

# TIGUE

*Landed*

## BACKGROUND

In the later years of the Half Century war, as the fighting forces of the Kordi began to waver against siege after siege, and the fall of the capital seemed evident. A group of soldiers 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 military to hold back the tide of invaders from the capital city long enough for Archos Sihala to finish her ritual and seal the Flaming Gate.

On the first anniversary of the war's end, Sihala's heirs, the Archi Etelin and Leon, summoned every soldier of the Kordi Military to Dantria, for a feast in their honor. 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 given the promise of land to be conferred upon their retirement from active service. The first Tigues of Éras numbered at ninety-seven, and were given direct command of the remaining soldiers of the military. With the creation of the order, Sane and Kete Lanton, the heroes of the battle of Din Eidin, were granted the rank of Priom, to oversee the tigues and, in turn, the military as a whole.

As the military grew, the Lantons 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, and appointed the 8th Omada as a force for local law. This 8th Omada was placed in the hands of regional tigues, henceforth known as Ard Tigues, to oversee their city.

Since that time, the Order of Tigues has grown exponentially. Tigues have acted as commanders in the eight omadas, but also enforce law and order throughout the kingdom. It is the custom for the children of the landed to seek tiguehood, especially younger children of Ard Lairds and above, who will likely not inherit property. Traditionally, the rank of tigue is conferred only upon those who have proven their ethical and martial excellence, and have proven 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. They must possess truthfulness, responsibility, and courage and, as champions of Humankind, they undertake by oath to defend the weak and oppressed, to hold their plighted word inviolate, to be faithful to the military, and to perform all assigned duties.

Tigue-aspirants must take initiative in their training, as the first requirement on the path to attaining the title is to receive a written recommendation from a current tigue in good standing. With that recommendation, they may attend an audition and display their worth before a council of Prioms and Ard Tigues, the leaders of the nation's omadas, or their representatives. Auditions happen regularly throughout the five regions, although it is unusual for any given one to be attended by representatives of all eight omadas. It is even more unusual for the leaders of the 1st and 2nd Omada to even send a representative, as their members are typically through direct invitation to accomplished tigues.

## PROGRESSION

Level	Requirement	Time	In-game Benefits
<i>Prospect</i>	Receive approval from a current tigue to participate in the annual tryout.	+2 events	1.5 silver stipend
<i>Squire</i>	Learn the <i>Preparation</i> skill.	+2 events	3 silver stipend Skill: <i>Preparation</i>
<i>Tigue</i>	Select specialty and learn <b>1</b> of the codes from the Code of the Tigues.	+2 events	4 silver stipend Skill: <i>Code of the Tigues</i>
<i>Tigue Specialist</i>	Ability to learn a second code from the Code of the Tigues.		5 silver stipend Access to exclusive assignments not on the military board.

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

## OMADA ASSIGNMENT

Every tigue serves as a part of one of the omadas of the Kordi Military. There are eight total omadas in existence, they vary composition and purpose. A brief description of the omadas is available upon selecting the profession, but it is up to trainees and hopefuls to learn more.

Players will audition before any number of the omada prioms who are looking for recruits in the area, and will receive offers according to their performance.

## SKILLS

**Preparation (2):** Through preparation a tigue 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 Éras, 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 to 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 tiques, 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 tiques, 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 judgement 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 in the eventuality that we, as 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 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 judgement 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 4 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. 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 of time 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 is able to 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 Pierce 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 own pool of skills to protect your charge.

**Adherent of the Merciful** Once per event, earn a 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 attack; sweeten the terms of surrender for your own 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 knight calls in a favor that you owe, the offended knight will hold a grudge against you. To trigger this skill, state, “I hereby beseech you to remember when last I showed you mercy.”