


**Saihate no Paladin**
**v1**

**by PerfectlyNormalShard**

In the beginning, there was nothing, nothing but Mana, then the creator descended and spoke the Words Of creation, and the world was ordered, and from that order, rose gods, spirits dragons, and numerous creatures, this world is surprisingly similar to Faerun, if to a lesser extent, for while this is a world of sword and sorcery, the main event is the Paladin class. For In a city of the dead, long since ruined and far from human civilization, lives a single human child. His name is Will, and he's being raised by three undead: the hearty skeletal warrior, Blood; the gracefully mummified priestess, Mary; and the crotchety spectral sorcerer, Gus. The three pour love into the boy, and teach him all they know, until he grows into the legendary Paladin, hand of the Goddess of Light and the cycle of Rebirth, Gracefeel.

Take **1000 Choice Points** to fund your adventures.

## Starting Location

*Choose your starting location, or gain +100CP to Roll a **1d** to determine where you start.*

**The Ancient ruins**
Known also as the city of the dead, protected by three legendary heroes, now living corpses, to maintain the seal on the high king.

**The Border Town**
One of the countless villages that border the Beast Woods. The only notable fact was that a half-elf resides here.

**The city Whitesails**
A bustling city, in which the crown prince resides, home to many races and temples, it is a center of commerce

**The Rust Mountain**
Previously known as the Iron Mountain, the home of the dwarfs lay in ruins by the dragon from the age of the gods.

**the Great Forest of Erin**
Home of the elves, spirits that decided to experience mortality. Protected by the lord of the forest.

**Torch Ports**
The Location in which William will later be found the famous city, in which Gracefeel is the patron Goddess

**The Dead Forest**
A former elven village, now nothing but infested and cursed ground, teeming with miasma and monsters.

**Free Pick.**
You are free to choose where you choose from the available options.

## Age and Gender

You need to roll your age using a **1d20 + 1d8**.
By default your gender is whatever you were previously. Can be changed for free.

## Origins

*All can be taken as drop-in.*

**War Ogre**
A warrior without equal, master of the sword and all tools of war, you look down upon magic and miracle wielders, believing a man can go through life only through the strength of his muscles.

**Child Of God**
A favored priest of a god, filled with piety, virtue, and devotion so strong, nothing but love could repay it, it is ironically not divine power that gives them power over undead and evil, but the sheer purity of their lifeforce and soul.

**Wandering Sage**
In the Beginning, the World was nothing but Mana, then The Creator descended and spoke the Words of Creation, and so the world was shaped. Whether truth or Myth, you are a scholar who study these words and their effect, traveling the world in search of wisdom.

## Race

*There are many races in this world, as many as those found in D&D worlds, yet the focus of fate is around these three. As opposed to just a flavor to your origin, your race will count as a secondary origin, with the necessary discounts*

**Human [Free]**
You are a human, loved by the virtuous gods, and driven by the passion in your heart, the most numerous of all.

**elf [100 CP]**
Blessed with a long lifespan, these former spirits are friends to the elements, and master of archery and magics. You also could be a half-elf

**Dwarf [100 CP]**
Prideful and ignorant of the fear of death, they are both formidable warriors and master craftsmen.

# Perks

*Origins get their 100cp perks for free and the rest are discounted to 50%.*

## General [Undiscounted]

**Music from Faraway [Free]**
In a world filled with fantasy, and a story filled with song, it would be a shame not to enjoy them, you have in your brain the complete OST of Saihate no Paladin and can play it anytime, even choose to have it play appropriate music-based on the situation, but the most striking is that in combination with magic, perks or skills, you can make it echo out of your mind into your surroundings, like a phantom orchestra that accompanies you.

