

OFFICIAL PROPOSAL

For the Improvement of Clan Plagueis's Structure and Activity Through the Remodeling of Sub-Units

**Proposed by Ronovi Tavisæn, Consul of Plagueis
&
TuQ'uan Varick, Proconsul of Plagueis**

Background (IC)

In the aftermath of Code: Dread, the Dread Lord of Clan Plagueis, Ronovi Tavisæn, has diligently reviewed and analyzed the proceedings of the clan and its subordinate houses in the wake of several defensive and offensive strikes against the Collective. Dissatisfied with the organization and functionality of houses Karness Muur and Ajunta Pall, she has decided to streamline them into a single house: House Tyranus. This house shall serve as the main arm of Plagueis, with its members trained to serve the Dread Throne in all economic and military matters.

Meanwhile, various members of the Ascendant Clan have been participating in clandestine meetings with both the Dread Lord and the Dread Lord's Wrath. Their desires to run smaller and more specialized strike teams and vigilante groups strike a chord with Tavisæn, and she finds value in these arrangements. Therefore, as the new house established, so, too, are independently functioning battle teams, all under the command of the Dread Lord but separate from the eyes of those in charge of Tyranus. Thus begins a three-pronged chain of command, creating both autonomy and authority within the ranks of Plagueis.

Background (OOC)

House Identity and Numbers

For the past few years, Plagueis has seen a fluctuation in membership, both in numbers and in activity levels. No better example of said fluctuations can be found than in examining our two sub-units: House Karness Muur and House Ajunta Pall. While the goal has always been attaining equilibrium, one house has always shown more strength in active members and participation than the other; from 2016-2018, it was Ajunta Pall, before Karness Muur usurped that spot starting after the Twelfth Great Jedi War.

The following is taken from Scudi Ferria's collection of data during and following the Thirteenth Great Jedi War:

“HKM's total bin number was 84 out of a possible 192, or 43.75%. In comparison, Ajunta Pall managed 73 out of a total possible 216 bins, or 33.8%.

When it comes to competitions done as part of the war, HKM managed 132 out of 512 total competitions available, or 25.78%. HAP managed 103 out of 576 or 17.88%.

When it comes to member participation, HKM managed to have 13/16 members participate at some point across the war. That equates to 81.25%. HAP managed to get 11/18 members to participate or 61.1% of members who contributed to the clan's overall points total.”

Karness Muur and Ajunta Pall were named after two now non-canon Sith Lords, which not every member can connect to. Their developed lore, in addition, is thin and not heavily utilized. For example, while Karness Muur is seen as the “merc” sub-unit, many members of Karness Muur do not identify as such. They would much rather be in a house based on fellow members and activity than based on what it’s meant to do fictionally. Same with Ajunta Pall, which is designated the “war/shock trooper” house - not everyone in Ajunta Pall fits that role.

Leadership “Shortage?”

Currently, Plagueis has six official leaders: The Consul, the Proconsul, two Quaestors, and two Aediles. While we have been able to consistently fill these roles, it has always been a challenge due to a shortage of members ready or willing to be leaders. According to members I’ve spoken with, it comes down to availability and interest, as the work of even an Aedile may appear too daunting for those with full work schedules.

While Aediles are supposed to take on the role of recruitment and welcoming the clan’s newest initiates, the lack of a Rollmaster to streamline that role can be burdensome when Aediles also need to focus on their sub-units. However, we simply do not have the resources or means to have seven active and present leaders. While our overall clan numbers aren’t bad, quite a few members are content with being a regular member.

There is, of course, another wrench to be thrown into the mix: The lack of battle teams. Battle teams, unlike houses, can maintain a smaller number of members and a very strong sense of identity. BTLs also have the freedom to promote activities and competitions geared at the battle team itself, while those in charge of a larger sub-unit or the clan overall can focus on a larger, less niche scale. Battle teams, consequently, can allow members to feel more involved in the clan’s lore on more of a micro-scale, which can be seen as more manageable, as well as more personal.

