

TIGUE

Landed

BACKGROUND

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, valor, 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 for 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 Tignes. The surviving leaders of the war were inducted into the order, and given the promise of land to be conferred upon their retirement from active service. The first Tignes of Éras 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 Tignes 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 Tignes, henceforth known as Ard Tignes, to oversee their city.

Since its founding, the Order of Tignes has grown exponentially. Tignes act as commanders in the Omadas but also enforce order throughout the nation. It is customary for children of the landed to seek Tignehood, 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-aspirants 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**, without the title or renown of a fully-fledged Tigue. Full Tignes, 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 receive a recommendation from a Tigue in good standing. Next, players will audition before any number of the 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. All military members may wear tabards in the colors of the nation: black, white, and silver, 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
<i>Prospect</i>	Receive approval from a current Tigie to participate in the annual tryout.	+2 events	1.5 silver stipend Skill: <i>Martial Training</i>
<i>Squire</i>	Join an Omada through tryouts and learn the <i>Preparation</i> skill.	+2 events	3 silver stipend Skill: <i>Barracks Talk, Preparation</i> Access to assignments and a Tigie mentor
<i>Tigie</i>	Select specialty and learn 1 of the codes from the Code of the Tigie.	+2 events	4 silver stipend Skill: <i>Code of the Tigie</i>
<i>Tigie Specialist</i>			5 silver stipend Access to exclusive assignments. Ability to learn a second code.

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.

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, a Tigie is able to ready themselves for the battles to come. Prior to 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.

CODE OF THE TIGUE

All Tiges follow the code of conduct as determined and set to paper by the first Tiges of Eras, and their Prioms, Sane and Kete Lanton, in the 2nd year following the Half-Century War.

ONE. Always honor and uphold the laws and command of the Kordi Nation and its rulers. We act against wickedness or treason and will die before betraying our country, our principles, or our sworn duty. We exist to protect the nation and do so under the guidance of our superiors. Obey all orders without hesitation, so long as they are not to disgrace.

TWO. We are champions for all the weak and defenseless, for as we exist to protect our nation, we, in turn, must protect the people within it, and fight on their behalf. Beyond our duties as warriors, we are guardians and must grant them succor in their need, and treat all with respect, regardless of status. If they should require our time, be generous, and offer to help and assist. No task is below us, for all honest work is good and brings strength to the people.

THREE. Always strive to remain ready and prepared for whatever trials may lie ahead, and enable and assist others in doing the same. Our strength lies not in our martial prowess, but in mental preparation and anticipation of what may come. Enter each and every situation with proper care given to assessment and preparation for the engagement, as those who abandon these steps are but a liability to those around them, and to the nation as a whole.

FOUR. As Tigues, we are as brothers and sisters, and to harm one's brother or sister is among the worst crimes one could commit. We shall speak well of, and to our fellow Tigues, and soldiers, for they will be like shields at our backs, and lift us should we fall. Exercise patience and tolerance when working with others; respect their opinions, and never require them to adopt our own.

FIVE. We must endeavor to fulfill any enterprise that we begin, be it the commandment of our nation, or an accepted quest from the people. Show courage in the face of adversity, but let it not blind good judgment and wisdom. We shall seek to find a solution, for commitment to our work is to be stronger than fear of pain or hardship.

SIX. Only through an honorable life and service shall we find eternal reward. The Gods may raise or destroy nations at their whim, their power over our lives, and those of all mortals is to always be respected. We must never lose sight of the eventuality that we, like all mortals, shall die, and must face this fact with grace and acceptance, whenever the time shall come. We make offerings and pleas as we will, but mindfully, and asking for no more than which has been rightly earned.

SEVEN. Act only in ways that bring honor, for we represent our nation in all that we do. Offer understanding and an open mind to that which seems strange, accept ill-mannered behavior with grace, and strive to honor all social customs. Consider the feelings of others, speak tactfully and mindfully, do the utmost to not cause wanton offense, recalling that any and all actions reflect back upon the face of the nation and the military as a whole. Speak kindly to all countrymen and neighbors, for without them, there is no service.

EIGHT. Always show mercy to an adversary who has asked for such after the respectful surrender. Opponents who fight honorably are due respect, and we will not engage in the wanton slaughter or torture of those who would show us the same regard. We hold each other to this standard, and respect the judgment of our fellows.

CODE-ASSOCIATED SKILLS

Note: All code-related skills cost 2 CP.

Servant of the Liege Once per event, when following the direct orders of a superior or liege, attach an Unstoppable tag to 1 call of your choice.

Champion of the Weak Once per event, in defense of someone who is unarmed and clearly 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 with 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. Depending on which god you have decided to follow, the god's responses will vary. 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 minimum 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 which 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 which 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 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 Tigie calls in a favor that you owe, the offended Tigie will hold a grudge against you. To trigger this skill, state, "I hereby beseech you to remember when last I showed you mercy."