

Orders/Attunements

Orders are groups that players can join, the faces of power that make the world spin; Attunements are something that is achieved from a power source, such as the Plane of Fire. When a player joins an Order or becomes Attuned to a power, they will begin earning Favor with that organization, as they increase their Favor they will gain access to some abilities. A player can only be a member of a single order at a time, while some of them may have similar goals their codes and structure require the members to believe in the cause 100%. Since Attunements are gained from a power source it is possible for a player to be involved in the RP of more than one but they can only gain powers from a single Attunement. So with a lot of work and effort it is possible for a player to have powers from an Order and an Attunement.

Once an order or power attunement has accepted a character they begin to earn time toward their cause, this time will stack up to give them access to powers at different levels within the organization. There are 2 ways to earn time, the first way is game attendance, each game day will count as 1 point of favor, second additional points may be awarded for actions taken on behalf of the order that go above and beyond expectations, and third by completing tasks that are assigned by the order (often in the form of modules). The amount of favor needed for each level of an order can be found on the chart below as well as what you gain access to. If you are working on more than one, meaning you are part of an Order and also have an Attunement you still only receive 1 favor per day and you must choose where you want the favor points to be awarded.

Once a player has the appropriate rank to gain a power they can purchase a limited number of order skills, doing so will gain the character access to the ability. Each time order skill is purchased the character will receive the next power in the order. If a character does not RP their order correctly or works against its interest the order will do its best to keep them on course, however those that are not giving the order its due will be relieved of membership. If a character is removed from an order they will no longer gain the use of the powers of that order.

In addition to powers Orders and Attunements are a place where players can increase their person fuel. Once a player has the correct rank and the prerequisite number of Knowledge<Magic/Warfare/Nature> they will be taught the ability- *Focus Training*, granting them their choice of: 2 Energy, 4 Mana/Fury, or 2 Spell Pool. Once this is learned the player will keep the improved Spell Pool so long as they have the skills to support it, this stays even if they leave the order or lose the attunement.

Favor Points	Member Rank	Focus Training	Abilities
1-3	Initiate	--	
4-18	Novice	--	Up to Rank 4 abilities
19-40	Journeyman	(Knowledge 3)	Up to Rank 7 abilities
41-75	Adept	--	Up to Rank 10 abilities
76-105	Master	(Knowledge 5)	Special
106+	Grand Master	--	Special