

<i>Branch</i>	<i>Rank/Title</i>	<i>In-Game Rank</i>	<i>Responsibilities/Powers</i>
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Monarchical Branch	Emperor Empress	Owner	The overseer of the guild and its affairs. Is authorized to act in the presence of a magistrate and fulfill their duties, and may promote one to the office of a magistrate.
	Censor	Chief	Highest of all the magistrates, having a variety of tasks and powers of guild functions. They serve as the highest chair in the Senate, and conduct guild activities. They are authorized to act in place of another magistrate.
	Legate	Chief	Official head of the guild military, with high power under the emperor as a magistrate. They are in command of the entire military, and with the instruction from the senate makes claims and officiates foreign guilds we associate with.
	Aedile	Chief	performs most community tasks, and handles community efforts. They are to host guild events for the citizens, and settle any problems that arise within the community.
	Quaestor	Chief	Essentially lesser magistrates; assistants of the senate. They handle the treasury and audits, and obtain authority to exercise judicial powers to keep public order.
Aristocratic Branch	Patrician	Captain	The nobility, community focused. They have high ranking, and a voice in the senate and general assembly, and magistrates are selected from the Patrician class.
	Centurions	Captain	Commanders of the military, and are to enforce what the Legate decides and overall are responsible for guiding legionnaires, the basic units of the military. They are part of the aristocracy, having high ranking in the military.
	Tribunes	Recruiter	Tribunes are part of the lesser aristocracy. They help conduct general assemblies for the citizens and voice out the desire of the people in senate class meetings and protect the interests of the plebeian class.
Commoner Class	Cereales	Recruiter	Lower class officials who are appointed to supervise food production. Requirement : Decent farming level
	Legionary	Recruit	Basic unit of the military, assigned to a Centurion in which will guide their century. They are to assist with the defense of our territories, and in wars against foreign guilds.

	Plebeian	Recruit	commoners who are part of the general assembly, normal guild members who have a right to vote and voice out on important matters. The basic unit of the guild.
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