

PLAYER Paraphernalia



ORDERS OF ALIGNMENT
FOUR NEW CAVALIER ORDERS

#22

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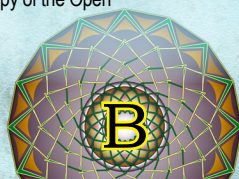
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PLAYER PARAPHERNALIA #22

By the Knotty-Works



Welcome to the twenty-second issue of Player Paraphernalia, a hodge podge of character ideas and alternate rules that may be used with the Pathfinder Roleplaying Game (Paizo, Inc®). This issue introduces four new cavalier orders, each based on one aspect of alignment; good, evil, chaos, and law. Designed loosely on the cleric domains of the same aspect, these orders allow the cavalier to experience the totality of one aspect of his alignment.

New Cavalier Orders

Order of Goodness and Purity

Members of the Order of Goodness and Purity are driven on the premise that the world was founded on selflessness and good will towards others. They believe that all living creatures have some goodness within them and that only by sharing freely with others can they be exemplars for that cause.

Requirements The cavalier must be good in alignment.

Edicts Perform acts of goodness and charity with no expectations of reward. Those of the order will not engage in acts of evil or stand by when such acts are committed. Members of the order swear to stay vigilant to the signs and portents of evil.

Challenge When a cavalier of the order of goodness and purity challenges an evil opponent he gains a +1 sacred bonus to hit against that opponent. This bonus increases by +1 for every four levels of the cavalier. In addition, the cavalier's weapon is treated as aligned (good) while he is actively challenging an evil opponent.

Skills A cavalier of the order of goodness and purity gain [Heal](#) and [Perception](#) as class skills. If an evil action is performed within 30 feet of the cavalier, he is allowed an automatic perception check. This may include

actions that could be perceived as evil or subversive (such as theft).

Order Abilities

Cavaliers belonging to the Order of Goodness and Purity gain the following abilities as they increase in level.

Standing for Good (Ex): At 2nd level the cavalier gains a sacred bonus equal to his Charisma modifier to any saving throws from mind-affecting spells or spell-like effects cast by an evil creature. This includes fear and sleep effects.

Holy Blessing (Su): At 8th level the cavalier may apply the [Holy](#) special weapon quality to his own melee weapon for a number of rounds equal to his Charisma modifier. The weapon does not have to be magical but must be of masterwork quality and this effect does not affect a weapon that already possesses the holy special quality. This ability can be used once per day at 8th level and an additional time per day for every four levels beyond 8th.

Good Fortification (Su): At 15th level the cavalier gains the effects of the [Protection from Evil](#) spell for a number of rounds equal to half his class level. The cavalier may place this effect on another by touch rather than himself, but he may only have this effect active on one individual at a time. If the cavalier attempts to use this ability while it is still active on another individual or himself, the first effect immediately ends. The cavalier may use this ability a total number of times per day equal to three plus his Charisma modifier.

Order of Evil and Subversion

Members of the Order of Evil and Subversion believe that it really is all about them. They do not see the ideal of evil as malicious, but rather just a means to an end for their own edification. Their outlook is generally one of pessimism and that everyone has purely selfish ulterior motives,



they are just more open regarding their own intentions.

Requirements The cavalier must be evil in alignment.

Edicts Perform acts of evil and selfishness, attempting to subvert the actions and minds of others to the causes of evil. Those of the order will not engage in acts of good or stand by when such acts are committed. Members of the order swear to stay vigilant to the signs and portents of good.

Challenge When a cavalier of the order of evil and subversion challenges a good opponent he gains a +1 profane bonus to hit against that opponent. This bonus increases by +1 for every four levels of the cavalier. In addition, the cavalier's weapon is treated as aligned (evil) while he is actively challenging a good opponent.

Skills A cavalier of the Order of Evil and Subversion gains [Perception](#) and [Stealth](#) as class skills. If a good action is performed within 30 feet of the cavalier, he is allowed an automatic perception check. This may include actions that could be perceived as good or charitable.

Order Abilities

Cavaliers belonging to the Order of Evil and Subversion gain the following abilities as they increase in level.

Standing for Evil (Ex): At 2nd level the cavalier gains a profane bonus equal to his Charisma modifier to any saving throws from mind-affecting spells or spell-like effects cast by a good creature. This includes fear and sleep effects.

