***Guild Merit***

*Merit is awarded to players upon completion of guild quests, the amount is determined by the importance and danger of the quest (Scaled 1-5). Failing a quest or defaulting on a contract results in a loss of Merit equal to the would be reward +2. Merit is required to advance in rank and if your merit would drop below your current ranks minimum, you are demoted.*

***Notes on the Use of this Supplement***

*This file is meant to help provide a playstyle similar, but still rather unique, to the TES games by adding Guilds and Factions for Players and GMs to use and enjoy. Each comes with their own required skills, making players feel as if they are earning their position within the guild, and privileges granted to members designed to make the Guilds worth the time and effort both in the world and at the table.*

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Thoughts, opinions, requests, and questions are very much welcome and encouraged. If you would like to share these thoughts please use Discord to massage, either publicly or privately. I personally dislike the comment system on Google Docs, I find it annoying.

After a few of the more iconic guilds are complete, I will be working on a set of tables filled with concepts and details meant to help in the spontaneous creation of Contracts, Duties, and other Guild tasks.

***List of Guilds Provided (WIP)***

* Fighters Guild
* Mages Guild
* Thieves Guild
* Dark Brotherhood
* Imperial Legion
* Imperial Cult
* East Empire Company
* Imperial Geographical Society
* Almsivi Temple/Reclamations
* Great Houses of Morrowind
* Redoran
* Hlaalu
* Telvanni
* Dres
* Indoril
* Morag Tong
* Knighthoods
* The Companions

*The Fighter’s Guild*

* Type: *Mercenary*

***Ranks***

1. ***Associate***

As an associate, you gain the following benefits.

* *Access to the Guild Porter & Contracts*
* *Access to the Guild Supply Chest*

1. ***Apprentice***

As an apprentice, you gain the following benefits

* *Access to the Guild Barracks*
* *Access to the Hall Perk*

1. ***Journeyman***

As a journeyman, you gain the following benefits

* *Access to the Guild Trainers*
* *Access to the Field Perk*

1. ***Swordsman***

As a swordsman, you gain the following benefits

* *Access to the Guild Armory*

1. ***Protector***

As a protector, you become eligible for Stewardship

* *Access to the First Guild Talent*

1. ***Defender***

As a defender, you are considered a “Field Captain”

* *Access to the Second Guild Talent*

1. ***Warder***

Warders gain no additional benefits

1. ***Guardian***

As a guardian, you gain the following benefits

* *Access to the Third Guild Talent*

1. ***Champion***

*Champions act as the Master’s personal sword and are treated with respect as befits their station. The champion are also second in command of the Guild and will become masters when they step down*.

1. ***Master***

*As the Master of the Guild, you have the ability to veto any contract and issue personal orders and requests to the guild along with a steady weekly income of 250 Drakes.*

***Obligations***

*Firstly, members of the Fighter’s Guild are expected to accept at least 1 contract a month, if contracts are available. Secondly, if you perform any Freelance work, you are expected to report the job and reward amount to the guild and pay a tribute “Non-Competition” fee of 40% of any reward that exceeds 200 drakes.*

***Privileges***

*Contracts*

*You may accept a contract and will receive 70% of the reward upon completion. The remaining 30% goes to the Guildhall.*

*Guild Porter*

*You may get your equipment repaired or modified at a 5(\*Rank)% discount at a Guild Hall.*

*Barracks*

*You will always have a free bunk to sleep in at any Fighter’s Guild Hall.*

*Trainers*

*Paying for training from a Guild trainer costs 5(\*Rank)% less.*

*Armory*

*You have access to a shared armory, the exact gear is determined by the GM, that you can check out and use for contracts. This gear must be returned upon completion of the Contract. Failure to turn in the item results in a fee equal to the price of the lost item. Arrows are not expected to return.*

*Guild Supply Chest*

*Upon taking a contract, you may forgo 10% of your reward for access to the guild supplies. You may choose one of the following items*

* *2’ Lvl ‘3 Healing Potions*
* *2’ Potions of Rejuvenation*
* *20 ‘Steel Arrows/Bolts*
* *10’ Silver Arrows/Bolts*
* *A Field Repair Kit*

