

VAKEROS

ABILITY REQUIREMENTS: STR. 13
CON. 13
WIS. 13
CHR. 16
PRIME REQUISITE: STR., WIS.
RACES ALLOWED: VAKEROS
THACO: MONSTER
ARMOR: ALL
WEAPONS: ALL
HIT POINTS: 1D12, +3 AFTER 9
MAGIC ITEMS: WARRIOR
PROFICIENCIES: AS PALADIN
KITS: CAVALIER, NOBLE, PEASANT HERO, PALADIN
KITS AS DM ALLOWS
RESTRICTIONS: *AS PALADIN
*ONLY 5 MAGIC ITEMS
*DIRECT COMMAND STRUCTURE, COMMANDED
BY ALL ELDER MAGI OF HIGHER
RANK
ABILITIES: *AS PALADIN, WITHOUT THE FOLLOWING:
NO TURN UNDEAD
NO CURE DISEASE
NO LAY ON HANDS
*GAINS SPELLS AT LEVEL 3(SPELL LEVEL 1)
AND PROGRESSION CONTIUNUES WITH
LEVEL ADVANCEMENT
*MAJOR SPHERES: COMBAT, GUARD,
WAR, ELEMENTAL, SUN
*MINOR SPHERES: HEALING, PROTECTION
*FOLLOWERS AS FIGHTER(ONLY VAKEROS)
*DIRECT COMMAND RANK STRUCTURE, MAY
COMMAND ELDER MAGI OF LOWER
RANK DURING COMBAT SITUATIONS

LEVELS: AS PALADIN
1) Novice
2) Novice
3) Journeyman*
4) Warman
5) Protector
6) Defender
7) Squire**
8) High Squire

- 9) Knight-Private, 3rd Class#
- 10) Knight-Private, 2nd Class
- 11) Knight-Private, 1st Class
- 12) Knight-Captain
- 13) Knight-Lt.
- 14) Knight-Sgt.
- 15) Knight-Commander
- 16) Knight-Cnl.
- 17) Knight-Vice General
- 18) Knight-General (Lord Vakeros)##

* This is when most Vakeros graduate from the Elder Magi's Vakeros Training Center

** Must serve as a Squire to any Knight until attain rank of High Squire. May then, depending on his/her Knight's evaluation and their choice, continue in the Knight's service through High Squire rank or move on to another assignment.

If the Vakeros served a Knight through High Squire rank the the Knight will fund at least 1/2 of the cost for the new Knight to establish a stronghold, if the new Knight chooses to build one. Once fully constructed and everything is in order the Knight may request a Squire. The Knight may leave a High Squire (or higher) in command of the Stronghold in his/her absence.

The Lord Vakeros is an honorary title given to one of the Knight Generals by a majority vote from all the Vice Generals and Generals. The Lord Vakeros is the Commander in Chief of all Vakeros. He/She is aided by a Knight-Commander. The Lord Vakeros must have a stronghold prior to being sworn in to duty. The Elder Magi will fund for the remodeling of this stronghold. The Lord Warrior is also given a stronghold in Elzian, the capital of Dessi. The Lord Warrior may command all Elder Magi except the Speaker and the Patriarchs/Matriarchs. During times of war the Lord Vakeros may command all Elder Magi, he/she is in effect the supreme ruler of all of Dessi and it's inhabitants. Elders are exempt from command at all times.