**Vow [free]**
In this world, every creature that passes 15 summers is considered an adult and possesses the choice of making a vow to a deity, so long as that vow is respected, you will find assistance in maintaining it, the harder the vow, the greater the effect

**Dragon Factor [400 CP]**
You have bathed in the blood of an ancient dragon and absorbed its vitality, lesser magic barely affects you now, and your vitality skyrockets, you are essentially a dragon in humanoid form.

**High King [800 CP]**
How is it possible? A blessing or a curse of the Almighty? for the world, was irrevocably changed once the previous high king was born, and now you share his ability, the power to spawn demons from your blood, the more spilled, the stronger the monster you can make, trading quantity for quality.

## War Ogre

**Handling the sword [100 CP]**
What warrior doesn't know how to swig a sword? With this perk, you have been ingrained with the basic of sword play, as well as the capacity to evaluate swords with a glance.

**Warrior pride [200 CP]**
A warrior's dream is to die on his feet, to do that you need to tamper your mind and will, crafty and gifted with unarmed combat, your true weapon is your will, it will take the cruelest of fates to even stagger that will, and you will rise again.

**Tough to kill [400 CP]**
A strong mind without a strong body is a shame, your body is hardy, thought to hurt and even harder to make it stick, you could even use that vitality to catch a blade between your ribs

**Muscles are your best allies [600 CP]**
Compared to the favored Child of a god, and the sage that can change the world with nothing but their voices, the Warrior class seem to be lacking? That is the question of a fool, the warrior and his allies' response, for you are still of Mana like all living being, through will, training and enlightenment, every muscle fibers and bones with the words of "strength" and "power». Meaning not only you possess superhuman power enough to wrestle a dragon, but you can continue to grow with training, but you also gain an ethereal quality to interact with the supernatural, wrestle a sleep spell, overpower a binding seal, fight ghost with your fists, if you are powerful enough, you will be able to do all with nothing but muscles.

## Child of God

**Minor blessing [100 CP]**
Every priest that is chosen upon birth by a god has a special power, by performing a small prayer, you can possess a minor blessing depending upon the god, regardless of their existence or power, it is your faith that power it, for example, the goddess of fertility would create blessed bread to eat.

**Small matters [200 CP]**
A priest is the closest to the populace of all types of heroes, and so, they do not forget their origins as mere mortals. With this perk, not only are you skilled at many tasks to live comfortably anywhere in nature. You remember who you are, no matter how powerful you become, you still are you, and you still remember life's tiny lessons.

**Divine protection [400 CP]**
Divine protection is the greatest tool of the divine, especially for their agents, depending on the god, you get a bunch of buff and immunities, as well as powers linked to a domain, for example the goddess of rebirth can exorcise undead in a instant, while stagnate can give you the power of necromancy.

**Miracle [600 CP]**
This is worthy of the title of favored Child of God, this perk grant you a metaphorical bar, filling itself through spreading your god's faith, completing quest and accomplishing feats, spreading your legends and upholding your god's ethos. Once you reach a certain amount, you may use it to perform reality altering major miracles and blessings, they can theoretically do anything, but its easier and less costly if it is in alignment with your creed or god. This power is independent of a god, but it is recommended to have one, for cover or additional power if anything.

## Wandering sage

**Words of Creation [100 CP]**
When the world was but Mana, the divine spoke the world that  define the world their essence, their shapes, other worlds may not have such a thing, and so be useless, not for you, you have in your soul a clump of primordial mana, that slither beneath reality and travel through your essence, meaning that through voice, shapes, language and more, you are able to perform this world particular brand of magic.

**Wandering wisdom [200 CP]**
You are a Wandering Sage, not a Wandering Wizard, your crafty, you can make plans that require many moving parts seamlessly, but most importantly, your ability to combine many small parts translate to your ability to synergies many small power for exponential effects.

**Money is power [400 CP]**
Make no mistake, the previous holder of that title was a greedy man, avaricious and gruff, yet that made him wise in the way of money and economics, the first thing this perk do is give you the ability to sense opportunities, be it investment or sales, the second one is an acute instinct for understanding the market, and the last advantages is that the more money you spend for a purpose (bribe, buying, hiring) the more easy it is to influence the one who receive the coins.