*Stewardship*

*By accepting the position of Guild Steward, you take on command of a guildhall and are given a long list of obligations. From contract brokering, recruitment, asset acquisition, and the discipline of guild members. As a Steward you take a 10% cut of all contracts completed within your guildhall and gain a bonus 5% discount with the guild porter. As Steward you are exempt from the contract minimum obligation.*

*Field Captain*

*As a field captain, you have the right to issue marching orders to lower ranking members of the guild. These orders must be done for the betterment of the guild, otherwise it will be seen as an abuse of authority and can result in loss of Merit.*

***Requirements***

You must meet the following requirements in order to advance in rank.

| ***Rank*** | ***Merit*** | ***Combat Style*** | ***Command*** | ***Talents*** |
| --- | --- | --- | --- | --- |
| 1 | 0 | *Apprentice* | *---* | *---* |
| 2 | 5 | *---* | *---* | *---* |
| 3 | 15 | *Journeyman* | *---* | *Teamwork* |
| 4 | 25 | *---* | *---* | *---* |
| 5 | 50 | *Adept* | *Apprentice* | *---* |
| 6 | 60 | *---* | *Journeyman* | *Inspire Heroism* |
| 7 | 70 | *---* | *---* | *---* |
| 8 | 80 | *---* | *---* | *---* |
| 9 | 90 | *Expert* | *Adept* | *1 Weaponry* |
| 10 | 100 | *---* | *---* | *---* |

***Guild Perks***

* Field: *Comradery*

*“We shall stand back to back so the world may never overtake us.”*

(You deal +1 physical damage when fighting within 3m of a guildmate.)

* Hall: *The Best Techniques*

*“We in the guild believe in passing on the best techniques for the benefit of our guildmates.”*

(Combat and Weaponry talents cost 10% less Xp if you train them while in a Fighter’s Guildhall)

***Guild Talents***

***1*** *Slayer of (Type)*

*“Your time at the Guild has taught you the best ways to slay your foes.”*

**Journeyman (Any)**

When this Talent is taken you must select a Type of foe from the following list.

* *Undead - Daedra - Beasts - Men & Mer*

All of your Combat Style tests made against a being that belongs to these types are made at a +10 TN and inflict +1 Physical Damage. Additionally, you can make a +10 Observe/Lore test and if you succeed, you become aware of that type of creature’s resistances and weaknesses.

***2*** *Guild Pride*

*“Your sense of pride for being a member of the Guild drives you on in the heat of battle.”*

**Adept (Any)**

All Combat Style tests made in the effort to complete a Guild Contract are made at a +10. What qualifies a test to be made for the sake of the contract are tests made to fight the target or fighting to get to the target within the target location. (*I.E. Fighting bandits while in their camp or Goblins in their Lair*)

***3*** *Heroic Leadership*

*“Description”*

**Expert (Any)**

During combat, you can spend 2 AP and make a Command Skill test. If successful, all allies that can hear you regain 1 AP. Fellow Guild Members regain 1d4 HP as well, this healing cannot stabilize a dying target or stave off wounds.

*The Mage’s Guild*

* Type: Arcane Institute

***Ranks***

1. ***Associate***

As an associate, you gain the following benefits.

* *Access to the Guild Services*
* *Access to the Guild Supply Chest*

1. ***Apprentice***

As an apprentice, you gain the following benefits

* *Access to the Dormitories*
* *Access to the Hall Perk*

1. ***Journeyman***

As a journeyman, you gain the following benefits

* *Access to the Guild Trainers*
* *Access to the Field Perk*

1. ***Evoker***

As an Evoker, you gain the following benefits

* *Access to your first Guild Regalia*

1. ***Conjurer***

As a Conjurer, you become eligible for Stewardship

* *Access to the First Guild Talent*

1. ***Magician***

As a Magician, you gain the following benefits

* *Access to the Second Guild Talent*

1. ***Warlock***

As a Warlock, you gain the following benefits

* *Access to your second Guild Regalia*

1. ***Wizard***

As a Wizard, you gain the following benefits

* *Access to the Third Guild Talent*

1. ***Master Wizard***

*As a Master Wizard, you are considered a fully certified Magic User within Imperial Law. As such you may act autonomously from the guild and may undergo private studies away from the Guild and may attempt to found a new Guild Hall.*

