

## Orders and Attunements

Orders are groups that players can join; the faces of power that make the world spin. Attunements are something that is gained 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 most can only gain powers from a single Attunement. 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 3 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. Lastly, 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 must choose where you want the favor points to be awarded.

Once a character has gained acceptance into an Order or Attunement, they must spend 10 Skill Points. This is the only SP investment needed for a character to gain their powers and can be taken as 'debt' where the characters' next earned SP will go to paying off this debt above all other expenditures. Doing so will allow the character to gain the access to the abilities they have achieved sufficient Favor for. Assigning Favor must be done independently for those characters drawing power from both an Attunement an 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 acumen. Once a player has sufficient rank and the prerequisite number of Knowledge ranks they will be taught the ability Focused Training. Focused Training grants a player their choice of: 1 Blade effect (+5 Temporary Damage) per encounter (Warfare), 10 Spell Pool (Magic) or 5 Body Points (Nature). Once Focused Training is learned the player will keep this skill if they have the skills to support it, this stays even if they leave the Order or lose the Attunement. Focused Training may only be gained from a single source.