

## **EOS Banner System**

### **What's the point (of the banner system)?**

We wanted people to look cool/heroic as they participated in the game. This has worked with our house symbols/costuming, and we would like to get people to buy in even more, so we've added more incentive for people to carry their house symbols/banners into combats where they wish to call on the powers of their throne spirits.

### **How does this system work?**

Story Explanation – All symbols in the world of EoS that have beliefs behind them have power. By carrying these symbols, and calling upon them through the correct rites/customs, you can harness it, and use it to push yourself (and your Oathsworn) to levels of efficacy beyond what they can normally leverage.

System Explanation – When you bring your banner with you in combats, you can invoke a battle stance that allows you to gain momentum. By expending momentum, an experienced commander can execute tactics that give them (and their Oathsworn) special abilities.

### **What's Battle Stance?**

When the leader goes into battle, if all of his Oathsworn are present, he can invoke a battle stance. When the party is in battle stance, they can gain momentum, and they gain the Quality: Restless. This does imply that it's important for your fellowship to be together often when you want to invoke the power of your banner. Why did we do this? So it's never vague if fellowship member show up late, whether or not they are under the effect of a banner. This way your commander must invoke it while all are present.

### **Okay... what's the Quality of Restless do for me?**

When a person has the restless trait, they cannot rest to regain pool or dispel effects.

### **What's an Oathsworn?**

An Oathsworn is a person that gives their oath to their throne spirit to guard and protect their banner. For each banner, there can be up to 6 Oathsworn, one of whom is recognized as the leader by the throne spirit.

### **What's a good sized banner?**

Generally banners are 3 foot by 3 foot to be truly glorious, although your throne spirit can examine them all case by case, though it's likely that smaller and less impressive banners may have some power handicaps on them. No self respecting hero wants a droopy banner!

### **What's Momentum?**

Momentum is the game measure for fueling Tactics. As any member of the party, each killing blow that they deliver grants them 1 momentum. Keep in mind, momentum

can only be generated by completing the killing blow. Cutting down your foes isn't enough to give your side inertia, you must ensure that your foe is defeated. As they are killing blowed, the Oathsworn must say (in a voice audible to the downed opponent) "I claim you in the name of (Banner's Name)."

**But scripts get up and run off before I can reach them!**

Well, the glib answer here is, "Be faster." In truth, with the advent of this system, we will try to give players ample time to kill off their foes (~10 seconds).

**Ahh... okay. Well, does this mean that Spring players will be running around killing people just like those ravening Winterites in order to gain Momentum?**

Yes... sort of. Every throne gains momentum by defeating their foes. If they didn't, it would be likely that there would be fewer thrones...

Since every banner is tied to a throne (and a representation of that union) each throne has a special 'edge' that grants them bonuses to momentum gain;

**Autumn** – Bane of Undeath - +2 momentum for each Undead cut down. (Note: Undead cannot be killing blowed normally)

**Winter** – Winter's Assault – Each Oathsworn gains +1 momentum for the first 2 foes defeated per battle

**Summer** – Magi's Fury – Each Oathsworn that is affected by a packet attack gains +1 Momentum

**Spring** – Preservation – Each Oathsworn gains +1 momentum for healing a person that is currently at 0 body (bleeding).

**How do I convert Momentum to Awesome?**

Tactics, of course

**Where do I get tactics?**

You can gain tactics in one of two ways;

Random pulls based on recipe execution – In the Vocation station, you may discover that you can execute one of the new recipes, and get a random tactic based on the recipe. This simulates the overall chaos of skirmishes, and how unpredictable research/breakthroughs can be.

Loot – Over the course of adventuring, you may find tactics. While infrequent, these tactics can possess great power.

Remember, Tactics are products, and thus, they expire over time (as your foes adapt to your methods).

**How many Tactics can I have on my banner?**

1 per Leader's Glory Rank. They must be affixed, (even folded up) to the banner to show they are "in play". You can change the tactics affixed to your banner on a weekend by weekend basis. Once locked in, you cannot change them until the next event. If you wish to add tactics to your banner, you must do it at your Throne if you haven't hit your commanders limit.

**What types of tactics are there?**

Bulwark Tactics – Tend towards giving your oathsworn resistances to certain offense types

Assault Tactics – Tend towards giving your oathsworn additional offense, in smaller bursts

Entrench Tactics – Tend towards giving your oathsworn additional offense, in a powerful, longer to build up bursts

Rallying Tactics – Tend towards healing your oathsworn.

### **Do tactics get more powerful as I level?**

We have lesser tactics, standard tactics, greater tactics, and true tactics. So, therefore, yes, as True tactics are more effective than greater, etc...

### **Can I use a True tactic when my Glory rank is 1?**

No

### **How do I unlock Tactics?**

Tactics have a Glory Minimum, and possibly a Siegecraft minimum rank

### **What's Siegecraft?**

Siegecraft is a skill, similar to Rites and Rituals, that aids you in executing Tactics. Each point in Siegecraft gives you a bonus momentum, whenever you invoke the Restless Trait.

### **How do I learn Siegecraft?**

Like all things in game, you must find someone willing to teach you, though much like rites and rituals can only be learned by casters archetypes, it's highly likely this is only available to the martial archetypes.

