Tigue

Landed

Background

(Tigues are the closest Eras equivalent to knights)

In the later years of the Half-Century War, as the fighting forces of the Kordi began to waver against relentless sieges, and the fall of the capital seemed evident, several warriors rose above the chaos to bring the remaining troops to order. Their exemplary service, bravery, and command in the face of overwhelming odds bolstered the forces well and long enough to hold back the tide of invaders from the capital, allowing Archos Sihala to finish her ritual and seal the Flaming Gate.

On the anniversary of the war's end, Archi Etelin and Leon janSihala summoned every member of the newly formed military to the capital city for a grand feast to honor their service. There, on the steps to the Silver Spire, the Archi announced the founding of the Order of the Tigues. The surviving leaders of the war were inducted into the order and promised land to be conferred upon their retirement from active service. The first Tigues of Eras numbered ninety-seven and were given direct command of the remaining soldiers. With the creation of the order, Sane and Kete Lanton, heroes of the battle of Din Eidin and acting commanders of the military, were granted the rank of Priom to oversee the force that they forged. They, in turn, granted Archos Etelin an honorary rank amongst the Order for her time spent commanding in the final push of the war.

As the military grew, the Lanton twins divided it into eight different units named Omada. With the creation of the Omadas, the Lantons retained control of the 1st and 2nd, respectively, and elevated five other Tigues to the rank of Priom to oversee the 3rd through the 7th. The 8th Omada was designed a bit differently, forged as a force for local law. This 8th was placed in the hands of regional Tigues, henceforth known as Ard Tigues, to oversee their city.

Since its founding, the Order of Tigues has grown exponentially. Tigues act as commanders in the Omadas but also enforce order throughout the nation. It is customary for children of the landed to seek Tiguehood, especially the children of Ard Lairds and above who are less likely to inherit. Traditionally, the rank is conferred only upon those who have proven their ethical and martial excellence and have shown that they are capable of leading soldiers with fairness and skill. All Tigue prospects must be citizens of the Kordi Nation and obey and defend the nation on all occasions.

The Path of Tiguehood

Players begin as Tigue **prospects** and must work their way up to the title and renown of a fully-fledged Tigue. Full Tigues, denoted by their gold chain of service, serve the Omadas of the Kordi Military. The first step on the path to attaining the title is to learn from and receive the approval of the Tigue assigned to guide you to your Trial. Next, you will audition before several Omada leaders who are looking for recruits in the area and will receive offers according to their performance. Auditions happen regularly throughout the nation, although it is unusual for any given one to be attended by representatives of all eight Omadas. Upon acceptance into an Omada, you will be given your first chain (silver) of service as a squire, as well as the Omada colors, and will be squired to a full-fledged Tigue. All military members may wear tabards in the colors of the nation: black & white, or that of their Omada. A primer on becoming a Tigue will be available upon selection of the profession with a brief description of the Omadas, but it is up to prospects to learn more about them in-game.

Progression

Level	Requirement	Time	In-game Benefits
Prospect	Earn the approval to participate in the trials.	*+2 events*	1.5 silver stipend Skill: *Martial Training, Barracks Talk* Assigned a Tigue to shadow
Squire	Act in the service of an Omada for 2 Events *and* learn **1** of the codes from the Code of the Tigue.	*+2 events*	3 silver stipend Skill: *Renowned Figure, Preparation, Devotion* Access to a Tigue mentor
Cupbearer	Learn 1 additional code from the Code of the Tigue.	*+2 events*	4 silver stipend Skill: *Code of the Tigue* Access to Omada-Specific Skills
Tigue		5 silver stipend. Granted full autonomy as a Tigue of their Omada	

Note: Your stipend will be included in your character bag at check-in for each event.

SKILLS

Martial Training (0) You may unlock for free one of the following: Florentine, Buckler, or Two-Weapon, **or** unlock the Shield skill if all prerequisites are satisfied. You must still purchase the skill with CP.

Barracks Talk (0) Replace 1-2 of your normal event rumors with military-centric rumors. This may include talk of other Omada movements, plans from the capital, and information about other major members of the military.

Preparation (2) Through preparation, Tigues can ready themselves for the battles to come. Before the start of the event, select one of the four focuses to prepare for. Once per day, you may resist a single starting skill from your selected focus.

Devotion (2) Once per day, when following the direct orders of a superior or liege, attach an Unstoppable tag to 1 call of your choice.

Renowned Figure (0) Your actions during the BGA period may now gain you Public Renown.

Code-Associated Skills

*Note: All code-related skills cost **2 CP**.*

Leader of the Steadfast During the BGA period as a "profession action," you may pledge your squadron - a small number of soldiers under your command - to aid in any local task. This may be used to complete a Delegate task, three expedition trips, or other plot-relevant achievements in a BGA-based mission. You do not need to accompany them with your BGA action.

Voice of the Masses During the BGA period as a "profession action," you are granted a permanent seat in the Court of Emeria. This seat provides you with the authority to issue formal addresses and statements in court or levy invitations for others to speak in court. Additionally, this affords you the ability to vote on specific measures provided to the "General Assembly" of the court as identified by the Tiarna**.**

Servant of the Liege Select two of the following skills that can be used once during your assignment from your liege or superior: Dodge, Hard Headed, Poison Tolerance, Intuition, Strength of Will, Thick Blooded. The use of these skills does not apply to any "Once per X" limitations.

