

Seventh Cohort

“The Legion Errant”

Dirt crunches beneath worn horseshoes on hooves as steady as their owner, who trots across the gathered lands of the Empire with a singular determinedness to uphold the seven virtues laid down by the Goddess-Queen Celestina herself. Strands of the finest silken cloth are stitched with verses from the Scriptures to outwardly proclaim their deity’s glorious omnipotence. Gold inlaid along silver plates create a shining visage when these singular warriors of the Light pass through the besieged countryside. Those souls in need flock to these purveyors of justice whom are more than pleased to exchange a sermon to a friend for a sword to a foe.

Where other Cohorts, the organized military units numbering in the hundreds in size, work in cohesion to fulfill their missions, the Legion Errant places emphasis on the importance of the individual. An original seed of a group of highly-trained soldiers that could travel outside the realms of the Empire, bringing relief to the peasantry while preaching the values of Celestina to relieved souls has blossomed into a zealous organization with a strict interpretation of their religion. Even the Demi-Goddesses whom Celestina has declared lawful to worship alongside her are frowned upon. Why follow the tenants of lesser beings, when you have one of perfection already, they argue.

Now, like roving paladins of legend, the Legion Errant is comprised of knights dedicated to rooting out heretical ideas, and protecting the innocent. Many of their number have been lost in the fight against the agents of Discordium; the memory of their deeds being carefully inscribed in their holy Citadel of the Sun, where they live on in sainthood to watch over the fresh aspirants looking to right the world. Their priestesses claim if a Seventh Cohort believed firmly enough, these saints would appear to bestow miracles on these holy warriors in their time of need.

As conflict approaches, the task has fallen to the Seventh Cohort to provide relief to the civilians caught in the warzones. The semi-circular carving of a blood-red sun across their golden armor, proclaiming their particular Cohort, along with its mission to bring peace and safety to the lands draws respect from both sides. It has been seen more than a few times soldiers of the Empire and the Alliance going out of their way during a battle to aid these virtuous mares and stallions in escorting innocents from the area of danger.

Still, as the Alliance makes significant gains at the edges of the Empire, it may be up to the Legion Errant to put aside their pursuit of peace to pick up the sword and shield in the name of their Goddess-Queen, and homeland. They are a group that draws strength from the holy verses, and the knowledge that as their weapons cleave and maim, their beliefs can heal and cure.



What it Means to be a Legion Errant: Your faction stands as a beacon of hope in a cruel world. Few in number, and decentralized, the innocent flock to the bastions of strength you represent wherever you roam. Where other Cohorts fret over planting the victory flag upon the heaped piles of carrion feed they have produced upon bloodied fields, you worry about the saving of the unseen soul that shudders under the horror of what it witnesses. For if the Legion Errant should fail in its holy mission to provide the light of Celestina to all, regardless of place or creed, the Empire would crumble underneath the heathen whispers echoing in the alleyways of the capital to the loudest shouts of heresy in the farthest farmlands.

Alignment: A Cohort of the Empire of the Eternal Sun, with a leaning towards Neutral Good. These ponies have been known to ignore local laws to enforce their own sense of justice on those who have wronged innocents, much to the chagrin of the guards.

Patron Deities: Goddess-Queen Celestina. All other Gods, Goddesses, and Demi-Gods are considered false by their internal clergy.

Combat Role: Crusaders. The limited nature of their legion means when it comes to combat, they must stand against many alone. Strength of spirit backs up their reinforced arms that are designed to fight in a defensive fashion, as often innocent souls are nearby that need protecting. Because of this, a Legion Errant often goes for victory rather than a killing blow with the acceptance of a foe's surrender.

Appearance and Faction Symbol: Armored in a fashion more for pageantry than function, a Legion Errant strives to appear like a character of fiction brought to life. There is a semi-reliance on stories that go in their stead; the spoken word of their exploits work where their numbered few cannot be present. Just the panicked shout of a traveler being assailed by bandits that a Seventh Cohort was coming has been enough to send groups of hardened killers into a panic-filled flight. To represent their allegiance to Celestina, they use a semi-circle slash standing on its side the color of blood.

Character Creation

Unique Class: May play a Knight Errant

Ability Score Bonus: +1 to Strength on top of regular race stats.

Trainings: You receive free skill training in Athletics (+5). Proficient in Military-Grade Melee, Archery and Medium-Grade Armor

Starting equipment: 20 bits, Choice of one Military-grade melee weapon, Choice of one Survival equipment, Choice of Light or Medium Armor, Rucksack, a week's worth of rations.

Clan Strength: Idealistic – When a Legion Errant is bloodied, they receive +1 morale bonus to their AC.

Clan Weakness: Zealotry – A Legion Errant receives a -1 to all religion rolls not concerning Celestina, or the Empire