

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](#)