

# The Windriders

<b>faction</b>	
<b>Blurb</b>	Small groups, nomadic travellers.

Small groups, nomadic. Their homebase, [Tractas](#), is a big group of nomads, always travelling around, also known as the 8th great city. Windriders are either found in large packs, called gales, or pretty much travelling alone. Everywhere in the wilderness, one might come across one. The windriders are a spread out network. Information and goods move easily among them.

## Beliefs

- Everything—and everyone—has a price.
- You are the master of your own destiny. Never be less than what you deserve to be.
- Equality above supremacy.

## Goals

Provide freedom to all and promote fairness and equality by covert means. Act openly as a last resort. Thwart tyrants and any leader, government, or group that grows too powerful, and aid the weak, the poor, and the oppressed.

## Advancement & Perks

Rank	Perk	Renown Requirement
Tenderfoot	Wind Stories 15	3
Wildwalker	Wind Stories 13, Superstore 200%, Gale Leadership	10
Plane Roamer	Wind Stories 10, Superstore 150%	25
Endless Strider	Superstore, Superstore 100%, Mobilisation	50

## Wind Stories

When collecting information from a windrider or trying to procure a rare item, you can roll an investigation check with a DC 15. On a success, you always get access to the information/item you need. This DC lowers to 13 for a Wildwalker and 10 for a Plane Roamer.

When you get access to an item, this does not mean you actually get the item, but you'll be able to buy it, or know exactly where to find it.

## Superstore

Wildwalkers gain access to a store that carries almost anything they want, but at a cost of 200%. The only exception is extremely rare magic items. This cost lowers to 150% for Plane roamers and 100% for Endless Striders.

## Mobilisation

Endless Striders can mobilize all windwalkers to do things one can only do in massive groups. This should not bring serious harm to the individuals. Examples are: - Spread rumours - Simulcast a spell with thousands of casters - Build a huge building

## Gale Leadership

A Wildwalker gains the ability to register for Gale Leadership in Tractas. Word will quickly spread out that they want to lead a gale. As their renown rises, more members will join. They'll be able to actively attract members as well.

## Notable Members

Nothing found

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