In that sense, the argument we can make here is that we could perhaps alleviate our “shortage” with providing opportunities to lead at lower levels - i.e. battle teams - in order to create something more unique and individual. A house identity is typically already deeply forged and not exactly responsive to new leaders. Battle teams, on the other hand, can be much more adaptable, and perhaps that is what can bring new leaders in - an easier stepping stone with a more diverse array of sub-unit concepts and ideas.

Proposal

One New House

Officially, TuQ'uan and I are proposing the dissolution of houses Ajunta Pall and Karness Muur and the establishment of a single house: House Tyranus. The name was chosen for its connection to Darth Plagueis, though we are being careful not to steal CSP's mojo.

Tyranus will be run by one Quaestor and one Aedile, with its core situated in an original headquarters close to the Pinnacle and Aliso City. All members will be recruited into Tyranus by default, though there will be some flexibility with where certain members can be located IC, provided said locations are approved by the Consul.

The purpose of a single house will be to create a streamlined identity for the unit, as well as make the Quaestor and Aedile roles more accessible and unified with the clan summit.

Tyranus will be all about carrying out the Dread Lord's will, both economically and militaristically. The culture of the house can take on a variety of forms as a result, though "authoritarian military atmosphere" comes to mind. As the Willing (non-Force users) are a major caste in the Plagueis system, and if non-Force users take control of the house, they will especially need to be subordinate to the will of the Dread Throne. We would like the future leaders of Tyranus to also have a say in the fictional direction of the house, though in contrast to Ajunta Pall and Karness Muur, which operated more independently, the new single house would serve directly as the arm of action for the Dread Throne - like a hammer, if you will.

The Quaestor, consequently, will become the Hand of Dread fictionally, removing the Right and Left Wing of Dread from the lore. Both the Quaestor and Aedile will be responsible for assisting with the clan's storyline and contributing to major events and competitions.

So, Why An Entirely New House?

We understand that the renaming of a subunit is a serious determination, both administratively and fictionally, and we do not take the potential change lightly. The reason we wish to change the name of the new house, rather than simply keep Karness Muur or Ajunta Pall open, is threefold:

1. With the shifting of Star Wars canon, the Sith Lords Karness Muur and Ajunta Pall are now in the Legends category, and their names do not necessarily reflect our Plagueis namesake or the identity of the clan. Tyranus, by contrast, is known for his treachery and manipulation in artificially creating a full-out war for the sake of the Sith. We like to believe that, as a clan, we follow his tastes well.
2. The creation of a new house with a new burgeoning culture grants new members an opportunity to establish themselves in a more flexible environment, as older houses can become too rooted in tradition and old expectations. On the other side of the coin, Tyranus can house a much more pronounced and unified identity for members to cultivate and collaborate on, as Ajunta Pall and Karness Muur, identity-wise, didn't offer much. While we are not criticizing the history and background of the existing houses - in fact, we would continue to use their former headquarters as part of our lore, and we do not believe in retconning - we would like to see, moving forward, a house that has a more established and relatable identity and culture cultivated by members new and old.
3. Thematically, the use of the name Tyranus can more closely link the house to the overall clan identity. This creates a unified culture between house and clan, so that they may operate together and build on each other's lore. Instead of the subunit seeming awkwardly separate from its foundation, it will now be thematically more connected with Plagueis as a whole, especially since we are a solely dark sider unit. Call it the black icing on the spooky cake.

We strongly feel that renaming a new house, in contrast to some others' feelings, is actually more respectful to old units rather than less respectful. To gut a current house's lore and structure but keep the name can be rather insulting to the founder of said house, whilst creating an entirely new house respects the history of the former house but recognizes the need for the new one.

We take the changing of a house's name seriously and understand that precedent must be considered for future house building. That being said, we understand that we will be requested not to rename any more houses in the future of our clan's development.

Battle Teams

As we wait for the official opening of House Tyranus, TuQ'uan and I have officially opened up the application process for new battle teams. The number of battle teams will be based on interest and quality, so it could range from one to three in quantity. While members will not be required to join a battle team, our hope is that at least one of the teams would be a viable option for them.

Potential BTLs' proposals for teams would have to follow these guidelines:

1. The team's lore is respectful to the overall lore of the clan.
2. The team does not take on any outside missions without the summit's approval.
3. The team creates and periodically updates a clean, readable wiki page.
4. The team performs a specific role for the clan (i.e. are they shock troopers? Mercs? Executioners?).
5. At least six active members must sign off on each team proposal to ensure quantity of members.
6. The team can continue to function as new leaders transition in.
7. If the team has an individual-based name, it must be relevant to its purpose.

