

# *Guild Charter*

**Name of Guild (can be the same as organization if upgrading):**

The Guildpact

**Public Description of Guild:**

A guild designed by and for adventurers to better deal with the harshness of Pandora's dangers.

**Guild Category/Type (must be approved by DM; see Server Rules):**

Mercenary

**Kingdom in Which Guild Will Operate:**

Arbour

**Guild Ranks/Titles/Discord Roles:**

Guild Master  
Senior Officer  
Officer  
Member

**Founder(s):**

Covak

**Guild Discord Category Name:**

The Guildpact

**Guildhall RP Chat Name:**

Consortium of Arbour - Guild Hall

**Claimed Activities:**

Adventuring

I, the below signee, hereby submit the following charter to regulate the members of my guild. Upon approval I agree that I will need to pay a one-time fee of 1,000 gp to the government where my guild operates. Should this charter be greatly altered (for

example, if a fight club suddenly becomes a cult), I will report it to the House of Guilds (any DM in Discord) before making any changes and pay an additional 1,000 gp fee. You do not need to be a citizen of the kingdom in which the guild resides to be a guild member, just when founded, though many guilds may require citizenship if it makes sense for them to (a local troupe of bards called the Warhaven Players might require Warhaven citizenship, but an aggressively expanding church might have no requirements beyond shared faith).

I also understand that, should my guild charter ever be revoked in a nation in which it operates, my guild will go into outlawry or be otherwise disbanded.

### **Criteria for Founding a Guild**

- 1) Must have the leadership feat.
- 2) Must not be the leader of another guild.
- 3) Must complete a charter to the satisfaction of the kingdom council(s) in which it hopes to operate (see their constitution).

### **Minimum Standards for Guild Charters Enforced by DMs**

- 1) Provide a system of transference in the case of a leader being removed (death, retirement, etc.)
- 2) Choose a guild type
- 3) Follow the guidelines for guild ranks and benefits

### **Guild Regulations**

The following are the regulations required to maintain membership in the guild, as set by its leader and officers. Regs should include entry requirements, **seven** associate skills, **two** chosen discounted goods and services, all responsibilities, and description of hierarchy/ranks.

### **Mission Statement:**

The Guildpact was founded to help those who are stepping into the life of the adventurer to make their journey into seasoned warriors easier. To that goal, the guild shall assist other guildmates whenever possible, and recognize that no single person can last long alone. The most important rule of the guild is to always assist in whatever manner possible, other guild members.

### **Associated Skills:**

Bluff, Diplomacy, Intimidate, Knowledge: Local (Verdant Expanse), Perception, Sense Motive, Survival

### **Discounted Goods:**

Retraining downtime activity, Armor

**Entry requirements:**

Two ranks in any (2) guild skills.

**Responsibilities:**

The Guildpact requires a monthly guild fee of 100gp per individual. (Cohorts and followers count with their leader as one individual) Alternatively, you can donate adventuring goods such as Armor, weapons, magic items or potions in lieu of a gold donation as long as the item's value exceeds 100gp. Excess amounts do not roll over to the following months. The gold and items will be used to better equip and treat any ailments of guild members. Members who have not paid their dues in (2) consecutive months are considered no longer members of the guild. Members who have lapsed on their guild dues and have been removed from the guild may see a fine of up to 500gp to reapply.

Should a fellow guild member fall in battle, it is the responsibility of the accompanying guild members to bring their body back so that it may be either returned to family, or seek resurrection if requested.

If a member of the guild requires crafting of magical items or arms and armor, any guild member must prioritize members of their guild over any other requests.

Occasionally the guild may call for assistance for certain tasks from other guild members. While it is not a requirement to fulfill these requests, it is highly encouraged, especially for those wishing to rise through the ranks of the guild.

**Guild benefits:*****Healing***

Any healing services needed by adventurers will be provided, free of charge. If the spell requires expensive components, the requester is required to provide those components, or request assistance from the guild. (See guild loans)

***Provisions***

The guild's primary duty is to provide equipment and supplies to adventurers. Upon signing with the guild, a new member is welcome to their choice of collected weapons, armor, or assortment of scrolls and potions.

Should the new member choose a stronger magical item that has been donated to the guild, it is requested that once the member is done with said item, it is returned back to the guild for future use.

## ***Guild loans***

Any member can request a loan from the guild to cover costs of adventuring gear or supplies. How much they can request varies on membership level, and how long they have been a member of the guild.

- Members can request a loan of 100gp x the number of months that they have been a part of the guild.
- Officers and Senior officers can request a loan of 1000gp x the number of months they have been part of the guild
- The Guild Leader may not take a loan out against the guild.

If a guild member wishes to request an amount larger than what is outlined, they may submit a request to any Senior Officer or the Guild Leader. They can approve or decline at their discretion, however if a dispute over a declined loan occurs, it will be remediated by the Guild Leader, who has final say.

Repayment is interest free, provided the member repays the loan within (3) months from the date in which the loan was taken out. After the three month period, a percentage rate of 5% is added to the total on the last day of the month, for each consecutive month unpaid thereafter.

Should a guild member have a loan overdue from the guild (3 or more months past the interest free period without a payment), and the member completes a guild quest, the guild holds the right to withhold payment to satisfy the outlying debt. Any difference in funds will be released to the member.