1. ***Archmage***

*As the Archmage, you are considered the foremost ideal of Magic knowledge and prowess. You may freely command the Guild and even declare Bans on certain magics within the Guild. In total, there are few things the Archmage is prohibited from doing.*

***Obligations***

*The Mage’s Guild is an equal parts learning institute and functioning guild. Guild members are required to pay a set Due based on their rank for the privilege of being a certified Imperial Mage who can freely use magic even in times of magic restriction in cases of civil unrest and emergencies. These dues are equal to 10\*Rank Drakes paid monthly, failing to pay your dues is seen as wrong but comes with no penalty until the Total Dues owed surpasses 100dr. At this time all Guild Privileges are suspended until the Dues are paid in full.*

*Additionally, you are expected to perform Guild Tasks on a regular basis. Performing simple business tasks such as running the Guild Apothecary or assisting the Enchanter, or tutoring minor guild members give a daily to weekly excuse of duty and if you perform these tasks for more than half of the days in a month, it excuses your Guild Dues for that month. While more dangerous tasks, or personal favors for the Guild Steward, will immediately excuse your Duty and Dues for the month.*

*Performing any unlicensed magic professions such as Enchanting, Alchemy, and Spell Training outside of the guild demands a fine of 50% of whatever you earned. Alternatively, performing such a profession within Guild Limits and properly sanctioned by the local Guild Steward requires a Local License, which only costs an annual payment of 100 drakes.*

***Privileges***

* *Guild Services*

*Members of the guild are allowed to use the following special services of the Guild at a 5(\*Rank)% discount.*

*Guild Services are as follows*

*- Enchanting - Alchemy - Spell Crafting - Spell Teaching*

* *Dormitories*

*You will always have a free bunk to sleep in at any Mage’s Guild Hall.*

* *Guild Trainers*

*Paying for training from a Guild trainer costs 5(\*Rank)% less.*

* *Guild Regalia*

*At the ranks of Evoker and Warlock, you get to choose one of the following items to be awarded.*

* ***Mage’s Staff***

*Wooden, Focus, Quarterstaff*

*- Spell Focus (School of Choice)*

*Innate Spell (0 MP cost + Overload)*

*- One 1st level spell of Choice from the Focus School*

* ***Amulet of Spell Drinking***

*Fine Jeweled Amulet*

*Constant Enchantment*

*- Power Well ‘5*

*- Spell Absorption ‘2*

* ***Robe of the Magi***

*Fine Robe*

*Constant Enchantment*

*- Power Well ‘10*

*- Magic Resistance ‘1*

* ***Battlemage Mail***

*Partial Mithril Torso Armor*

*Constant Enchantment*

*- Power Well ‘5*

*- Spell Reflect ‘2*

* *Guild Supply Chest*

*When you are instructed to perform a dangerous task by your Guild Steward, you are allowed to freely select one of the following items to help you.*

* *3’ Lvl 3 Potions of Replenishing*
* *2’ Lvl 2 Potions of Healing*
* *1’ Lvl 3 Spell Scroll of Choice (Conventional Only)*
* *Active Instructor*

*As an Active instructor, you may host classes within a Guild Hall and will receive a payment of 50 drakes per student that signs up for your Class. You must host at least 10-15 hours of Instruction per week to maintain your Instructor position. Failure to do so will result in loss of 1-5 Merit. 25% of the total payout of the class is taken by the Guild hall as payment for the Classroom and access to guild assets.*

* *Stewardship*

*By accepting the position of Guild Steward, you take on command of a guildhall and are given a long list of obligations. From collection of guild dues, educational verification, asset acquisition, and the discipline of guild members. As a Steward you take a 10% cut of all Class tuitions paid within your guildhall and gain a bonus 5% discount with the guild services. As Steward you are exempt from the Guild Dues and Duties, aside from the maintenance of the Hall.*

***Requirements***

You must meet the following requirements in order to advance in rank.