There are two options for battle teams:

1. Battle teams may technically and fictionally operate outside House Tyranus and work semi-independently on a practical and functional level. If this option is chosen, they will report directly to the Consul and Proconsul. This is to ensure the independence of the teams while also maintaining a solid approval system for team or story suggestions.
2. Battle teams may technically and fictionally operate within House Tyranus itself. If this option is chosen, they will report directly to the Quaestor and Aedile with any team or story suggestions.

Battle team leaders reserve the right, at any time, to move their battle teams in and out of House Tyranus if the needs of the teams change (i.e. Fictionally, the team works more with Tyranus's leadership). Moving into House Tyranus, however, will require approval from the house summit.

Battle team leaders will be responsible for monthly competitions aligned to their battle teams, as well as encouraged to run minor events for the overall clan. Because we understand that this is a lot to ask for leaders in an otherwise small role, we will provide incentives for the teams in the form of possessions and lore, as well as be flexible in how many competitions can be run. After all, house leaders will also be responsible for running competitions, though battle teams competitions serve the purpose of more individualized and team-oriented storylines and events.

We understand that battle teams, more so than houses, are transient and can change periodically. We hope to have more flexibility in that regard and "go with the flow," as it were. Some battle teams may be situational; others may be more permanent. That, to us, is appropriate - even beneficial - for the clan.

Accountability of Battle Teams - Promotions, Awards, and Competitions

While battle team leaders will have a degree of independence in regards to running competitions and events being used to promote participation and expansion of lore within their respective battle team, they will be expected to keep the Consul and Proconsul up to date and apprised of plans for upcoming competitions. This is designed to ensure that the clan summit is aware of ongoing competitions and participation numbers, and they are able to ensure that the battle team's lore and storyline works in conjunction with the overall clan story. This also allows the clan summit to advise on possible upcoming activities and events where necessary.

Award and promotion recommendations for members of battle teams will primarily fall under the responsibility of the clan summit (or house summit, dependent on whether or not the team is within the Tyranus roster); however, a battle team leader's input and opinion in regards to their members is undeniably invaluable and will be taken into account. While the battle team leaders are not required to write the recommendations, they are encouraged to work with the clan summit in order to learn the recommendation process and requirements. Battle team leaders interested in writing their own award and promotion recommendations are able to do so under the guidance of a member of the clan summit.

Competitions run within solely battle teams may include fiction and smaller run-ons; however, battle team leaders may also open up battle team-oriented competitions to the entire clan, in order to boost participation numbers. This is to ensure that a proper volume of submissions is received to incentivize battle team leaders to continue running competitions, as well as to provide members with options so they feel like they can still be involved in the entirety of the clan despite not technically being in the highlighted battle team.

Return of the Overseer/Rollmaster

While we are aware of the Dark Council's constant debate over the position of the Rollmaster, we would find a strong need for one within this new structure. Consequently, we will reopen the position to a member for the sake of recruitment and member retention.

The Rollmaster (or Overseer fictionally) will welcome new members, assist in recruitment efforts, check in with the leaders of House Tyranus biweekly on activity, check in with all independent battle teams biweekly on activity, direct the Master-Student program, do check-ins during events and vendettas, and assist the clan summit with major events at least quarterly.

