

History:

Unknown by many, a small population of humans (1 million) had isolated themselves from the rest of the dying earth and moved to the great domed cities of Mars in an effort to populate it and terraform it. They lived in concrete, metal and glass for many generations. They had lost so much of their culture to survival and 'war' was a thing of the past. Human life and preserving their new world became hallowed beliefs.

Between the domed cities on the dying earth and the cities on Mars, generations of humans had gone without seeing a green beautiful earth. It had a severe affect on the masses, but no amount of technology could remove the sensation of disconnection.

When the domed cities finally opened the gates to the new terraformed mars now known as New Aires, the people were in shock and many wanted to leave technology behind forever. Radical ideas began to spread that technology had been the enemy from the beginning and that all who survived this ordeal should revert back to a simpler life. They tried to bring back what had been lost, religion, art, crafts, farming and found themselves living in ancient times by choice.

What remained of the past were the domed cities, now forbidden zones pillaged from time to time for materials. Transportation and other such basic technologies were kept along with the massive pumping stations. Built to last forever and withstand anything the planet could dish out, these huge machines create electricity, clean water, and pressurized air for the entire population. They are as vital as natural resources and run from advanced geothermal systems. The computers that run it are locked inside and can never be accessed.

Culture:

For the parts of this story, the world resorted back to medieval time with a couple modifications. Schools exist for all matter of business, and trades, including medicine and knighthood. All have their own manner of system. There is a democracy of lords, common electives, and council heads. Between all of them, laws are made and upheld for the benefit of all. Despite the schools and system, much of life is pastoral spotted by towns and even fewer cities.

Not all areas are the same and the lines are drawn at religion - being the biggest dividing presense in this new world. However, many of the religions of today have become altered over so long a time. The holy books have survived but interpretations have changed in the light of leaving earth.

As it once was on earth, religion does not hold strong for everyone. Many prefer to live out their lives based on family and occupation, rarely acknowledging their faith and only using it as a base.

Education:

For younger children, taxes provide a basic education. Personal tutors are normally a choice for the wealthy lords or families requiring added help; though this can be costly since the state only funds for a handful.

Basic education is completed at age 12. Then the children either move on to a college or apprenticeship. Most college programs are short and result with apprenticeship - such colleges concern more common occupations. The more specialized, the more likely that the 12 year old will be adopted by a mentor and learn the craft until age 18 (25 for doctors).

Knight's Education:

Knights are always by apprenticeship. Boys ready to be mentored by a knight apply to the squire list. Many are the sons of knights and their fathers commonly petition their boy to a fellow knight they feel will suit their son.

Laws of Squires

A knight may not take his son as squire due to the possibility of Brotherly Combat - a challenge issued by one knight against another over personal injury that can end in death. In line with the 'Green Way' all is recycled. The squire of the defeated knight will be mentored by the winner should he have no squire of his own. Otherwise a surrogate will be found. Squires must be taught to respect and uphold the law above all else. They will need to be on their own and be capable of judging, reconciling difficulties, and punishing infringements justly.

Squires are sworn to learn from their mentors and never turn on them. Should a squire ever turn on his mentor, that squire will forfeit all training to be a knight.

Squires learn from their knights through daily life. The only limit to this education is war. Squires are not taken into large scale battles and any knight forced to do so will lose his squire unless he can explain the dire need for his actions and risk to the boy.

The loss of a squire is a black day for all knights and taken very seriously. An investigation is always held to be sure that the knight did all he could to preserve and protect the boy.

At the age of 18 the squire is brought before the council and tested. Both his skill in combat and his judgement of life are tested to be sure he will be a good pillar of justice that will not fall or become corrupted.

Their first year, all new knights spend as a rogue knight assigned to a sector. Rogue knights are the soliders and lone warriors. Some sectors have an available barracks for them to call home, but other poorer locations expect the knight to find meals and lodging on their own. Some sectors are merely stretches of road that need protection. The purpose of a year in this isolated state is to make sure the knight can act on his own after spending 10 years with a mentor.

After the first year, a knight can apply for a serving position on a lord's lands.

Serving:

Serving is not a discredit to the law of the land. It does not mean that a knight will disregard the law and uphold only the wishes of his Lord. What it means is that the knight will accept more responsibility since lands held by Lords tend to have more economical centers and need a higher level of control. The Lord himself is in need of protection since he and his family are higher value targets.

A serving knight may NOT complicate any of the standard laws with new additions by the Lord. A Lord may request an additional law specific to his lands because of certain features, but it must be reviewed by the council and allowed.

The benefits of this more complex situation is that the knight gains land and 'title' more or less meaning that he has a place and rank in the Lord's order and can move up in that area independantly of the knightly order. With each promotion he can gain more pay or more lands.

This is how many knights settle down and have a family.

However, all knights are subject to the will of the realm. Should war come, all knights, serving or rogue will need to heed the call and fight for all.