Unholy Benefice (Su): At 8th level the cavalier may apply the [Unholy](#) special weapon quality to his own melee weapon for a number of rounds equal to his Charisma modifier. The weapon does not have to be magical but must be of masterwork quality and this effect does not affect a weapon that already possesses the unholy special quality. This ability can be used once per day at 8th level and an additional time per day for every four levels beyond 8th.

Evil Fortification (Su): At 15th level the cavalier gains the effects of the [Protection from Good](#) spell for a number of rounds equal to half his class level. The cavalier may place this effect on another by touch rather than himself, but he may only have this effect active on one individual at a time. If the cavalier attempts to



use this ability while it is still active on another individual or himself, the first effect immediately ends. The cavalier may use this ability a total number of times per day equal to three plus his Charisma modifier.

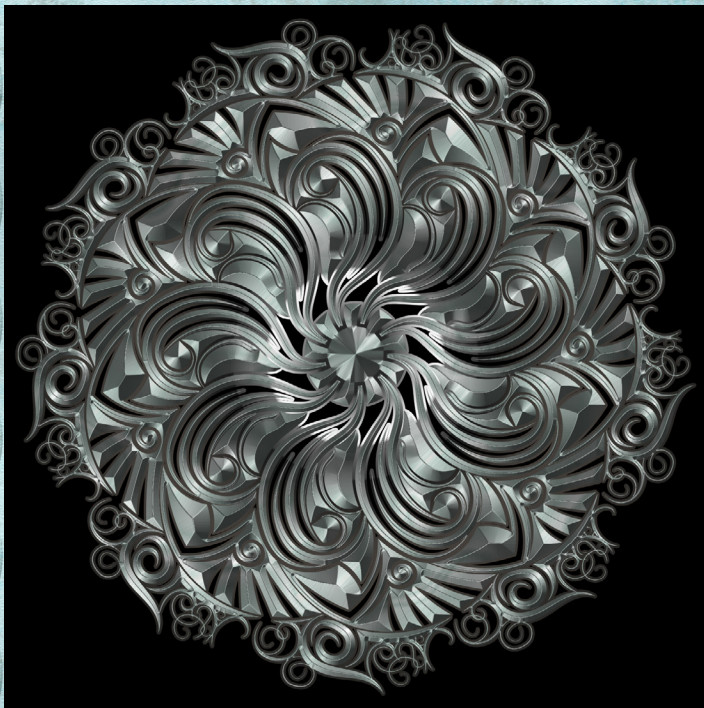
Order of Chaos and Anarchy

The multiverse was born from chaos and is perpetually swirling in randomness, and those of this order thrive in that environment. The members of the order of chaos and anarchy love disrupting the accepted orderliness that is imposed upon the civilized. The order itself can only be loosely defined as such as the name itself is an anathema to its members.

Requirements The cavalier must be chaotic in alignment.

Edicts Perform acts of chaos that lead to anarchy, attempting to disrupt public order and law abiding attitudes. Those of the order completely ignore local laws and openly speak of rebellion solely for the sake of anarchy and personal freedoms. The means of bringing about the downfall of law and order is up





to the individual member, and both peaceful or violent means are allowed by the order.

Challenge When a cavalier of the order of chaos and anarchy issues a challenge, he may make a [feint](#) as a swift action once per challenge, and if successful not only is the target of the challenge denied his dexterity bonus for the next melee attack made by the cavalier, the target must roll two d20s for the next melee attack and take the worse of the two rolls.

The cavalier gains one additional [feint](#) per encounter for every four levels the cavalier possesses. In addition, the cavalier's weapon is treated as aligned (chaotic) while he is actively challenging a lawful opponent.

Skills The cavalier of the order of chaos and anarchy adds [Knowledge](#) (local) and [Use Magic Device](#) to his list of class skills. If the cavalier has 1 or more ranks in knowledge (local), he may add half his class level to the check when attempting to contact rebellious agents within an urban environment.

Order Abilities

Cavaliers belonging to the Order of Chaos and Anarchy gain the following abilities as they increase in level.

Standing for Chaos (Ex): At 2nd level the cavalier gains an anarchic bonus equal to his Charisma modifier to any saving throws from mind-affecting spells or spell-like effects cast by a lawful creature. This includes fear and sleep effects.

Chaos Unfettered (Su): At 8th level the cavalier may apply the [Anarchic](#) special weapon quality to his own melee weapon for a number of rounds equal to his Charisma modifier. The weapon does not have to be magical but must be of masterwork quality and this effect does not affect a weapon that already possesses the anarchic special quality. This ability can be used once per day at 8th level and an additional time per day for every four levels beyond 8th.

