

Council of Law

The Council of Law (Legend)

Background:

The Council of Law is just that. A group that advocates the rule of Law to govern everyone and everything. This group started out combating demons and over centuries they have been more focused that control is the best way to combat evil by keeping those that would summon such evil under rule of law and if they break the law then they can be tried and judged. The council formed right after the chaos wars in 40721. There are 21 members 6 of the lowest rank 5 members of the 2nd rank, 4 members of the 3rd rank and so on to the 6th rank.

Characteristics:

The Members of this group actually all tend to Lawful Neutral and the other aspects of alignment are not as important. Laws are required and the morality of the law is secondary. The Precedent of law is the subject of many heated debates by this group and in not likely going to be decided until Ahk himself intervenes.

One of the main purposes of this group is to seek out the 100 lost Books that Ahk had commissioned by the Schoolmaster and to seek out the Scribes Library.

Another purpose of this group is to stand against those who would bring chaos to the world, in whatever form it may be.

Membership Requirements

Personality Profile: Self (Self Discipline) 7+, (Natural Order of Things) 7+, Secular Values (Holy Law (Mine)) 9+, (Written Law) 9+.

You must be invited to join this council. You must have a sponsor from the ranks of the council.

Council Requirements & Benefits

Path Rank	gc	Requirements	Benefits
1			<i>Detect Rite</i> , Summon Agent of Law
2	3,000		Know the Law
3	4,500		Enforce the Law
4	6,000	Possess an Item of Law, or find one of the lost books, or the Scribes Library	Judge the Law, Restore Order
5			Dispense Justice
6			Create Law, Summon Justice

Detect Rite: You can use this rite to detect Chaos at will otherwise it works normally.

Summon Agent of Law: This ability allows you when engaged against the forces of chaos to summon a council member of law to aid you in your battle. This is usable 1/day.

Know the Law: This ability allows you to know the laws of a locale you are in.

Enforce the Law: You are given the ability to enforce the law. Since you know the laws you can take it upon yourself to enforce any law you deem necessary. What the authorities do with anyone you have taken into custody is their business.

Judge the Law: When you have apprehended a law breaker you may judge him immediately and turn him over to the authorities. The guilty party's Karma is immediately adjusted with no chance of mercy. If the authorities do not act, their Karma will adjust accordingly.

Restore Order: Your presence is a calming affect to areas of chaos. You get a +2 Sacred bonus per rank to your diplomacy skill. This can be used to alter the attitude of all those around you, that can see or hear you.

Dispense Justice: You can enact any justice upon someone you have judged. Your word is law and very few in the world would countermand such a judgment. When you pass this judgment it is = to that of a king, so most countries will abide by it or at least, respect it. They will take steps to follow the judgment you have laid out. If the target does not adhere to your judgment, you gain the following bonuses vs. this person/creature. 1st you get +4 to all Resist checks vs. anything they might throw at you. You gain a +1 per rank to any skill you might use to bring them to justice. All of your damage die are always max when you hit this person. You can sense your target within 1 mile and he can sense you.

Create Law: You may create law where none exists. This includes laws of nature, physics etc. You can't negate an existing law in the area though with this new law. This is very dangerous if not done properly. It is used only where Chaos has truly uprooted all law in an area.

Summon Justice: You can summon a lord of Justice (Arch Angel) from Ahk's Realm. These are the wisest judges to have lived. They can sentence anything or anyone in accordance with established laws either temporal or celestial. Their word is law. Nothing mortal can stop this or undo it the sentence of a Lord of Justice.