### **Why do I care about glory rank of the people in my oathsworn?**

Your Glory rank determines your starting momentum, when the Restless trait is invoked. The commander gains a bonus equal to the sum of all the ranks on the banner. This means you get a bunch of points for free just because of who's in your fellowship. So if everyone in your six person fellowship was 3<sup>rd</sup> ranked in glory, you'd have 18 momentum to begin with before even facing a creature For Example:

1. Triangle
2. Square
3. Pentagon
4. Circle
5. Diamond
6. Trapezoid
7. Starburst

### **What do the shapes mean?**

Each shape represents the members of your fellowship. When you formally declare your allegiance you put your mark on the banner, this mark corresponds to your current glory rank. This is so people can tell how impressive your banner is, by the

different types of shapes on the banner. Each shape should be minimum about 3 inches by 3 inches, people often decorate the “inside” of the shape with their own heraldry..:

1. Triangle
2. Square
3. Pentagon
4. Circle
5. Diamond
6. Trapezoid
7. Starburst

### **When I invoke a tactic, what happens to my momentum?**

When any tactic is invoked, every recipient of the tactic’s momentum is reset to 0.

### **I’m going to be broken! I’m running around, with my banner, and invoking all sorts of awesome you can’t even hope to balance, fools!**

Actually, no. You can only use a tactic once per weekend. As you learn more tactics, you have more options, but each time you use a tactic, you can’t use it again that weekend.

### **Aaargh! My Tactics are useless!**

Not really. Points in tactics mean that you can more or less have a tactic ready right when you walk into a combat, or have a head start on an entrench tactic.

### **What exactly do my tactics look like?**

Each Tactic has

Name

Tactic Type

Momentum Required

Glory Rank Required

Execution Phrase

Confirmation Phrase

Out of game incant

For Example

Name: Last Stand

Tactic Type: Entrench

Momentum Required – 50

Glory Rank Required – 6

Execution Phrase – Spartans! Prepare for Glory!

Confirmation Phrase – For Leonidus!

Out of game incants –

Voice to (Banner name), Favor 5 Skill 5’s

Voice to (Banner name), Favor 5 Resist Skill’s

Voice to (Banner name), Favor 5 Resist Magic’s

Voice to (Banner name), Favor 5 Reflect’s

When commander is cut down, or loses the restless quality  
Voice to (Banner name), Malice Quality Dead

### **How do I spend Pride Points to add to my Character's Effectiveness?**

You can spend Pride points in order to make your character more effective in the following ways;

Give you an extra pick on the tactics pull – The cost is two pride point for a free random pull from the tactics. This is meant to symbolize karma/luck that allows you to gain insight into the ebbs and flows of battle.

Deleted: one

Can buy ghost momentum (up to a max of 20) – This allows you to go into battle with a certain number of starting momentum, meaning that you can execute more powerful tactics earlier, due to you starting with a higher momentum rating. It costs 1 pride point per point of ghost momentum. This momentum buy is per weekend.

### **How do you pick a leader?**

During the banner binding ceremony, the sponsoring throne spirit will ask for two of the Oathsworn to step forward; the Leader, and the Herald. The Leader is the one that is capable of spending the gained momentum and carrying the banner. The Herald can accept momentum, and carry the banner. It is the responsibility of the Herald to tell the Leader how much momentum has currently been accrued. That means they must keep a keen eye on their fellowship slaying their enemies so as to total it properly.

### **Can I be both the Herald and the Leader?**

Absolutely! The main reason we broke the roles up was to provide more tactical options. If you want to place both of these responsibilities on one person, however, that is certainly your choice.

### **Do I get bonuses based on my class?**

Certain militant classes get bonuses within this system (much like magic oriented classes get bonuses in the ritual system). To use this ability, they must be the leader.

Warden Archetypes – Once per day, they can spend 6 momentum, and Voice Heal 8 to my Oathsworn. (this only effect the oathsworn that share an oath with the invoker)

Combat Technician Archetypes – Once per day, they can consume components in order to gain momentum. Common components grant 1 momentum, Uncommon grant 2 momentum, Rare grant 3, Very Rare grant 5, and Unique grant 10

Weaponmaster Archetypes – Once per day, they can double their current momentum.

Other, more stealthy classes get bonuses towards generating momentum for their Oathsworn Leader. These abilities can be used regardless of your rank within the Oathsworn (you don't have to be the leader).

Hunter Archetypes – Every time they land an unresisted bow shot, they gain 1 momentum.

Scourge Archetypes – They gain a bonus 2 momentum every time you gain momentum from killing your chosen foe.

Nightblade Archetypes – They get a bonus 3 momentum whenever they gain momentum from Touched, Humans, Amalkin, Dwarves, or Elves.

**How do I get out of an Oathsworn Group?**

After a year and a day, you may extricate yourself from the Oathsworn. Once this occurs, your symbol must be removed from the banner. This is normally done by the leader, or the sponsoring spirit, though there have been cases where a person has done it by force. During Gift loss, you may also leave an oathsworn group, though you are still not eligible to join another oathsworn group for a year and a day.