

Order of the Opal Flame

Order of the Opal Flame (Military)

Background:

The Land of Opal fire was established in 40,583. It is currently a feudal republic and has been such for over 600 years. Opal Fire has a history of war and siege more than any single country in Aviron. The Order was established by the 1st Monarch after claiming this land from several humanoid tribes and Kobolds. The order was founded by Her Majesty, Lady Artrasa of Brell. It was her men that praised her leadership in war and lifted her to a political leader upon her final victories.

Characteristics:

The order was founded to fight the good fight, to fight with heart and soul. It was founded to protect Opal Fire and her crown from all aggressors. Men and women are chosen for officer status to this order. All others are referred to the Opal Fire recruiting office. All can apply as the country is very rough and the talents to defend it are varied.

Membership Requirements

The order tends to have a good deal of discipline and they fight a lot against all the evils that seek Opal Fire's destruction.

All members must be citizens of Opal Fire.

These officers are handpicked and asked to join by a word be sponsor. They should be leaders and have proficiency with 2 martial weapons.

Other: Proficient with at least 2 Martial Weapons. Sponsored by a member of the order or be of noble blood

Order Requirements

Path Rank	Service	Requirements
Lieutenant	1 Years	AB +7, Leadership, Culture (Military), 1 Action Die
Captain	3 Years	Wisdom 14, Intelligence 13, 2 Action Dice
Major	5 Years	Wisdom 16, Intelligence 15, 3 Action Dice
Colonel	7 Years	Wisdom 18, Intelligence 17
General	9 Years	Wisdom 20, Intelligence 19

Order Benefits

Path Rank	Benefits
Lieutenant	Defend the Fire; Bonded Mount Ritual is performed on you.
Captain	Commander's aid, Danger Sense
Major	Guarded Thoughts, Battle Sense
Colonel	Uncanny Feint, Battlefield Sense
General	Granted Lands, Opal Fire

Upon receipt of your commission you are entered into the rolls of the Order and given many rights and privileges.

Defend the Fire (Ex): This is drilled into every officer's head from the moment they start their training. You fight for king and country with all your heart, mind and soul to defend your sovereign and kingdom. With this you receive a +1 per rank to Attack and damage.

Commander's Aid (Ex): This ability allows the lieutenant to use the attack action *Aid Ally* as a swift action to any member of his command (higher or lower). Normally this is a standard action.

Danger Sense (Ex): This ability gives the captain a +4 to initiative rolls and +2 to Perception checks when an ambush is about to be activated by he or any of his men. He can also spend a personal action die to help a person under his direct command make their Perception check if he is close by. Further, if you are sleeping when you make your initiative check you are up and alert and do not need to orient.

Guarded Thoughts (Ex): The discipline of military life is engrained in you now. You receive a +3 bonus to Influence (Diplomacy) and Sense Motive. Finally, you gain a +3 to any Resolve (Morale) or Resolve (Resist prowess) checks.

Battle Sense (Ex): This gives you the ability to know the strategy and tactics of your enemy. As a commander you can better prepare your men for what is ahead. This gives you and your men a +2 insight bonus to their defense.

Uncanny Feint (Ex): This ability allows you to feint as a free action and also gives you a +4 to your bluff roll when you feint.

Battlefield Sense (Ex): In any combat situation with more than 20 combatants, you are all granted a +3 to any *Aid Ally* action you are they take.

Granted Lands: When you achieve this rank, your liege grants you lands and an estate.

Opal Fire (Ex): As an icon of leadership you glow with the fire of or your land and king. You are a beacon of hope, strength and power. You can activate this ability 1 time per day. You burst with a 5d6 burst of energy damage (energy of your choice). This ability once used grants a boost in morale to all within your command, everyone gains a +5 to will any resist check involving Resolve. Further, any target under an effect that required a resist check gets another Resist check immediately.