darkness: With a supplication to the great lords of light and dark, you cause your weapon to glow with a holy dweomer. The glow provides light as a torch and lasts for three turns. This light can only be doused if your faith, resolve or vows waver. Can be used once per adventure phase.



Level 5

Chevalier: The paladin's order bestows a fiery, puissant warhorse upon the holy warrior. The horse is Nature 7 with the descriptor *Tireless Pursuit*. It also has Steel Hooves (+1s Attack) which can be equipped as a weapon in kill, capture and drive off conflicts. If the warhorse is killed or lost, the paladin must quest for another.

Vow to the Lord of Peace and Serenity: If made afraid by the forces of darkness and chaos, you may pray to the Lord of Peace and Serenity to overcome your fear. You may attempt to recover from the afraid condition during the adventure phase. This recovery test costs a turn.

Level 6

Righteous Fury: If angry and contesting with the forces of darkness, +1s to all actions in conflicts.

Vow to the Lords of Hell: Your holy symbol acts as a weapon in banish or abjure conflicts against demons or other creatures of chaos: +1D Attack, +1s Maneuver.

Level 7

Armor of Faith: -1s to all harmful spells and prayers targeting you.

Vow of the Lords of Sickness and Health: You cannot be made sick.

Level 8

Demon Slayer: Increase might by 1 when fighting demons, spirits or otherworldly forces of darkness and chaos.

Vow to the Lady of Battle: Increase your rank cap for Fighter and Commander skills from 6 to 7. You may advance Fighter and Commander to rank 7 as per the standard advancement rules with seven successful and six failed tests.

Level 9

Heroic Ability: Choose Fighter, Rider, Commander or Healer. The chosen skill becomes "heroic." When rolling this skill, 3-6 indicates a success (rather than the standard 4-6).

Transformed: Change one Nature descriptor to one of the following: questing, judging or slaying.

Level 10

Reaver: Bearing witness to so much hypocrisy and corruption in the hearts of the men and women of this land has scarred the paladin so deeply that faith and humility have turned to wrath and scorn. Change your alignment to Chaos. Invert all vows so they favor darkness and chaos and harm the forces of Law.

Holy Avenger: Your sword becomes imbued with your puissance and fury. Name your weapon, and so long as you wield it, it grants +1 Might (in general) and +1s to one action type of your choice in kill, drive off and battle conflicts (choose now). It also grants +1D to all Oratory tests and any other test in which you're leveraging your status to motivate the Lawful to act.

Upon your death, if the sword is interred with you (and left for a suitable period), it retains its magic. It can be left with you until it's needed in the future, or stolen by the less scrupulous. It can only be wielded by those aligned with Law. If grasped by the forces of Chaos, the sword causes an injury and is dropped.

Level	Fate	Persona	Paladin	
1	0	0	Paladin	
2	3	3	Vow to Justice	Armored
3	7	6	Stubborn	Vow to Hunger
4	14	9	Vow to Fire	Vow to Light
5	22	12	Chevalier	Vow to Peace
6	31	16	Righteous Fury	Vow to Hell
7	41	20	Armor of Faith	Vow to Sickness
8	52	24	Demon Slayer	Vow to Battle
9	64	28	Heroic Ability	Transformed
10	77	32	Reaver	Holy Avenger