**Fourfold chanting [600 CP]**
Magic is used through the language of Creation, be it spoken or written, yet the mages that distinguish themselves can use multiple ways to combine multiple instances of speaking or writing magics, the best non sage could write two different scripts with his hands as he chanted the third one and combined the effect, with this perk, you can go beyond and replicate a fourfold casting, and able to project the script and carve it in the air using will and mana, note that the more synergetic spells are combined, the more exponential it become it term of power and cost.

## Human

**Traveling manners [100 CP]**
Humans are the most numerous of races and the most diverse and dispersed, it would be shameful to be kicked out by an angry elf if you couldn't automatically understand the procedures and manners attributed to the person you perceived. Consider it fixed

**Beyond races [200 CP]**
As the most diverse and widespread of the races, most humans are remarkably open-minded, capable of accepting other races into their party without fuss, as well as seeking understanding and empathize with them, this gives them, and now you, a presence that sooth suspicions and hostilities due to one's race.

**Soft skills [400 CP]**
Economics, management, public speaking, psychology, philosophy… not every hero was built for war. And for every acclaimed warrior is a forgotten magistrate, to put it bluntly, you have the soft skills to successfully rule and develop a city with an iron fist, and more should you train.

**Reward for service [600 CP]**
What kind of hero isn't rewarded for his deeds? Humans are by nature greedy, the gods know that, and use it to further their own goals, you can perpetuate that idea to better suit your needs, when you accomplish someone's request, you will always receive some recompense, and if the task is made in the name of the world or an ideal, the god closest to it will be compelled to reward you in some way.

## Elf

**Archery [100 CP | Discounted for Origin One]**
An Elf that is skilled in archery? That can't shoot the wings of a fly ? Madness! Lies and deception! With this perk, you would find yourself a skilled archer by elven standard, with the potential to stand shoulder-to-shoulder with the best in history.

**Forest dweller [200 CP | Discounted for Origin One]**
If humans have evolved to thrive in the city with their soft skills, elves evolved to live in the wild, purely disconnected from any urban jungle. Hunting, slicing, trapping, cooking, butchering, and more, if it is a skill related to surviving in the woods, odds are you know it.

**Sylph! Oh Sylph! [400 CP | Discounted for Origin One]**
Servants and friends of the eleven gods, elemental spirits of nature, you have an affinity for them, the power to conjure them with nothing but your voice and songs.

**Lord of the forest [600 CP | Discounted for Origin One]**
Elves are descended from fae, for in the beginning, those who wished to be immortal spirits and those who wished to experience infinite mortal lives, yet there exists a middle point, a forest lord is an appointed guardian, a majestic immortal tree connected to the fey wild, by donning this mental, you gain the ability to enter to the few wilds or teleport to any forest in the world, control nature at a massive level compared to the normal you, and can transform into a huge tree overflowing with vitality. This also make you ageless.

## Dwarf

**Dwarves do not fear death [100 CP | Discounted for Origin One]**
That is not completely true, but rather that it is disgustingly easy for them to turn any fear into another more positive emotion, the greater the fear, the greater the emotion shifted will be, a slight scar can turn into excitement, while terror could turn into euphoria.

**Catching up [200 CP | Discounted for Origin One]**
Dwarves are quick learners, as we have seen Will's apprentice grow by leaps and bounds in a very short span, which makes therefore very good at absorbing and digesting lessons and wisdom, this works more effectively if you are actively taught by someone, turning a century of learning into a mere five years.

**Dwarven inscription [400 CP | Discounted for Origin One]**
Dwarves are blacksmiths, this is the core of their origin, this makes you an accomplished blacksmith even by their standards with the potential to go higher, capable of carving runes and words of creation upon mithril, the quantity and qualities of these enchantments depend on the skill of the smith, the quality of weapon, as well as its materials.