| ***Rank*** | ***Merit*** | ***Magic School*** | ***Magic School*** | ***Thesis*** |
| --- | --- | --- | --- | --- |
| 1 | 0 | *Novice* | *---* | *Apprentice* |
| 2 | 5 | *---* | *Apprentice* | *---* |
| 3 | 15 | *Apprentice* | *---* | *Journeyman* |
| 4 | 25 | *---* | *---* | *---* |
| 5 | 50 | *Journeyman* | *Journeyman* | *Adept* |
| 6 | 60 | *---* | *---* | *---* |
| 7 | 70 | *Adept* | *---* | *Expert* |
| 8 | 80 | *---* | *Adept* | *---* |
| 9 | 90 | *Expert* | *---* | *Master* |
| 10 | 100 | *---* | *---* | *Grandmaster* |

*! The Magic Schools must be different Spell School Skills.*

*! Grandmaster is a Talent*

*! A Thesis skill is your personal field of study beyond Magic. Choose one of the following*

* *Lore - Alchemy - Enchant - Magic School*

***Guild Perks***

* Field: *Arcane Manifold*

*“Members of the Mage’s Guild are taught a special technique to replenish an amount of Magicka.”*

(Once per Long Rest, restore Half your total amount of magicka for 3 AP.)

* Hall: *Educational Access*

*“Guild halls of the Mage’s Guild are well stocked with tomes of arcane lore.”*

(While inside a Mage’s Guild Hall, you gain a +20 to the TN for the following skills; Lore & Spell Schools “non-casting”.)

***Guild Talents***

***1***  *Magelight*

*“A special technique known to higher members of the Guild, this is a highly practical ability for exploration and emergencies”*

**Journeyman (Any)**

Once per short rest you can, as a spell casting action, create a 3m Mote of magical light centered on you, that will reveal illusions (*Anything concealed, masked, or affected by illusions are made aware to you within 10m of the ligh*t) to you and amplify your control over your spells, granting you a +10 TN bonus for any spell you cast while within the circle. This circle is immobile, it emits light up to 10m beyond the circle, and lasts for 1 minute.

***2*** *Signature Spell*

*“Your time studying at the guild has allowed you to completely master a specific spell. ”*

**Adept (Any)**

When this talent is taken, you must select a single spell, regardless of level, and you can once per short rest cast this spell free of Magicka cost. If this spell has differing levels, for example Fire Bolt, this Talent affects every level of the Spell.

***3*** *Wizard’s Fury*

*“A powerful ability meant to protect Wizards while they are in the field.”*

**Expert (Any)**

You may choose to take a -10 on the next Spell Casting test you make, and risk Backfire, to double your WpB for determining Spell Restraint or Overload.

*The Thieves Guild*

* Type: Renegade

***Ranks***

1. ***Toad***
2. ***Wet Ear***
3. ***Footpad***
4. ***Blackcap***
5. ***Prowler***
6. ***Operative***
7. ***Shadowfoot***
8. ***Ringleader***
9. ***Mastermind***
10. ***Master Thief***

***Privileges***

***Obligations***

***Requirements***

You must meet the following requirements in order to advance in rank.

| ***Rank*** | ***Merit*** | ***Stealth*** | ***Subterfuge*** | ***Acrobatics*** |
| --- | --- | --- | --- | --- |
| 1 | 0 |  |  |  |
| 2 | 5 |  |  |  |
| 3 | 15 |  |  |  |
| 4 | 25 |  |  |  |
| 5 | 50 |  |  |  |
| 6 | 60 |  |  |  |
| 7 | 70 |  |  |  |
| 8 | 80 |  |  |  |
| 9 | 90 |  |  |  |
| 10 | 100 |  |  |  |

***Guild Perks***

* Field: *?*
* Hall: *?*

***Guild Talents***

1

2

3

*The Dark Brotherhood*

* Type: Assassin

Ranks

1. Murderer
2. Slayer
3. Eliminator
4. Assassin
5. Terminator
6. Executioner
7. Dark Brother/Sister
8. Silencer
9. Speaker
10. Listener

Privileges

Obligations

***Requirements***

You must meet the following requirements in order to advance in rank.

| ***Rank*** | ***Merit*** | ***Stealth*** | ***Subterfuge*** | ***Combat Style*** |
| --- | --- | --- | --- | --- |
| 1 | 0 |  |  |  |
| 2 | 5 |  |  |  |
| 3 | 15 |  |  |  |
| 4 | 25 |  |  |  |
| 5 | 50 |  |  |  |
| 6 | 60 |  |  |  |
| 7 | 70 |  |  |  |
| 8 | 80 |  |  |  |
| 9 | 90 |  |  |  |
| 10 | 100 |  |  |  |

