

chaotic shiny productions

# Paladin Codes

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Do you know any two real-life followers of the same god who follow the exact same moral code? Didn't think so. So why should paladins be any different? Even if you can speak directly to your deity, it doesn't mean they won't ask something different of you than they ask of the devotee next door.

For paladin codes that are a little different, roll 3d10 on the following tables. If three restrictions seem like too few, add more. Maybe you can even work out some kind of extra-feats-for-extra-restrictions deal with your DM.

Pick the domain or domains that apply to your god, plus any generic rules you wish to include. If there's more than one domain, you have a few options:

- Δ Take your favourite three or five from each and combine them to make one table of ten.
- Δ Combine all the tables and roll a d%, ignoring any results that are too high.
- Δ Roll once on each table.

If the same restriction comes up more than once, there are a couple ways of handling it beyond simply re-rolling. One option is that breaking this part of the code cannot be cleared by any kind of normal atonement or purification ritual. Something special is required to regain the deity's favor, if that is even possible.

Another possibility is to interpret the restriction much more strictly. For example, a normal interpretation of "Must never refuse a request for training" might mean a formally presented request from an applicant who appears serious must be answered with at least a few introductory-level training sessions, followed by a referral to a more suitable teacher. A strict interpretation might mean that when a street child says, "That's so cool! How do you do that?" the paladin cannot do anything else until the street child has learned how to do that.

A normal interpretation of "must not desecrate the dead" might merely mean not mutilating corpses, and confining looting to clearly non-personal goods such as gold, while a strict interpretation might require building a full funeral pyre, complete with treasure, for any cadaver that the paladin runs across. Of course, you can choose to interpret the restriction that way anyway if you think that will work better for your game.

You may notice that some of these restrictions are more difficult to honor than others, and a few appear to be contradictory. You may also notice that gods are seldom fair.

And of course, these tables don't cover every possible domain – merely a handful of the most common ones. They're intended to serve as inspiration for tables of your own, not as a comprehensive guide.



# Generic / Any Domain

1. Must worship daily.
2. Must attempt to lead others to the path of your god.
3. Must never falsely swear by your god.
4. Must support temples of your god.
5. Must respect other followers of your god.
6. Must honor holy days of your god in the specific ways prescribed.
7. Must not associate with those who do not respect your god.
8. Must always place the interests of other followers of your god above those of outsiders.
9. Must attend organized worship of your god as often as possible.
10. Must never support the temples of other gods.

# Chaos / Luck / Freedom

1. Must never refuse a bet.
2. Must never consult oracles, seers or foretellers of any kind.
3. Must never go more than a moon without breaking a law.
4. Must never follow any orders but those of your god.
5. Must never act in support of structured government.
6. Must never resist your desires.
7. Must never participate in a hierarchy.
8. Must never abide slavery.
9. Must not make any oaths but those to your god.
10. Must make at least one decision a day via chance (dice, etc).



# Death

1. Must never heal any creature.
2. Must never kill any creature before its time.
3. Must never desecrate the dead.
4. Must never refuse a request for funeral rites.
5. Must comfort the dying.
6. Must kill those whose time has come.
7. Must never take payment for killing.
8. Must remove undead from the world of the living.
9. Must not create life.
10. Must consume part of anything you kill.



# Evil

1. Must never sacrifice oneself for another.
2. Must never be swayed by mercy.
3. Must never go more than a moon without killing or destroying something.
4. Must always desecrate holy places of other gods.
5. Must never alleviate another's suffering.
6. Must always destroy good things.
7. Must never forego any possible advantage.
8. Must offer blood sacrifices regularly.
9. Must never place your trust in another.
10. Must destroy anything you hold higher than your own advancement, except your god.





# Good

1. Must never refuse a request for aid.
2. Must give a quarter of any income to charity.
3. Must never miss an opportunity to do a good work.
4. Must always defend the weak.
5. Must never ally with evil.
6. Must always destroy evil things.
7. Must always attempt to bring others to goodness.
8. Must never benefit from the taking of a life.
9. Must never harm any child or animal.
10. Must never betray another's trust.



# Inspiration / Creation

1. Must constantly improve your ability to create.
2. Must never go more than a moon without creating something.
3. Must record all of your adventures in art of some kind.
4. Must always support performers and artists.
5. Must never accept payment for your art or performances.
6. Must never destroy art of any kind.
7. Must never dedicate your art to anyone but your god.
8. Must perform at or donate art to temples of your god regularly.
9. Must build more than you destroy.
10. Must never refuse an invitation to dance.



# Knowledge

1. Must never refuse a request to share knowledge.
2. Must always record all knowledge gained.
3. Must never leave a mystery uninvestigated.
4. Must never accept payment for your knowledge.
5. Must never destroy any form of knowledge.
6. Must never spread disinformation.
7. Must learn one new thing each day.
8. Must verify the truth of all potential knowledge.
9. Must not waste words on that which does not spread knowledge.
10. Must learn something about anything you destroy or kill.



# Law / Justice

1. Must never lie.
2. Must never uphold an unjust law.
3. Must learn the laws of any place visited.
4. Must never aid in the breaking of a law.
5. Must not mete out any punishment outside the law.
6. Must always follow the orders of authority figures.
7. Must always attempt to correct injustices.
8. Must never refuse a request for unbiased arbitration or legal aid.
9. Must not make any oaths but those to your god.
10. Must always support rightful rulers.





# Life / Healing

1. Must never turn down a request for healing.
2. Must not kill.
3. Must work to advance the healing arts.
4. Must honor all forms of life.
5. Must not own any weapon that is not also a tool for peaceful pursuits.
6. Must always defend and aid children.
7. Must never accept payment for healing.
8. Must never use magic to harm.
9. Must never use or be involved in death magic.
10. Must always destroy the undead.



# Magic

1. Must never accept payment for the use of your magic.
2. Must learn a new spell or magical concept every moon.
3. Must practice magic daily.
4. Must never refuse a request for magical training.
5. Must never use magic frivolously.
6. Must learn or learn about any magic you witness.
7. Must never destroy any magical texts or items.
8. Must properly consecrate magic items before using them.
9. Must ensure that magic is used only by the worthy.
10. Must tithe a portion of all magical items found to a temple of your god.



# Nature

1. Must never use unnatural tools or weapons.
2. Must always use all parts of anything you kill.
3. Must always destroy unnatural abominations.
4. Must always prevent the destruction of nature.
5. Must never interfere with the course of nature.
6. Must never dwell in an unnatural structure.
7. Must never alter your body from its natural state.
8. Must obey only a proven alpha.
9. Must never consume unnatural substances.
10. Must commune with nature daily.



# Travel

1. Must not stay in the same place for more than a moon.
2. Must make a map of anywhere you travel.
3. Must never turn down a request for a guide.
4. Must never make use of a guide.
5. Must never return to your home.
6. Must never ignore an unexplored area.
7. Must never take payment for aiding the travel of others.
8. Must build a shrine to your god in any previously uncharted location you travel.
9. Must never leave anyone stranded in the wilds.
10. Must fight against any barriers to free travel.





# War / Strength

1. Must train in some martial discipline for at least an hour every day.
2. Must never retreat unless outnumbered at least 3:1.
3. Must always accept a challenge to fight or duel.
4. Must never go more than a moon without fighting.
5. Must never harm a noncombatant.
6. Must do penance after every defeat.
7. Must never refuse a request for training.
8. Must never leave wounded on the battlefield.
9. Must grant a boon to any warrior who defeats you in single combat.
10. Must never follow the orders of one weaker than yourself.