**Ancestral call [600 CP | Discounted for Origin One]**
The dwarves, of all the races, are the most bound to their past, their ancestor spirits, and history, you are uniquely gifted in a more literal sense, you can summon the spirit of your ancestors to fight for you, as well as any lingering spirits, to add them to your army, they are immortal, can dematerialize and are summoned to their prime and equipped with their favored weapons and armor.

# Items

*All origins get their 100cp perks for free with subsequent purchases being 50% off, and all other purchases for that origin discounted by 50%.*

## General [Undiscounted]

**Traveling essentials [Free]**
Travelling clothes, a large backpack, with all the essential for someone living on the road

**Class equipment [100 CP]**
A cross, a steel lance, an elven bow. All the expected equipment fit for your origin and race.

## War Ogre

**Dwarf weapon [100 CP]**
A weapon of dwarven make, made by a master dwarf smith with exceptional durability and sharpness, alongside an inscribed spell or two. by default, it is a lance with a glow and size manipulation enchantment.

**Solid armor [200 CP]**
An armor is just as important as a weapon, this armor fits you is nearly indestructible, made from the finest ore and enchantment, along with the ability to repair itself

**Demon weapon [400 CP]**
A demon weapon, a wicked magical tool with unique effects, by default it is the ability to absorb the vitality of others, healing the user with each cut.

**Hidden Armory [600 C]**
The personal armory of the ogre, filled with legendary weapons and armors of all sorts, some enchanted some not, comes with a subterranean labyrinth that pops monsters for you to train.

## Child of God

**Blessed symbol [100 CP]**
Be it a rosary, a star-shaped rock, or even stranger still, this relic is very good at channeling faith, and holy powers and transmitting faith to your chosen god. Near Indestructible and regenerative.it also emits a soothing aura that appeases the mind and body and even heals you slightly to perfection over time.

**Key of the holy room [200 CP]**
A deceptively simple key, if you turn it into empty air, you will open a magical rift to a sealed-off room, containing many novelties, with it You can contact any of the gods you worship or clearly from here. And they can't physically retaliate against you, or even locate you, it is also preventing infiltration.

**sanctuary [400 CP]**
This miniature church contains the statues of all the gods you previously worshipped, along with those of your current world, this updates in future jumps. It also comes with many defenses and wards, particularly against undesirable undead and evil beings like demons, along a NoticeMeNot! Spell, a scrambling spell, and more.

**Great Church [600 CP]**
the complete sanctuary where William Maryblood grew up, comes in with multiple furnished rooms, as well as a magical mist that distorts space and direction and magic. Comes with the lake

## Wandering Sage

**Large pouch of gold [100 CP]**
Exactly what it sounds, a large pouch of golden coin, enough to buy a small house and start a business

**Enchanted box of Entertainment [200 CP]**
A small rectangular wooden box, when you open it, you will find inside any tools and parts to play any small games, like chess, monopoly, and more, all of wooden make (paper count),

**Great Library of Magic [400 CP]**
The personal library of the previous sage contains most of the words of creation, hidden mysteries, and more, with it, you can discover or create new words and spell, all depending on the time, power, and resources spent. This update in future jumps.

**Wizard Academy [600 CP]**
The Grand Academy of Wizards, is dedicated to researching magic, the Words of Creation, and its history, you are now the proud owner of this academy equipped with state of the art equipment, both for teaching and research as well as a massive library containing the history of magic, their types, and applications, as well as the fruit of countless researchers, this update with future and past jumps

## Companions

*Companions can purchase more companions.*

**Companion Import [200]**
The road is long and lonely, for every companion, 600 cp for them to play with.

**Canon Companion [100]**
So you want to take any other existing character from this world. Well then this option is for you.

**Divine Patron [300 CP]**
Rather than bringing a god with you, you allow their influence to extend past this world into your other future jumps, don't expect any additional help from them except a few heralds.

