



Berethenu Knights

Berethenu Magic (a Divine Magic) is a spiritual belief that creates a bond between the caster and his deity. Since the magic is granted through prayer, the mage does not require components to manipulate spells nor does he suffer the harmful side effects abundant in Pagan Magic. Although immune to the dangers of magic, a character that becomes a Berethenu Knight (as a warrior of this magic is called) must dedicate his life to the beliefs and codes of the religion. Furthermore, these disciplines must be followed precisely or else all spell ability is lost until penance can be attained.

The three main principles of Berethenu (Poverty, Self-sacrifice, and Honor), while just and moral, are difficult to follow. First, the Knight must swear to donate portions of his wealth to an appropriate institution. At low levels, this is equal to only a small percentage of his monetary assets. As the cavalier advances in level, however, these donations become more generous. Eventually the character is unable to amass any significant personal wealth. Donations are given to places of healing, orphanages, or other worthy charities. It is not uncommon to find a Knight sponsoring a certain household or group. However, the cause must be a valid and deserving one. The following table illustrates the donation percentages that must be adhered to.

LEVEL	TITHING %
1	10%
2	20%
3	30%
4	40%
5	50%
6	60%
7	70%
8	80%

Self-sacrifice is a difficult challenge for the would-be Berethenu Knight. The character must travel about healing the wounded, tending to the sick and defending the helpless. He may not ask for (or receive) payment for his services other than food, lodging, and other minor necessities. This discipline is a cornerstone of the Berethenu religion. A Knight must be willing to sacrifice his own life to defend others. In order to accommodate this, Berethenu will convert a Knight's personal Hit Points into Spell Points. The ratio of exchange is determined by the character's level in the magic. It must be noted that Hit Points exchanged into Spell Points may not be healed through any method other than rest due to the spiritual nature of this undertaking.

LEVEL	HIT POINTS	SPELL POINTS
1	12	7
2	11	7
3	10	7
4	9	7
5	8	7
6	7	7
7	6	7
8	5	7

The last principle in this religion is Honor. As a character attains higher level, the Knight is obligated to maintain a certain conduct both in combat and in his personal relations. These disciplines affect his skills, the type of armor he can wear and, at high levels, even the actions of his companions. The following table shows the codes of conduct to which a Berethenu Knight agrees to commit himself:

LEVEL	PROHIBITED ACTION
1	May not wear Plate mail. May not strike an opponent from behind. This does not prohibit the Knight from attacking a creature from the side (DV2).
2	May not wear Banded armor. May not strike an opponent from the side. All melee attacks must be made against the target's DVI.
3	May not wear Chain mail. Prohibited from using the <i>Weapon Stomp</i> skill in combat. Furthermore, the Knight is prohibited from attacking unarmed humanoids.
4	May not wear Ring mail. Prohibited from using the <i>Final Blow</i> skill in combat. Knights must show utmost respect for the deceased. Under no circumstances will the Knight defile, deface or plunder tombs or other religious burial sites. The Knight can keep no more than 100 gold coins in his possession.
5	May not wear Studded leather armor. Prohibited from using the <i>Assassination</i> skills. In addition, the Knight is prohibited from using missile weapons against enemies. Combat can only be fought with melee weapons. The Knight cannot accept payment for deeds performed. Any money earned from such endeavors will be donated to a noble cause or charity.
6	May not wear Leather armor. Prohibited from healing anyone (including friends) who use the <i>Final Blow</i> or <i>Assassination</i> skill until they make amends. This can be done through donating wealth or time to charities. In addition, the Knight can keep no more than 50 gold coins in his possession.
7	May not wear Padded armor. Unable to protect or heal anyone (including friends) who defile, deface or steal from burial sites or otherwise religious areas until the items are returned. In addition, the Knight must donate no less than 30 days a year to wandering the lands healing those in need. During this time, the character can not accept payment other than food and lodging for his actions.
8	May not use Shields. Besides donating no less than 60 days a year to the healing of the wounded and afflicted, a Knight is obligated to defend those in need. This oath surpasses personal safety and the Knight is bound to this task until it is complete, whether battling a monster that is threatening an area, or riding with an army against a superior enemy. He is unable to travel or even associate with characters that lack morals, ethics or honor. The actions of his companions are closely monitored to ensure the utmost of integrity is maintained.

Unlike Pagan Magic, a Berethenu Knight may only attempt to learn spells that are equal to or lower than his current *Magic* skill level as Berethenu must deem the Knight worthy before granting him spells. For example, a 2nd level Berethenu Knight can only learn 1st and 2nd level spells.

When learning Attack or Creation Magic, a character may place additional skill slots into the *Magic* skill. Berethenu Knights are prohibited from investing more than 10 skill slots in Divine Magic. In order to gain modifiers to the schematic tables, a character must advance levels in Berethenu Magic. Each time the character advances a level he automatically adds one skill slot to his *Magic* skill. Since these slots are granted through spiritual guidance, they do not require the deduction of skill slots from the character's maximum number. In addition, it gives the character a +1 modifier (per level after 1st) toward all future spell attempts. For example, a 4th level Berethenu Knight receives a +3 modifier to divide among his schematic rolls.

Knights of Berethenu must undergo a one year probation period, during which they must prove their worthiness to Berethenu in order to receive the blessing of Divine Magic. During this year, the character must wander the lands and display the three fundamental principles of the religion (Poverty, Self-sacrifice, and Honor). Providing these beliefs are upheld for the duration, the character is granted the *Magic* skill. Because of the moral disciplines necessary to become a Berethenu Knight, very few characters are able to achieve high level. When one of the codes is broken, all spell ability is stripped from the character until he repents. Forgiveness can be achieved through religious quests, heroic deeds and other noble acts. Keep in mind, even the smallest infraction will strip a Knight of his powers, though the type of penance required is appropriate to the indiscretion.

Although the probationary period applies to all Knights, the Referee may allow a Player to generate a Berethenu Knight that has already passed the trials. In this manner, a Player can generate a Knight character without having to spend one gaming year proving his worth.