Champion of the Weak Once per day, in defense of someone unarmed and unable to defend themselves, intercept and resist any 1 call that would affect that person by sacrificing 2 vitality and taking the effects of an Unstoppable Pain.

Architect of the Readied Once per day, you may assemble all available members of the military to prepare for a battle to come. After 5 minutes of roleplay, grant all military members present one instance of the *Preparation* skill.

Bearer of the Sacrifice Once per event, designate 5 people as your band and bestow the use of one of your skills to all members, 2 cp skill for any 5 people, 3 cp skill for all military members, 4 cp skill if all members are part of your Omada.

Warden of the Quest Once per event, designate 5 people as your band and refresh cp to all members, including yourself, 2 cp skill for any 5 people, 3 cp skill for all military members, 4 cp skill if all members are part of your Omada.

Follower of the Gods Upon choosing to uphold this code, select 1 god and become its follower. For each event, you should make at least 1 appropriate offering at the shrine. Faithfully doing this will, over time, earn you the attention of that god. The responses will vary depending on which god you have decided to follow. Choosing this code does not automatically ensure your success.

Advocate of the Gracious Once per event, pledge yourself to someone who has helped you in some significant way. For anywhere from half an hour to 2 hours maximum, serve as that person's champion and bodyguard. During this time, you may not move further than approximately 10 paces away from that person. If you or your charge is attacked, you have 10 seconds following the attack to respond with equal force before taking the effects of the attacker's skill. This use of force is applicable even if the intended target can resist the attacker's original skill. The levels of force are as follows:

- Respond with a Maim to any skill that renders moderate bodily harm or inconvenience but does not reduce the target to unconsciousness.
- Respond with a Slay to any skill which renders unconsciousness, but does not kill the target.
- Respond with a Slaughter to any skill that renders the target dead.

Should you willfully abandon your charge or make no attempt to protect them while you are pledged to do so, the following repercussions occur: The very next time that you seek to use this skill, you receive none of the free associated benefits, but rather, must draw from your pool of skills to protect your charge.

Adherent of the Merciful Once per event, earn favor from a worthy opponent by granting them mercy after they yield to you in battle, or by helping them in some substantial way after they have died—for instance, getting someone to benedict them. You may not gain more than 1 favor per person at any given time. You may call in these favors whenever you see fit. Favors may be used to influence a variety of

different situations—for instance, you could convince an attacking force led by an opponent to consider negotiation before the attack; sweeten the terms of surrender for your side, or ask an opponent to aid you in a given endeavor. Upon requesting the fulfillment of a favor, your opponent must do everything they can to help you, but the debt is considered completely paid thereafter. Should you refuse to show mercy to an opponent who has yielded, treat the body of a worthy enemy with disrespect (allowing others to loot it, mutilate it, and so on); or fail to answer when another Tigue calls in a favor that you owe, the offended Tigue will hold a grudge against you. To trigger this skill, state, "I hereby beseech you to remember when last I showed you mercy."

Omada-Specific Skills

3rd Omada

Commander (2) At the beginning of each fight spend 1 minute forming a squad of 3 other players. You may bestow 1 use of any starting skill you have access to on the members of your squad or grant them 5 points of magical armor each. This effect may be applied to different players for each fight but may not be re-assigned during a single combat encounter. Once you have achieved the rank of Tigue Specialist, your group size increases to 5 other players.

Reinforcements (2) As a *profession action*, you may either fully heal one existing 3rd Omada piece located on the war map or add one additional 3rd Omada piece. As a Tigue, you may have up to 2 active pieces on the board and 3 active pieces as a Tigue Specialist. These pieces are yours to command and you should note any healing or movement order in the profession actions section of your BGA form. Note that reinforcements happen prior to any movement or encounters.

4th Omada

Observant (2) You may read investigation tags for any profession or culture after 30 seconds of roleplay

Control (2) As a *profession action* you may select one location on the war map and assign that location as either secured (Nothing may move in or out of that location), or entrapped (Causes 1 damage to any unit entering or leaving that location). You may maintain 2 active locations as a Tigue and 3 locations as a Tigue Specialist and may remove or move 1 per BGA period. Note that all unit movements and encounters happen prior to the assignment of any new location modifications.

8th Omada

Investigator (2) Expends your *standard between-game action* to perform an investigation on a person, place or event. You gain 5 points which can be used to gain insight or information on your desired task. You may split your available points up across multiple tasks or may apply numerous points to a single task for greater effect. Points for ongoing investigations are cumulative and will stack across BGA periods if used. Any investigation performed by a Tigue of the 8th Omada is considered formal military investigation and allows access to restricted information as well as full cooperation by the public.

Fortification (2) As a *profession action* you may select one location on the war map and assign an additional +1 to the offense or defense stat to any friendly units in that area. You may maintain 2 active locations as a Tigue and 3 locations as a Tigue Specialist and may re-assign or move 1 per BGA period. Note that all unit movements and encounters happen prior to the assignment of any new location modifications.