

# Guild of Adventurer's (Guild)

The Life of an Adventurer is a life traveling the world. Going places most people fear, fighting monsters, and surviving it all. These are men and women of action. Adventurers are screened, but not all that carefully. Guilds in evil areas do have evil adventuring groups.

The Guild adventurer must be skilled in everything. There are dangers out there. They loom around every corner. The ability to react in any of situation and react to danger is very important. This is why many adventures don't travel alone. They know they can't do it all. But they all need to be as good as possible.

The Guild of adventurers is found in most large cities. These are they who risk life and limb for the noblest of purpose or just for greed. The guild was founded in 41,133. The guild is a government sanctioned entity to help govern the acquisition of riches from the realm of the sovereign. Most guilds are loosely run. But the government retains all rights to all items found within its borders. Most governments only exercise this in extreme cases. They normally just excise a tax on the guilds and leave it at that.

All adventurers are required to become members. You must attain your membership before your 2<sup>nd</sup> guild transaction. The Dues are collected annually in January. [Records are magically universal to all guilds.](#)

The adventurer's Guild offers many advantages. They can find buyers for strange items (consignment only). There are boards for trade and work. They keep records on the local magic item want lists for the nobles and the churches. You may place your name in the membership also as LFP looking for a party and you can get mail and info on parties to join. [Any Investigate \(Gather information\) check done by a guild member on guild business gains a +3 circumstance bonus.](#)

## Group Membership:

Your group can attain "member" status for your entire group. The cost is detailed below. It covers any members of the party as long as the party is still active. You must notify the guild if you retire any members or the party as a whole is disbanded, this is waived if you are all killed. The group as a whole is then responsible for the misconduct of any of its active members. To gain any abilities of ranks 1-5, each person must pay the CP and spend the training time to gain benefits at those ranks. The gold is paid once for everyone in the party, now and in the future.

## Requirements to Join the Adventurers Guild:

Rank	gc / Year	Training	CP Cost
Member	450	1 Day	0
1	450	1 Day	1
2	1,800	2 Days	3
3	1,800	1 Day	1
4	1,800	1 Day	1
5	1,800	2 Days	2

*Your membership must be current to move up. Once you have paid the dues for the year you don't pay till next year even if you go up in rank.*

## Path Requirements & Benefits

Path rank	Requirements	Benefits gained
Member	Sign up and pay the fee	CP Talisman./Guild Wrist Strap, Jobs, Mail System, Teleportation Discounts
1	Complete 2 sanctioned jobs	You gain +2 to initiative, +2 to Notice, You gain 3 skill points in Transportation, Learning.
2	Complete 4 sanctioned jobs	+1 Movement, +2 Acrobatics, and Athletics, World of Weapons.
3	Complete 6 sanctioned jobs	<i>Leadership</i> or Sub-Dual Strike
4	Complete 8 sanctioned jobs	Moving Combat, Stand-Up
5	Complete 12 sanctioned jobs	Adventurer Combat, Press the Attack

**Guild Wrist Strap / CP Talisman:** You are given a magical Wrist band that IDs you as an adventurer. This leather band allows you to carry martial weapons in public. It also is your ID for the guild. It can't be forcibly removed but you can take it off yourself at will. The band gains a red thread at 1<sup>st</sup> and 2<sup>nd</sup> ranks a white thread at 3<sup>rd</sup> and 4<sup>th</sup> rank and blue thread at 5<sup>th</sup>. If you lose it you have to go get another one made at your own expense.

**Jobs:** You have access to jobs as a member of a guild. You can be referred by the guild and they will guarantee payment for most jobs. Otherwise you have no access to guild sanctioned jobs and thus no guarantee of payment even if the job is on the board and you don't mention the guild sent you. To post a job it cost 50 gc for members and 75 gc for licensed and non-members.

**Mail System Access:** All the adventurer guild houses have a small magical box, 15" long 3" wide and 3" high. When you arrive in a guild and check in all mail is forwarded to your new location. The mail system to date has been secure. Only non living bio-matter (paper products , leather or cloth) and alike can be placed in the mail system. Nothing living (even bacteria) has ever survived the mail system. Magic Items also can't be sent unless prepared by the guild and of course they must be small enough.

**Teleportation Discounts:** You get a 20% discount on the use of the public teleportation system.

**Learning:** This raises your skill cap with a specialized skill to 3x any ability score that backs up that broad skill.

**World of Weapons (Ex):** This allows you to use any object as a weapon. If you throw it, you can throw it 10'. Damage for each type is D3 Tiny, D4 Small, D6 Medium, D8 Large. It must be 1 size smaller than you. You get your base attack bonus plus the applicable ability modifier. Critical hits with such weapons do ½ normal wound damage, minimum 1.

**Sub-Dual Strike (Ex):** You can deal non-lethal damage with any weapon without the -4 penalty. This also means your weapon, if you critical hit while doing a Sub-Dual Strike does ½ the wound damage minimum 1.

**Moving Combat (Ex):** While moving if you provoke an enemy action you may also attack anyone one target who attacked you as you go by them. *If you move through a 5 spaces that are threatened by 4 enemies; and if the enemies take an Enemy Action on you can attack one of those who attacked you.* You gain more attacks if you have *Combat Reflex*. These extra attacks are used just like those granted by the *Combat Reflex*, and count towards the total # attacks you have taken for the now and the upcoming round.

**Stand-Up (Ex):** You may stand up from any position as a free action. You do not provoke an enemy action.

**Adventurer Combat (Ex):** This is combat where you are swinging, hanging or otherwise using 1 hand to hold on to something. Thus you can't have a shield or other item in the hand you are holding on with. You keep your agility bonus to defense while doing maneuvers or stunts you gain a +5 to your check and reduction of 1 in the failure range to a minimum of 2.

**Press the attack (Ex):** As an adventurer you have to fight. You have learned to pursue the attack to its bitter end. If anyone shifts out of your threatened area, you may immediately make a shift into the hex retreated from. This is a free action and does not provoke. You can only do this once per enemy combatant next to you each round.