## **ORGANISATION NAME**

| General. |                                          |  |
|----------|------------------------------------------|--|
|          | Leader~s:                                |  |
|          | Important people:                        |  |
|          | Ranks:                                   |  |
|          | Amount of members:                       |  |
|          | Clans/groups/organisations involved:     |  |
|          | Clans/groups/organisations friends with: |  |
|          | Type of organisation:                    |  |
|          | Beliefs:                                 |  |
|          | Age:                                     |  |
|          | Main goal, in story:                     |  |
|          | Main original goal:                      |  |
|          | Insignia/icon/sign:                      |  |
|          |                                          |  |
| Histor   | listory.                                 |  |
|          | When founded:                            |  |
|          | How old when story begins:               |  |
|          | How old when first mentioned in story:   |  |
|          | Previous minor events, before story:     |  |
|          | Previous major events, before story:     |  |
|          | Timelapse of organisation:               |  |

|     | Traditions:                             |
|-----|-----------------------------------------|
|     | Role in story:                          |
| Spe | ecific.                                 |
|     | Types of people accepted:               |
|     | Types of creatures/animals accepted:    |
|     | Types of people disliked/hated:         |
|     | Types of creatures/animals disliked/hat |
|     | How they live:                          |
|     | How they want to die:                   |
|     | How they want to be buried:             |
|     | How they are clothed:                   |
|     | What they are wearing to battle:        |
|     | Magics specific to them:                |
|     | Stances specific to them:               |
|     | Gestures specific to them:              |