Chaotic Fortification (Su): At 15th level the cavalier gains the effects of the [Protection from Law](#) spell for a number of rounds equal to half his class level. The cavalier may place this effect on another by touch rather than himself, but he may only have this effect active on one individual at a time. If the cavalier attempts to use this ability while it is still active on another individual or himself, the first effect immediately ends. The cavalier may use this ability a total number of times per day equal to three plus his Charisma modifier.

Order or Law and Service

Only through order and structure can civilized society find it's true perfection. The members of this order strive to bring that about above all else. The law is the law, and breaking even the most trivial statute requires retribution from among the ranks of the order.

Requirements The cavalier must be lawful in alignment.

Edicts Perform acts of service that uphold the laws of the land and region, even if the cost of such actions would lead to the member's own downfall. Members of the Order of Law and Service spend much of their time learning local laws and ordinances and do not hesitate to confront anyone that breaks the least of those regulations.

Challenge When the cavalier of the order of law and service challenges an opponent he may add his Charisma modifier to any [Sense Motive](#) rolls involving feints or deceptive attacks. The cavalier may initiate one orderly attack per encounter, allowing the cavalier the ability to take an 11 instead of rolling a d20 for a single attack or saving throw involving the target of the cavalier's challenge.

The cavalier gains one additional orderly attack per encounter for every four levels the cavalier possesses. In addition, the



cavalier's weapon is treated as aligned (lawful) while he is actively challenging a chaotic opponent.

Skills The cavalier of the order of law and service gains [Knowledge](#) (history) and [Knowledge](#) (nobility) as class skills. The cavalier may add half his class level to any knowledge skill checks regarding local laws.

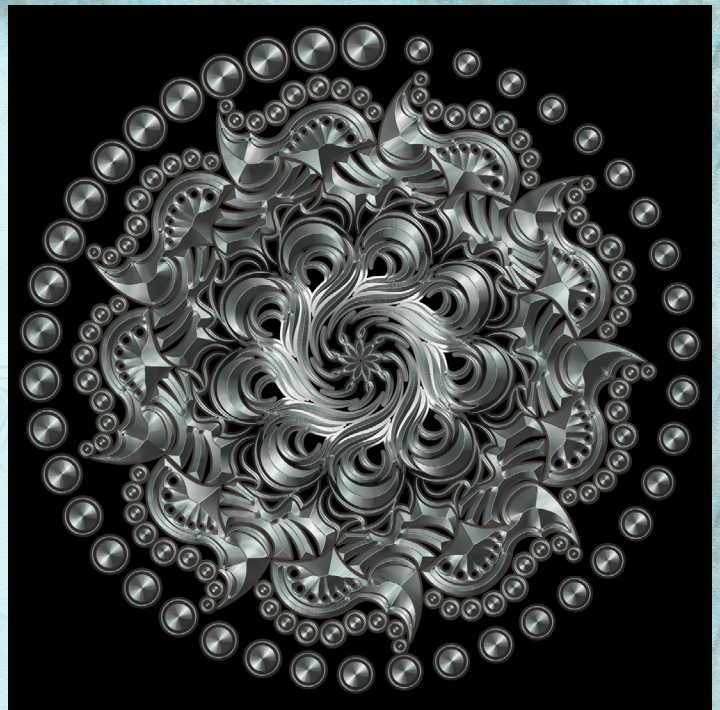
Order Abilities

Cavaliers belonging to the Order of Law and Service gain the following abilities as they increase in level.

Standing for Law (Ex): At 2nd level the cavalier gains an axiomatic bonus equal to his Charisma modifier to any saving throws from mind-affecting spells or spell-like effects cast by a chaotic creature. This includes fear and sleep effects.

Law Unleashed (Su): At 8th level the cavalier may apply the [Axiomatic](#) special weapon quality to his own melee weapon for a number of rounds equal to his Charisma modifier. The weapon does not have to be magical but must be of masterwork quality and this effect does not affect a weapon that already possesses the axiomatic special quality. This ability can be used once per day at 8th level and an additional time per day for every four levels beyond 8th.

Lawful Fortification (Su): At 15th level the cavalier gains the effects of the [Protection from Chaos](#) spell for a number of rounds equal to half his class level. The cavalier may place this effect on another by touch rather than himself, but he may only have this effect active on one individual at a time. If the cavalier attempts to use this ability while it is still active on another individual or himself, the first effect immediately ends. The cavalier may use this ability a total number of times per day equal to three plus his Charisma modifier.



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