

SOLDIER

Citizen

BACKGROUND

Although the tiques are often given greater glory, they are not the only warriors of the Kordi, nor even the most key to it's success. After all, 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 own city. But, beyond service by martial prowess, soldiers serve the community in which they are stationed by a variety of other means. They are known for building bridges and aiding in town construction, pitching in during harvest time, and generally being helpful members of their stationed towns. Led by tiques, 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 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. Upon swearing an oath of service to one of the omada, soldiers are given room and board in their assigned town, formal training, and a per-moon wage. 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 become a tique himself.

Soldiers of the 8th Omada serve a bit 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 in their own city for keeping the peace and protecting its inhabitants.

DUTIES & RESPONSIBILITIES

- **Keep the Peace:** Duties of the average soldier vary by their omada assignment, but all are expected to aid in maintaining the peace of the area in which they reside. While the 8th omada act as the local police, if none are present, another soldier may apprehend a criminal and detain them until such time that they can be passed off.
- **Jurisdiction:** All omadas, with the exception of 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.

- **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>Soldier</i>	Spend 2 events in good standing.	<i>2 events</i>	Omada Assignment 1 silver stipend Free training Skill: <i>Equipment Maintenance</i>
<i>Private</i>	Spend 2 more events in good standing.	<i>+2 events</i>	1.5 silver stipend 1 set leather restraints Skill: <i>Rally</i>
<i>Private first class</i>	Spend 2 more events in good standing.	<i>+2 events</i>	2 silver stipend Skill: <i>Second Chance</i>
<i>Specialist</i>			2.5 silver stipend Skill: <i>Coordinated Strike</i>

Note: Your **stipend** will be included in your character bag at check-in each event. **Free training** allows you to train up to 2 skills per event for free—submit a request for compensation via letter to your commanding officer.

OMADA ASSIGNMENT

Every soldier serves as a part of one of the omadas of the Kordi Military. There are nine total omadas in existence, they vary composition and purpose. A detailed description of the omadas is available upon selecting the profession.

Players may start out as members of three out of the eight Omadas. You may select your preferred omada, or allow staff to assign you. In short, they are as follows:

3rd Omada: Infantry.

4th Omada: Scouting & reconnaissance.

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

SKILLS

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

Rally (2) Once per day you may use *Instant Tend* on another military member, a Tigie or a fellow soldier.

Second Chance (2+) Instantly restore the use of a missed skill to another military member. Tell them, "Give it another go!"

Coordinated Strike (3) Once per event, plan and simultaneously use the same skill, of any cp value, as another military member in order to make both uses become unstoppable. Both parties must expend uses of the skill thrown, but only one expends their use of *Coordinated Strike*.