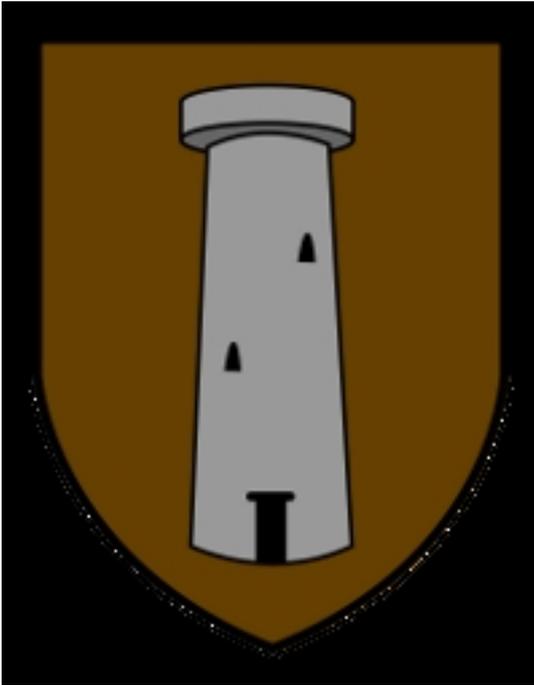


## Information



A stated member of the Knights Martial is known as a Spiritual Warrior.

- Marshall
- Adjutant

## Background

The Knights Martial are an Order dedicated to the Neutral Sphere. They hold physical prowess and spiritual strength in equal regard.

## Notable Guildmembers

Sir Narnia

## Requirements to Join

A Spiritual Warrior of the Knights Martial is expected to keep to a strict code of conduct in order to be considered worthy of continued training.

## The Code of the Knights Martial

- Be an armoured backbone for Valley groups
  - Provide an example of unyielding courage in battle
  - Serve the people of the Valley
  - Respect for all Peers and equals
  - Honour to all above your station
  - Military prowess exercised in service to your Order
  - Never betray your word of Honour
  - Defence of any charge to the utmost
  - No honour in attacking an unarmed opponent (this does not include one disarmed during combat)
  - Death before dishonour
  - Reveal your Order to those who might understand the import
  - Receive and give hospitality to other Knights
  - Noble service cheerfully rendered
  - Avoid war/opposition becoming a personal vendetta whenever possible even in conflict
- can we have respect for our foes.
- Obey the codes of war amongst the Chivalric (things like the release of bodies after death and the granting of ransom)

### Words to Live by:

Honour, Bravery, Pride, Faith, Balance, Respect, Skill at arms, Glory, Courtesy

### Guild Skills

These skills are available to Guildmembers at normal use of character points but do not require specific expenditure of Status:

- [Enhanced Armour Mastery](#)
- [Discern Spiritual Influence](#)

### Status Skills Ranks 20 - 63

These skills are available to Guildmembers at normal use of character points and the expenditure of one point of Status.

- [Weapon Attunement](#)
- [Double Strength](#)
- [Guild Credit - Empowering](#)
- [Guild Credit - Armour Purchase](#)

- [Spiritual Warrior](#)
- [Make Talisman](#)
- [Learn Invocations Rank 1 - 5](#)

Note that before they have 640 points members of this Guild may only learn additional invocations of ranks 1 - 5. They are treated as a Secondary member of the Grey Path for the purposes of picking their invocations (they receive two invocations per status point rather than three).

### **Status Skills Ranks 64 - 127**

These skills are available to Guildmembers with more than 640 points at normal use of character points and the expenditure of one point of Status.

- [Learn Invocations Rank 1 - 8](#)
- [Knockback](#)
- [Knockdown](#)
- [Resist Disarm](#)
- [Spiritual Warrior Mastery](#)
- [Improved Empowering](#)
- [Improved Ensorcelling](#)

Knights Martial are treated as Secondary members of the Grey Path for the purposes of picking their invocations (they receive two invocations per status point rather than three).

### **Status Skills Ranks 128+**

These skills are available to Guildmembers with more than 1280 points at normal use of character points and the expenditure of one point of Status.

- [Knockback Mastery](#)
- [Knockdown Mastery](#)
- [Stun](#)
- [Stun Mastery](#)
- [Disarm](#)
- [Resist Knockback](#)
- [Resist Knockdown](#)

- [Enhanced Spiritual Warrior Mastery](#)