

Celestial Choir

Celestial Choir (Guild)

Background:

The Celestial Choir is an organization of singers that seeks the music of the universe. They not only seek it, but see it everywhere. They see it, they feel it, they sing it. The Choir actually can see the weaving of the “Symphony”. The rhythm and fabric of the celestial plan. They can see how evil actually disturbs the celestial symphony and how love and happiness add to its beauty and joy. The Choir believes that they can play certain pieces and certain rhythms and can solve many problems, cure many ills and even turn a person from his evil heart. The Celestial Choir is based in Zief Village in the Kingdom of Elenia.

Characteristics:

The members of the choir are singers who have seen a higher calling. They have taken their music to a celestial level. Those who enter the choir never stop seeking music good or evil. They seek to destroy those music’s that disturb the symphony and to share those that fill the symphony with hope, love and goodness.

Membership Requirements

The requirements to enter the choir are a desire to sing, and 1 month of training. They also ask for a dowry from those who enter but in lieu of that they will take a promise to serve. The cost is 1,000 gc or 2 years of service.

Trained in Employment

5+ in Employment (Perform) Singing

The Symphony: There are those that can see the harmonies of creation and the harmonies and rhythms of the universe. They can also see when it is disturbed. Many things disturb The Symphony but the worst is when the underworld is involved in activities. The closer the disturbance the more The Symphony is distorted.

Choir Requirements & Benefits

| Path Rank | Requirements | Benefits |
|-----------|-------------------------------------|----------------------------|
| 1 | - | Creation, See the symphony |
| 2 | 10+ in Employment (Perform) Singing | Knowledge of Creation |
| 3 | 20+ in Employment (Perform) Singing | Creations Great |
| 4 | 30+ in Employment (Perform) Singing | Power of Creation |
| 5 | 40+ in Employment (Perform) Singing | The Symphony |

Creation: The Choir does not create The Symphony, they simply add to it in a localized area. When the choir is singing in an area where something is being created that creating gets a bonus. If creating life, objects or structures.

- Create Objects: Gain a +2 to a craft of conjure SC for every member of the choir.
- Create life: That life will be given a bonus of +1 to an Ability Score when born per 3 members of the choir.
- Creating structures or other things that require multiple people: The project or portions affected by the choir gain a +1 to their check for every member of the choir.

See the Symphony: As a member of the choir you can see the symphony of the universe and its interruptions. This can lead them to things that are creating destruction in the world. Whether the destruction of life, or objects and places. It can also lead them to any underworld influences that are active in the area. This is the GMs discretion as to how much activity can be tracked from how far away. Use your Survival (Tracking) skill. The distance from the disturbance is the major factor and if someone is trying to hide their activity. The range can be up to 100 miles for epic type events.

Knowledge of Creation: Your knowledge helps you in your daily life. As you see the ebbs and flows of the symphony you can use this knowledge to help yourself and others with decisions. This gives anyone you help and yourself a bonus to 1 future activity = to your path rank. No one can have more than 1 benefit from this at a time.

Power of Creation: This power helps you create. You benefit in any creating you do as if you had 3 members of the choir when you sing by yourself and you are creating. Further, your mana regeneration rate permanently increases by 1 per rank. Finally, any further vitality dice you buy are automatically role the maximum # for you.

The Symphony: This ability can affect the heart of one evil person or creature. Only the vilest creatures can withstand its voice. The Target hears the music of the Choir and must make a Resolve (Resist Prowess) SC 10 + all of the singers' charisma bonuses or the target becomes enthralled. During this time the victim will sit and listen to the symphony. After 2d6 rounds the creature must make a 2nd Resist check. The SC for this check is the same as the last + what they missed that check by. If the target fails he will cease his evil doings and start on a road to repentance. If the target is attacked by anyone before his 2nd roll the affect is lost. The target is still evil but sees the error of his ways and will whole heartedly start on the path to repentance. He can stray again and more than likely his bosses will want him to.