

White Lions of Torm

The politics of Torm's church matter not to a White Lion. Valor, Prowess in combat and strength are ideals the White Lions hold in utmost esteem. The White Lions are not commonly seen across Fearun. But most Torm-given crusades are full of them. They travel in small parties spreading the Light of Torm throught the world. White Lions are all Paladins who have joined the ranks of the White Lions.

Hit Die : 1D10

Requirements :

- Wisdom 12
- Base Attack Bonus +4
- Knowledge Religion +8
- Received a Calling from Torm
- This Class is only available to Elven, Human and Half-Elven Paladins
- Lawful Good alignment

Weapon and Armor Proficiency:

White Lions are proficient with all simple and Martial weapons, and all types of armor and shields.



Skill Points : 2+Int Modifier (x4 at 1st level)

An Elven White Lion

Level	Att	Fort	Ref	Wil	Special	Paladin spells per Day
1	+1	+1	+0	+3	Divine Body	+1 level
2	+2	+2	+1	+3	Torm's Honour	
3	+3	+2	+1	+3	Leadership	+1 level
4	+4	+3	+2	+3		
5	+5	+3	+2	+4	White Armour	+1 level
6	+6	+4	+2	+5		
7	+7	+4	+2	+5	Torm's Might	+1 level
8	+8	+5	+2	+5		
9	+9	+5	+3	+6	Eternal Body	+1 level
10	+10	+6	+3	+6	Mark of Torm	+1 level

Divine Body:

At 1st level the White Lion gains +4 Fort save to all types of poisons

Torm's Honor:

If the Lion is slain in an unhonorable manner (DM's Discretion) such as backstabbing, Torm curses the assailant as if he had an *amulet of inescapable detection*.

Leadership:

The *Leadership* is described in the *Dungeon Master's Handbook*.

White Armour:

At 5th level a White Lion can permanently enchant his suit of armour to become White Armour. This can be done at any occasion but he may only have one White Suit at a time. To receive this blessing the White Lion must pray for three days straight in a temple of Torm. The armour becomes White and fits the Paladin perfectly. The armor is +2 and does not cause any dexterity penalties to the Lion for ability checks.

Torm's Might:

When the White Lion reaches 7th level he adds +5 Holy damage against creatures of evil alignment. This is only when using Torm's weapon of choice. This ability is useable 3 times a day as long as the White Lion has been able to pray to Torm at dawn.

Eternal Body:

After achieving 9th level, a White Lion no longer suffers ability penalties for aging and cannot be magically aged. He physically stays the same age but his max age is doubled. (Penalties he has already suffered remain in place and bonuses still accumulate.)

Mark of Torm:

When the White Lion achieves 10th level, he is blessed with a Holy Mark that is tattooed on to his right cheek. This holy symbol gives the White Lion a +2 Charisma and Strength Bonus. This mark is permanent and does not wear off. It also releases an eerie white Glow.

CODE OF ETHNICS

First into Battle, Last Out of Battle

Always chooses to battle the most dangerous opponents first

Always chooses to combat Clerics of opposing dieties first

Zero Tolerance for Tyranny

Breif Prayers before and after Combat

Offers enemy a chance to yeild before killing him/her

Frequently donates valubles to the less fortunate followers of
Torm