## ***Legal and Advocacy Support***

The guild may offer legal assistance and protection in case of disputes, claims, or legal issues arising from your adventuring activities. They can also provide advocacy on behalf of members when dealing with authorities or powerful entities. These may be limited in scope, varying on the severity of the legal issues.

Note: The Guildpact does not endorse the outright breaking of laws and will pull these privileges should the severity of the crimes prove to conflict with the reputation the guild upholds. Should a member wish to utilize these services, they will be first subject to a *zone of truth* spell in order to evaluate if legal support will be available.

## **Expectations of guild roles:**

**Member:** A guild member has the most basic of expectations. A member has the following expectations and privileges:

- Pay monthly guild fees
- Return the remains of any deceased guild member found during an adventure, if possible
- Access to the guild provided provisions, equipment, and healing services.
- Any non-consumable magical, armor, items or weapons used from the guild's vault shall be returned to the guild upon member no longer needing the item (such as change in weapon style, retirement, untimely death, etc)
- Repayment of any loans
- Can request guild assistance with a quest, however, approval is upon discretion of a Senior Officer or Guildmaster on if it will be posted as a guild quest.
- Legal services provided if necessary.

**Officer:** An Officer is a position that is granted to a Member who has sought a greater rank within the guild. Any member can become a member, however, a member who has an overdue loan (as outlined in *Guild loans*) may not be promoted to the rank of Officer until that loan has been fully repaid.

An Officer has all of the expectations and privileges of a member, with the following additions:

- Voting rights within the guild
- Ability to submit proposals for changes in guild policies
- Be an official representative of the guild.
- Can make requests of the guild for assistance with a quest without needing prior approval. Requests still need to be submitted to a Senior Officer or Guild Leader.
- Facilitate networking and collaboration among guild members to encourage shared learning and growth.

**Senior Officer:** Senior Officers is a position granted to an Officer who upholds the guild's core values. A select few Officers can be promoted to the rank of Senior Officer, as it is the highest rank most members of The Guildpact will be able to achieve. It would, therefore, be quite uncommon for an Officer to become a Senior Officer without undertaking a particularly dangerous quest for the guild, or without a major recruitment effort.

A Senior Officer has all of the expectations and privileges of a previous ranks, with the following additions:

- A senior officer can accept quests from members outside the guild to be posted and fulfilled by the guild, as well as approve requests made by Members and Officers.
- Has the authority to open and head a branch of The Guildpact in a city that a branch that it has not yet been established upon Guild Leader approval.
- Foster a supportive environment for guild members, addressing their needs and concerns.
- Represent the guild in diplomatic negotiations and interactions with other guilds or factions.
- Provide training to members upon request within a reasonable amount of time.
- Has access to the guild's inventory, vault, and ledger.
- Function as chief advisors to the Guild Leader
- Able to promote Members to Officers

**Guild Master:** As the Guild Leader of The Guildpact, you hold the pivotal role of guiding and managing a diverse community of adventurers. They are responsible for overseeing the day-to-day operations of the guild, ensuring the welfare of its members, and upholding the guild's reputation as a respected and influential institution within the realm. With their leadership, foster a supportive environment that encourages camaraderie, skill development, and the pursuit of epic quests and heroic deeds. Should a Guild Leader retire from his role, any Senior Officers currently holding position may be promoted to Guild Leader. The requirements are that the Senior Officer must have been in their role for at least (2) months, and will need to be voted by a majority vote of all Officers and Senior Officers. The Guildpact should not be without a leader, so the vote would need to occur within one month of the guild leader's retirement, otherwise the role defaults to the longest standing Senior Officer.

A Guild Leader has all the expectations and privileges of all previous ranks, with the following additions:

- Establish and enforce guild policies, guidelines, and code of conduct.
- Has final say on conflicts that arise as part of guild related activities.
- Manage and track funds donated to The Guildpact
- Ensure that items are plentiful for the guild
- Able to promote Officers to Senior Officers

### **Requesting assistance from The Guildpact:**

#### **Non-members:**

Non-members of the guild may request assistance from The Guildpact at any point, under the following conditions:

- The client is not a fugitive from the nation they are requesting assistance in. The Guildpact does not promote lawlessness in the cities it has partnered with.

-The request of the client does not break the laws that the Guildpact currently operates in, nor of any Empire the request may take place in.

The client must negotiate a reasonable price to hire out adventurers for their reward, and this must be done with either a Senior Officer, or a Guild Master. (Average rate of 600gp per CR of quest)

### **Members:**

Members may request assistance from the guild as outlined of their rank within the guild. The conditions of the request must meet the same requirements of the non-members.

Requesters within the guild have a reduced fee from what is expected from the non-members.

If the Requester is to join the adventure, no fees are required for being posted by the guild. However, should the requester not join in the job post, a reduced rate shall be required. (100gp per CR of the quest)

Covak	07/29/2023
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Applicant's Signature (Please Type) Date

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Kingdom Leader Signature Date

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House of Guilds Official Signature (DM) Date

**Transfers**

From:  
To:  
Reason for Transfer:

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Zoning Department Official Signature Date

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From:  
To:  
Reason for Transfer:

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Zoning Department Official Signature Date

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From:  
To:  
Reason for Transfer:

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Zoning Department Official Signature Date