Summit Roles and Responsibilities

Consul

- Welcomes new members to the Clan.
- Oversees promotion and medal requests drawn up by the house summit.
- Keeps track of the general overall activities by the house.
- Keeps track of all activity done by the summits, including outreach, competition organization, and online presence.
- Keeps a firm idea of what each House Summit member's status is towards promotion and/or medal.
- Keeps track of general status of all House competitions.
- Runs and keeps track of all Clan-wide competitions.
- Keeps close track of all DB-wide activity towards DB-wide competitions.
- Keeps track of general communications between the Clan members.
- Makes an effort to be available via Telegram and email.
- Compiles monthly Internal Reports for the GM, DGM and their Assistants.
- Send out regular Consul reports to the Clan.
- Attempts to run at least one major inter-Clan competition per quarter.
- Attempts to run at least one major intra-Clan competition per year.
- Assists the other Dark Council members with various DB-wide projects.
- Keeps in constant contact with the rest of the Dark Council, commenting and advising on any topics of discussion that are brought up.
- Ensures you vote, on behalf of your Clan, concerning any policy changes or other areas of concern in which the Dark Council must decide upon.
- Attempts to perform one meaningful project per year that will benefit the Clan.
- Assigns special projects to various Clan members.
- Assists with the running of major House-wide competitions.
- Evaluates all of your subordinate leaders, ensuring that they are still capable of doing their jobs.
- Awards any medals and/or promotions for the month's activities.
- Ensures that your House Summit has been properly awarded for their work.
- Approves battle teams and battle team leaders.

Proconsul

- Assists the Consul with anything he/she requires,
- Monitors the activity of leaders to ensure that sub-units (house and BTs) are running smoothly.
- Assists in expanding the fictional role of the Clan within the Brotherhood.
- Makes note of leaders and members within the clan worthy of promotions or medals.
- Promotes activity within the Clan, Houses and Brotherhood as a whole.
- Assists in the creation of competitions, vendettas and feuds.

- Approves battle teams and battle team leaders.

Quaestor

- Prepares a vision statement for the House to rally around.
- Constructs a list of goals for your House to accomplish.
- Selects an Aedile capable of serving as a second.
- Develops the fictional background of the House.
- Runs House-wide competitions.
- Co-authors monthly reports with their Aedile.
- Practices conflict mediation for situations between members.
- Sets a good example for House members through strong regular activity and a positive attitude in chat.
- Maintains regular communication with members through email and Telegram.

Aedile

- Sets a good example for House members through strong regular activity and a positive attitude in chat.
- Maintains regular communication with members through email and Telegram.
- Assists in evaluating and recommending members for promotion and merit awards.
- Assists in planning, running, and promoting competitions for the House.
- Assists in developing House lore and maintaining our wiki page(s). Serve as acting Quaestor in the absence of the Quaestor.

Rollmaster

- Assists new members to the clan in determining which subunit best suits them from an impartial perspective.
- Assists in recruitment efforts.
- Checks with the leaders of House Tyranus biweekly on activity
- Checks with independent BTL's on activity
- Directs the Master-Student program.
- Does check-ins during events and vendettas.
- Assists the clan summit with major events at least semi-quarterly.
- Assists new members in becoming oriented with the Brotherhood and Clan, to further the development of new members through instruction and guidance, to provide a timely answer to any questions a new member may hold

Battle Team Leader

- Runs monthly competitions (with flexibility) within and outside the team.

- Reports to the clan summit and/or house summit on a regular basis, depending on whether or not their team is within or outside House Tyranus.
- Makes promotion and/or award recommendations for members where appropriate.
- Sets an example, both in conduct and activity (i.e. following the set requirements towards conduct, participating in competitions, on communication platforms, etc.).
- Promotes competitions and other events within the Dark Brotherhood.

Allocation of Clan Possessions

All Ascendant Fleet task forces and ships will be reconsolidated and reorganized under the command of the clan summit and House Tyranus. Separate ships and other assets and possessions will be allocated and reallocated to battle teams once they are established and developed.

Potential Second House

If activity picks up in the oncoming months and years, we will consider reopening a second house to bolster activity. However, we, of course, will play the situation by ear.

Conclusion

It is our hope that these changes will do the following for our clan:

- Administer relief for our leadership shortage by providing outlets to lead that are more customizable and manageable.
- Restore a position that can consistently help with member recruitment and retention.
- Provide a more current and canon name and structure to our sub-unit to ensure inclusivity and relevance to the Brotherhood and overall Star Wars lore.
- Create a more individualized, approachable sub-unit structure where members can explore both their characters' identities and the clan identity itself.
- Allow for members who are strapped for time to take on positions that are more manageable schedule-wise and workload-wise.

Signed,

Ronovi Tavisæn

Dread Lord of Plagueis

TuQ'uan Varick

Dread Lord's Wrath of Plagueis

Approved by:

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