

Formations and Drills

The following entries represent the techniques practiced by the Military Orders of Sobukand.

Formations:

Formations require a specific number of members and 1 minute spent organizing the members into a group action for a repeatable benefit. Some formations may require additional skills to perform. You may organize the formation as long as at least one of the members has the listed skill. You may only be a member of one formation at a time.

Loading Drill

Member Requirements: 2–3 Members

Skill Requirements: None

Roleplay: Before and after each shot with a ranged weapon, the shooter hands the weapon to the designated loader who inspects and reloads the weapon. One loader can support up to two shooters.

Benefit: The shooters may call, as a Combat Maneuver, any effect that any member of the Formation has access to, spending Grit as normal.

Ambush Blind

Member Requirements: 3–4 Members

Skill Requirements: One member of the Formation must know Sneak

Roleplay: A Scout organizes and places the group into the proper posture and location to not be seen.

Benefit: When one member of the formation gains Hidden, they may place the other members of the formation into Hidden. If they do not possess the skill Sneak, the Hidden ends as soon as they move or take an action against another target.

Rescue Squad

Member Requirements: 2–4 Members

Skill Requirements: One member must know First Aid

Roleplay: The person with First Aid can distribute relevant props and equipment with their assistants.

Benefit: Any members of the formation may assist any other with the skill First Aid, regardless of whether or not they possess the skill. In addition, Any member of the formation may call the Combat Effect Intercept upon any other formation member currently performing First Aid or applying a healing poultice.

Morale Squad

Member Requirements: 3–4 Members

Skill Requirements: One Member must know Banner Bearer

Roleplay: Each member stands at attention in a protective formation, evenly spaced around the Banner, and moves as one collective marching unit.

Benefit: When one member of the Formation completes the roleplay for Inspire Courage, any other member of the Formation may also call Inspire Courage without any additional time. In addition, members of the Formation may use Mental Saves as well as Physical Saves for purposes of defending against Repel effects.

Drills

Drills are a benefit granted to up to 10 allies by organizing them for at least 10 minutes of Roleplay and expending the listed costs. Later, you may call the name of the Drill and grant the benefits to all the people who participated in said Drill, including yourself. You must be in the scene to activate the Drill, and a character may only benefit from one Drill at a time.

Combat Drill

Costs: Any 2 Fiber, any 2 Binders

Roleplay: Lecture and complete combat practice on a particular combat technique or maneuver.

Benefit: The leader of the Drill may grant access to any Combat Maneuver Talent they have to the entire Drill, for the duration of the battle.

Aegis Formation

Costs: Any 3 Herbs, one of which must be Uncommon, Any 1 Edible

Roleplay: Exposure to the conditions and combat techniques that can lead to certain disabling conditions. Techniques on how to roll with, defend, or mitigate. Tests of Endurance.

Benefit: Choose a Combat Effect. Once during the next scene, all allies gain a save against the specific chosen Effect.

Vanguard Formation

Costs: Any 3 Metals, one of which must be Uncommon, Flint

Roleplay: Practice aggressive combat maneuvers, charges, and general calisthenics.

Effect: When called, all members of the formation gain one use of the +1 Damage Combat Maneuver for free.

Protective Drill

Costs: Any 2 Minerals, Any 2 Binders, a ready source of the type of Damage you wish to pick.

Roleplay: Reinforcing equipment and discussing safety measures for preventing injuries from magical effects. Stop, dropping, and rolling as necessary.

Effect: Pick a single type of Elemental Damage (Such as Fire, Air, or Earth). All members of the Formation wearing Armor gain an additional Physical Save, only against that type of damage