

Order of the Emerald Road

Order of the Emerald Road is a group that seeks enlightenment of and from the origins of all things. They acknowledge the gods but feel they are just more enlightened than us and perhaps do deserve respect for our civilization and the protections from the forces of contempt. But blind worship is too much. They seek the things that created the gods, and the wisdom of the 4 pillars. They spend their time learning from ancient texts and discussing them. They travel the worlds following clues and insight into the origins of things. They have a palace, where each monk must travel once in their life. The palace is called the Cornerstone of Creation, or just The Cornerstone. It is located in Finar Mountains in the mineral islands. When they reach the palace they fast and pray and seek the wisdom of The Master there.

The order claims to have existed in various forms for the last 5,000 years. There have been many monasteries through out the land and although they all seek the same thing they all have their own way of doing the seeking. As a general rule, they do not try to entangle themselves in the affairs of others, they only involve themselves as their personally morality guides them.

This passive nature over the centuries put them between opposing forces and many monasteries have been destroyed and its members killed

The members have over the last 1,000 years learned a thing or two though; first they learned to defend themselves and to be completely self-sufficient, all the while still seeking knowledge and wisdom.

The order disdains the use of weapons and armor; they are after all a peaceful order. And if they had weapons or other things for people to fear them, those people would use that as an excuse to attack them. All weapons are banned from the monastery except for tools used in their work and walking sticks.

Membership Requirements

Being a member of the order is a lifetime commitment to the search for truth. Your talents never stop growing if you remain true to the teachings of the order.

Training

There are four ranks in the training, the Foot, the Hand, the Body and the Head.

Rank (The Foot)

During this time you are only allowed to talk to students of your rank and your instructors all others are off limits unless given a directive to do so. Much of your time is spent in self-reflection, mediation, study and discussion. You do most of the basic domestic functions that the monastery needs to function.

Requirements to move on to the rank of Hand

Personality Profile: Self (Play Now, Pay Later/Self Discipline) needs to be an 8+.

Personality Profile: Self (all the rest below Play Now, Pay Later need to be 5 or better).

It usually takes about 1 month of training to move 2 personality profile items 1 point.

Rank (The Hand)

During this time you are allowed to talk with all trainees except those of The Foot rank. You still spend much time in spent in self-reflection and mediation. Your domestic duties may be more akin to what you have a talent in, calligraphy, farming or what every. Then you are taught to fight without weapons.

Requirements to move on to train in the rank of Body

AB +4

Unarmed Combat Specialist capability

Improved Grapple

Sneak 6+

As a Hand you gain these abilities

Crushing Hold

If you succeed in grappling a creature, you inflict 1d4 points of lethal or non-lethal damage. With each successive round that you continue to maintain the hold, you double the amount of damage you inflict to a maximum of 4 dice. The damage continues at 4 dice as long as you maintain your hold.

Out of Nowhere

You may take an immediate action against a target any time a target becomes vulnerable while next to you. This includes surprise rounds and flanking. You take a single action and you must make it on the target that is now vulnerable. You can use this once per round.

Return Throw

When you are the target of a thrown weapon, you may catch the weapon. This counts as a swift action from your next round. You can then, on your turn throw it at a target, with no penalty for being untrained.

Rank (The Body)

During this time you are allowed to talk with all trainees except those of The Foot rank. Your training in unarmed fighting continues and your domestic duties can be adjusted if you need or the instructors believe you need a change.

Requirements to move on to train in the rank of Head

AB +8
Expert Unarmed Combat
Acrobatics 9+
Agility 14+, Mobility, Moving Attack

As the Body, you gain these abilities

Hibernation

You can spend 1 hour meditating and put yourself into a coma like, hybernative state. This state lasts a # of days = to your command score. During this time, you have no need to sleep or eat. When you come out of this state, you will be fatigued 3. You cannot do this more than 1 time per month.

Monkey Roll

By using a monkey-like tumble, you can avoid attacks aimed at you. You must be in light or no armor. This is a full round action. You gain a +6 bonus to your defense.

Out of Phase

You can become out of phase by spending an Action Die. The duration is 1 minute. If you have mana, you can extend this state by 1 minute for every 10 mana you spend. While in this state, you can see and hear what is going on but you cannot physically interact with the physical world. Those with a wisdom score lower than seven sink into the ground and are lost forever, as they cannot will their body to stay on solid ground. You cannot be seen, heard, felt, smelled or tasted by those not in phase with you.

Prone Fighting

While prone, you do not incur any penalties to your defense and may fight from this position without penalty to your attack. Further, you still can take an action if someone next to you and provokes an enemy action. Finally, you do not need to orient when standing up, nor do you re-roll your initiative.

Quick to Strike

Any action you perform an attack in you can also move $\frac{1}{2}$ your movement in that same action.

Self-Healing

You can meditate for one round and heal one vitality point. You can meditate for 1 hour and heal one wound point.

Rank (The Head)

During this time you are allowed to talk with all trainees except those of The Foot rank. Your training in unarmed fighting continues and your domestic duties can be adjusted if you need or the instructors believe you need a change. You are called on to travel and trade for the order.

Requirements to move on to train in the rank of Spirit

AB +12

Personality Profile: Self (Play Now, Pay Later/Self Discipline) score to 9

As The Head

Mask the Mind

You can mask your mind from those that seek to learn your thoughts or to impose their will on you. You can add your **Personality Profile:** Self (Play Now, Pay Later/Self Discipline) score to any resist checks when something or someone tries to read or influence your thoughts.

Breathe underwater

You can meditate for two rounds, even underwater and you can increase your athletics endure score by a # = to your Personality Profile: Self (Play Now, Pay Later/Self Discipline) score. This lasts until you start breathing or you die.

Rank (The Spirit)

When you reach the rank of The Spirit you are now a master in your order. Your training in unarmed fighting continues and your domestic duties can be adjusted if you need or the instructors believe you need a change. You are called on to travel and trade for the order.

Requirements to complete this rank

AB +16

Personality Profile: Self (Play Now, Pay Later/Self Discipline) score to 10

As The Spirit

Sunder It

You are able to focus your mind into a powerful sundering strike. You gain a +10 to the hardness of any part of your body you are using to sunder and a +10 to the sunder damage you do. To focus your mind takes two full rounds.

Slow aging

Your discipline has reached such a level that you age at $\frac{1}{2}$ your normal rate. This does not change your fated day to die though.

Dwemour

You can look over a person for 1 minute and know the numbers from their Self-section of their personality profile that are 1-3 and 8-10. This will not see through any spells or possessions that might alter these #'s. though.