

Council of Good

The Council of Good (Legend)

Background:

The Council of Good is just that, a group of those who's unwavering commitment to do good. Many see them as those who force others to do good and that is not what they do. They would certainly want that, but they have a greater purpose and that is to oppose evil. The Council seeks out evil and to root it out wherever it lives.

The council was created in 40,777. The council meets secretly somewhere in the mineral islands as time permits. There are presently 7 members on the council.

A neutral dwarf infiltrated the council about 200 years ago and since then certain tests that can prove the status of ones soul have been put in place. It has not been infiltrated since. At least no one has discovered any. Presently the council has a cohesive group and is moving forward to defeat evil.

Characteristics:

The members of this council are constantly working with leaders to motivate them to oppose the evil that grows in their lands. The Life of a Council of Good member is hard. You travel the world and work with the forces of good and help them to resist and fight evil wherever it is found. It also includes going places most people fear, fighting evil and surviving to do it all again. These are men and women of action. When a member dies or retires he is replaced. In the case the leader dies or retires a new member is selected then they all vote for the new leader. Generally it is the next member in the order of seniority but not always.

Membership Requirements

Personality Profile: All morality numbers above 7. Also you must have fame of 10 for doing good.

Other: Must be sponsored by a member to join

1 year probation

10 CP

1,000 gc per rank

Unanimous acceptance by the other council members.

Influence (Diplomacy) 15+

Council Requirements & Benefits

| Path Rank | Rank Requirements | Benefits |
|-----------|---------------------------------------|--|
| 1 | As Above | Healing, Aura of Good, <i>Leadership</i> |
| 2 | - | Your base MR is increased from 5% to 10% <i>Detect Rite</i> , +4 to Initiative |
| 3 | - | Resist the Touch of Evil, Resist All, +1 Wisdom, Aura of Courage, |
| 4 | Must destroy a powerful item of evil. | Extend Life Span, Moving Combat |
| 5 | - | Ability of Good, Will of Good Mind of Good, See The Soul |
| 6 | - | Cast Off Evil, Touch of Good |
| 7 | Elected | |

Healing: You may heal all creatures within 60', at will as a swift action. You give 1 point of healing vitality and wounds. This of course automatically stabilizes any character that is *dieing*.

Aura of Blessing: This ability affects any good person that is within 30' of you. It only works while they are within the area. They gain a +1 to defense per rank that you are. They also receive a bonus to resist evil spells (Profane) = to the same bonus.

Resist the Touch of Evil: When you touch an evil creature you are protected from any evil that that touch might do. Further, you gain a +2 to deliver touch effects that you do. Finally, you gain a +4 to resist anything that may taint your soul.

Resist All: +5 vs. Corrosive, Electrical, Toxic, Fire, Cold, Ice, Water, Dark Energy, fall, weapon (all 3 types), Impact, Stress and Sub-dual damages.

Aura of Courage: This is an ability that you exude to a 40' Radius. +2 morale bonus, per rank, on everyone's resist check to resist stress or fear effects.

Extend Life Span: Your life span is doubled.

Moving Combat: You may take an enemy action while moving through someone else's threatened area. They get an enemy action on you as well, but yours is first, unless they have this ability also. You can use this once per round max.

Ability of Good: This ability allows you to gain +4 sacred bonus to 1 ability score of your choice. This lasts 24 hours and can be designated 1 time per day. Once chosen for the day it can't be changed.

Will of Good: This ability allows you to imbue the good descriptor to any magical item. The Item becomes good. Weapons do an added 1d6 of damage to evil monsters hit. This affect is permanent but can be removed by any member of the council if they deem it necessary.

Mind of Good: You pick 5 skills and if you are not trained you can become trained or if you are trained then you can become specialized.

See the Soul: This spell allows you to look past the flesh and see the evil that every person carries with them. There is no MR. This does not reveal if the person is evil currently just how much evil they have done. This is very painful for you and has ramifications if over used.

Cast off Evil: This ability will exorcise any evil creatures that inhabit an unwilling host. This is a Prowess (Dominate) Check vs. the creatures Resolve (Resist Prowess)

Touch of Good: Your touch can heal many things. This affect is not magical. It heals all vitality, wounds, stress, and even bleeding and wounding; It cures all disease or afflictions. It removes poison paralysis, and insanity. It can heal a broken heart. It can remove 1 point of will Drain. One time per day +1 time per wisdom bonus.