

# SOLDIER

*Citizens*

## BACKGROUND

Although Tigue are often given greater glory, they are not the only warriors of the Kordi or the key to its success. Soldiers are more numerous, drawn from the citizens of the nation seeking to make a living by the blade, the bow, or the spell, or even simply to protect their homeland from the dangers lurking in the woods or within the walls of their city. Beyond service by martial prowess, soldiers serve the community in which they are stationed by a variety of other means, and are considered vassals of the crown. They build bridges and aid in town construction, pitch in during harvest time, and are helpful members of their stationed towns. Led by appointed Tigue, soldiers operate in squads under the banner of a greater Omada.

Countless soldiers gave their lives throughout the Half-Century War, and their names have been immortalized in monuments across Kordi. Their strength and valor brought glory to the force that would become the formalized Kordi Military in the final years of the conflict, leading to a swell in voluntary service following the war, and continuing into the present time. Without their perseverance, the nation would certainly have fallen, and the population of the Kordi lost. Enlistment into the military is, in present times, voluntary, and is considered a great honor. The current enlistment age is 18, raised from the previous minimum age of 16 after the end of the war. Upon swearing an oath of allegiance and service to one of the Omada, soldiers are given room and board in their assigned town, formal training, and a per-moon wage. They undertake jobs as a unit, posted on the local barrack's board, under the direction of a Tigue. After years of exemplary service, or a particularly memorable feat of bravery, a soldier is often retired with a grant of land and title of Laird, or the chance to audition to train as a Tigue.

Soldiers of the 8th Omada serve differently from their counterparts. Members of the 8th are assigned a semi-permanent city post, which may change only upon formal request, where they act and serve as the local guard and law enforcement. This is a particularly appealing position for those who wish to have a life outside of the military as well, and although they may rarely see pitched battles, members of the 8th earn great renown for keeping the peace and protecting its inhabitants.

## DUTIES & RESPONSIBILITIES

**Keep the Peace:** Duties of the average soldier vary by their Omada, but all are expected to aid in maintaining the peace of the area in which they reside. While the 8th act as the local guards, another soldier may apprehend a criminal if no 8th are present, and detain them until such time that they can be passed off.

**Jurisdiction:** All Omadas, except for the 8th, have jurisdiction outside the limits of any Kordi city districts. They are expected to patrol the areas to which they are posted and keep an eye out for suspicious activity or attacks. The 8th retains jurisdiction anywhere inside their assigned city, except in private homes. In times of danger, a city's Ard Tigue may call for command over any residing military members.

**Serve with Pride:** All soldiers are expected to conduct themselves in a respectful and civilized manner. Soldiers should carry out all duties with a sense of pride and carry with them at all times the tenants and philosophies of their Omada.

## PROGRESSION

Level	Requirement	Time	In-game Benefits
<i>Novice</i>	Spend <b>2</b> events in good standing.	+2 events	1 silver stipend Free training 1 set restraints Skill: <i>Barracks Talk, Martial Training, Equipment Maintenance; as per Omada</i>
<i>Journeyman</i>	Spend <b>2 more</b> events in good standing.	+2 events	1.5 silver stipend Skill: <i>Rally, Combat Readiness; as per Omada</i>
<i>Master</i>	Spend <b>2 more</b> events in good standing.	+2 events	2 silver stipend Skill: <i>Discipline; as per Omada</i>
<i>Grandmaster</i>			2.5 silver stipend Skill: <i>Coordinated Strike; as per Omada</i>

*Note: Your stipend will be included in your character bag at check-in. **Free training** covers the cost of 1 skill's training per event—submit a request for compensation to your Tigie an Darna.*

## OMADA ASSIGNMENT

Every soldier serves an Omada of the Kordi Military and represents their allegiance in everyday life by wearing the colors of the nation (black, white, and silver) or their Omada, via a sash or tabard. There are eight Omadas, which vary in composition and purpose. A brief description of the Omadas, including their colors and crests, is available [on the website](#). Players may start as members of two local Omadas. You may select your preferred option, or allow staff to assign you, but both Omadas accept soldiers of any focus.

4th Omada: Scouting & reconnaissance.

8th Omada: Guarding & law enforcement in the city of Emeria.

## BASIC SKILLS

**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.

**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 may display the crest or colors of your Omada on a shield or buckler.

**Equipment Maintenance (2)** Gain 3 points of Repair per day that may be used on any non-destroyed piece of armor. Spend 1-minute buffing, polishing, or re-adjusting the piece per point of repair. You do NOT need any rings or leather.

**Rally (3)** Once per day you may use *Instant Tend* on another military member and restore them 3 Vitality.

**Combat Readiness (2)** Once per event, for one minute, no effect all instances of Disarm and Destroy.

**Discipline (3)** When in the presence of any Tigie during a combat encounter, gain the use of one Courage per Tigie per event. Additionally, while in the presence of a Tigie of your Omada, you may refresh 3 CP in skills once per event.

**Coordinated Strike (3)** Once per day, plan and grant the use of any one of your per purchase skills to another military member and make the skill Unstoppable. This skill must be used on a single target you designate. Your use of this skill is considered “missed” for the duration of the combat and can be regained after 1 minute of rest outside of combat.

## 4TH OMADA SKILLS

**Recon (4)** *Novice-level.* Expends your BGS activity to perform a subversive reconnaissance activity under the direction of your Omada. You describe how and what you intend to do, utilizing any resources gathered or granted in-game, and staff will respond with what you have discovered, and how the mission goes.

**Tracking (2)** *Journeyman-level.* You may follow cards placed in the woods that indicate paths and passage of human and creature. These cards will be labeled with “Tracking”.

**Landstrider (3)** *Master-level.* Increase your travel distance by one tier for between game actions, and gain 1 use of Flee per event.

**Keen Eye (3)** *Grandmaster-level.* You have noticed a weakness of a specific type of enemy. During check-in, you will be assigned an enemy class. Once per day you may attach the “Unstoppable” tag to any starting skill you have purchased when fighting the specified enemy.

## 8TH OMADA SKILLS

**Background Check (2)** *Novice-level.* As a between-game action, if you have a character’s name, you can requisition basic information on them from the Inn at Court, including, but not limited to: their full name, citizenship status, the location of their home or place of work, and any criminal history. With the blessing of a superior, this check can include more personal details on the individual’s family and past.

**Defender of the People (2)** *Journeyman-level.* Once per day, when defending a resident of Foxhedge, *Intercept* and take a one minute delay before the effect sets in.

**Marching Orders (3)** *Master-level.* When in the presence of another military member, never enter a Weakened state and resist the first Cripple or Maim on each leg per day.

**Loyalty (3)** *Grandmaster-level.* When in the presence of another conscious military member, you may respond with “No effect” to Taunt, and may not be compelled to attack any trustworthy ally by way of Rage or Dominate.