Guild Perks

* Field
* Hall

***Guild Talents***

1

2

3

*The Imperial Cult*

* Type: Religion

Ranks

1. Layman
2. Novice
3. Initiate
4. Acolyte
5. Adept
6. Disciple
7. Curate
8. Invoker
9. Theurgist
10. Primate

Privileges

Obligations

***Requirements***

You must meet the following requirements in order to advance in rank.

| ***Rank*** | ***Merit*** | ***Restoration*** | ***Lore*** | ***Alchemy*** |
| --- | --- | --- | --- | --- |
| 1 | 0 |  |  |  |
| 2 | 5 |  |  |  |
| 3 | 15 |  |  |  |
| 4 | 25 |  |  |  |
| 5 | 50 |  |  |  |
| 6 | 60 |  |  |  |
| 7 | 70 |  |  |  |
| 8 | 80 |  |  |  |
| 9 | 90 |  |  |  |
| 10 | 100 |  |  |  |

Guild Perks

* Field
* Hall

***Guild Talents***

1

2

3

*The East Empire Company*

* Type: Business

Ranks

1. Underling
2. Associate
3. Clerk
4. Steward
5. Fixer
6. Agent
7. Negotiator
8. Officer
9. Deputy
10. Factor

Privileges

Obligations

***Requirements***

You must meet the following requirements in order to advance in rank.

| ***Rank*** | ***Merit*** | ***Commerce*** | ***Persuade*** | ***Talents*** |
| --- | --- | --- | --- | --- |
| 1 | 0 |  |  |  |
| 2 | 5 |  |  |  |
| 3 | 15 |  |  |  |
| 4 | 25 |  |  |  |
| 5 | 50 |  |  |  |
| 6 | 60 |  |  |  |
| 7 | 70 |  |  |  |
| 8 | 80 |  |  |  |
| 9 | 90 |  |  |  |
| 10 | 100 |  |  |  |

Guild Perks

* Field
* Hall

***Guild Talents***

1

2

3

*The Imperial Legion*

* Type: Military

Ranks

1. Recruit
2. Trooper
3. Legionnaire
4. Sergeant
5. Champion
6. Knight Errant
7. Knight Gallant
8. Knight Protector
9. Knight of the Garland
10. Knight of the Imperial Dragon

Privileges

Obligations

***Requirements***

You must meet the following requirements in order to advance in rank.

| ***Rank*** | ***Merit*** | ***Combat Style*** | ***Athletics*** | ***Command*** |
| --- | --- | --- | --- | --- |
| 1 | 0 |  |  |  |
| 2 | 5 |  |  |  |
| 3 | 15 |  |  |  |
| 4 | 25 |  |  |  |
| 5 | 50 |  |  |  |
| 6 | 60 |  |  |  |
| 7 | 70 |  |  |  |
| 8 | 80 |  |  |  |
| 9 | 90 |  |  |  |
| 10 | 100 |  |  |  |

Guild Perks

* Field
* Hall

***Guild Talents***

1

2

3

*The Imperial Geographical Society*

* Type: Scouting

Ranks

1. Associate
2. Scout
3. Assessor
4. Explorer
5. Regional Surveyor
6. Cartographer
7. Expeditioner
8. Provincial Surveyor
9. Regional Factor
10. Provincial Factor

Privileges

Obligations

***Requirements***

You must meet the following requirements in order to advance in rank.

| ***Rank*** | ***Merit*** | ***Observe*** | ***Navigate*** | ***Lore*** |
| --- | --- | --- | --- | --- |
| 1 | 0 |  |  |  |
| 2 | 5 |  |  |  |
| 3 | 15 |  |  |  |
| 4 | 25 |  |  |  |
| 5 | 50 |  |  |  |
| 6 | 60 |  |  |  |
| 7 | 70 |  |  |  |
| 8 | 80 |  |  |  |
| 9 | 90 |  |  |  |
| 10 | 100 |  |  |  |

Guild Perks

* Field
* Hall

***Guild Talents***

1

2

3