

The Devil's Brigade

The The Devil's Brigade (Military)

Background:

The Devil's Brigade is a mercenary group founded by a former colonel of the Opal Fire Army. This group specializes in fighting creatures from the underworld here on Terrene. A colonel Raimyn Frederick commands this brigade and they train all over the world as needed. Countries summon their aid if the need arises and they go some places even if not summoned. They fight well and get paid well. Their base is in Nathiri Village, in the Mineral Islands.

Characteristics:

The group fights well around other units usually using them as distractions while the move into a position to use their special skills. They always fight in threes. This way they can use the aid ally skill to the greatest effect. They also use flank and battlefield expert to constantly maneuver their foes into bad positions.

Membership Requirements

- Must have survived a fight with a creature from the underworld.
- AB 5+
- Personality Profile: Not have more than 1 morality score under a 5.
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Path Requirements & Benefits

Path Rank	Requirements	Benefits
1	See above	Aid Ally Advanced, Avoid Fear
2	Have 2 sidekicks Expert in a martial weapon 2 months of service	Coagulator, Righteous Weapon
3	Battlefield Expert	Soul Protection, Access to Gear
4	Have 4 sidekick capabilities	Add <i>speed</i> to your Righteous weapon, Energy Resist
5	Have 6 sidekick capabilities they can be mixed and matched with your 2 sidekicks	Your Righteous weapon is now a +6, Holy Infiltration

Aid Ally Advanced: You can use your aid ally with your side kick changing the defense and attack to either of your sidekicks as needed every round as a free action. Further, you can aid more than 1 ally if you are adjacent as required.

Avoid Fear: You gain a +5 to resist fear effects. Further when you roll your d6 on the fear table you gain a +1 or -1 (Your choice) to that d6 roll. Finally, you gain resistance to Stress of 1 per rank.

Righteous Weapon: You gain a weapon of good, created for you by the brigade clergy. This weapon will be one that you are an expert in. The weapon is a +3 holy weapon.

Coagulator: Your blood now stops any bleed effects after just 1 round.

Soul Protection: This protection doubles your total resist check you make to keep your soul in your body and also does the same if you are the target of any type of possession.

Energy Resist: You gain a resistance of $3 * \text{your rank}$ to a named type of magical / supernatural damage. The damage type can be changed once every 24 hours.

Holy Infiltration: This group when on unholy ground gains a +10 to avoid detection of any kind.

New Gear

Wound Patch

You each carry around a special patch that when placed on a wound that is affected by a wounding effect it stops the effect. This patch takes 1 action to place and you are given 3. They are replaced when you get back to the Headquarters.

The wound patch takes 4 hours to make, a Craft Alchemy check of 29. This process creates a batch of 3. The material cost for this is 100 gc. Retail is 200 gc.