# Scenarios

## The quest of Rust Mountain [Scenario Name]

The Last Great Dragon lies slumbering in the Rusty Mountain, after slaughtering dwarf and elf alike, you must slay him, no matter what.

**Reward**

Succeed and you will be rewarded with the Dragon factor, if you already have it you will be reimbursed the cost.

## Last Regrets

Normally, the Soul to Possess William G. Maryblood is a random modern man, now, you will take his place, however, you will not be allowed to have the heroes fade into the cycle of souls, defeat the coming echo without sacrificing your undead family.

**Reward**

The feat of derailing destiny confers on you the connection with the three heroes deeper than anything expected, your origin are the three fitting of them, reimbursing the difference if you already bought from them.

## Forgotten God

The god you will follow is a near-faded god, minor in everything, your mission is to turn a majority to their worship, into a major god. Expect no power from them due to how weak they are.

**Reward**

The gratitude of a god, their blessings and influence following you in other worlds, along with 1000CP.

## To face the Divine

Defeating an echo is one thing, but a god? Normally, when Stagnate wishes to interact, they use echoes and do not use violence, but you? She will send battle-ready echoes and monsters whenever possible. Defeat all of them and destroy everything connected to her, weakening her into almost nothing.

**Reward**

By doing the unspeakable and impossible, your very essence is effective against the divine, bypassing their defenses, along with 600CP and the mortal version of stagnate as a companion should you wish, a necromancer of middling power.

# Drawbacks

**Extended Stay [+100 CP]**
For each purchase of this your time here is extended 10 years. up to 100 years

**Alcoholic [+100 CP/+200]**
You like alcohol, and always spare the coins for it, for +200CP, you are a lightweight, don't expect people to respect you as a man if you can't hold your liquor .

**Gambling idiot [+100 CP]**
A gambling addiction, combined with the belief that next time is the good one is a terrible combination.

**untrusted [+200 CP]**
Be it manners or face, you are untrustworthy to any but your closest friends and your parents.

**Bandits all the way [+200 CP]**
No road you will take will be safe, expect bandits all the way.

**scarring [+200 CP]**
Your limbs were scarred by holy fire in your youth, scarring your armas, and slightly damaging your nerves.

**He was the princess [+400 CP]**
Don't expect to find love during your adventures, all companions you find in your quest on the roads are either uninterested, not your preferred gender, or not aligned with your preference, destiny will bend to turn any possible romance target against your pallet and into a platonic friendship.

**Attention of the powerful [+400 CP]**
Kings, popes, and leaders of all kinds had their eyes gravitate toward you, as a useful and maybe disposable tool, and you have to listen to them, good luck.

**Tongue tied [+400 CP]**
A curse most foul for any travelling troubadour, your charisma while unaffected, will be hampered by the inability to perform a public speech, or talk longer than 2 lines, not without insulting everyone in earshot.

**Monster slaying [+400 CP]**
A prophecy was discovered around monsters loyal to the High King, should they kill you the seal will be lifted, it is a lie, but they will not be convinced, prepared to face the entire bestiary.

**Undead love [+600 CP]**
Stagnate, God of undeath, is attracted to you, and wishes you to become an undead, this is a terrible idea, she will send echoes to convince you whenever she can.

**Lockdown [+600]**
You have no **Out Of Context** items, powers, or warehouse.

**A volcano wakes [+1000 CP]**
A shift occurred; now the strongest red dragon, Valacirca knows of your existence, worse, he knows your powers, and he will not underestimate you.

## Decisions

*You have three choices …*

**The Journey continue**
Travel to your next big adventure.

**Settle and rest your sword**
Stay and enjoy your current life.

**A call from home**
Tired of your travels and want to rest back home, well then this is for you, grab this ticket back to your starting point and go see old friends.

## Change Log

v1.0

Initial Template Creation