

Guild Reform

Three Branches:

- The Strikers The individuals who are called upon to kill something
 - Sword of the guild
- The Seekers
 - Do everything else: Diplomacy, investigation, ect...
 - They inform the strikers who needs to die and why
- The Specialists
 - They can perform the role of a Striker or a Seeker , but with a unique set of skills in order to achieve the role's goals

Requirements for Striker plates

- Bronze
 - Pass a Psychological Exam
 - Complete the Adventuring 101 course
 - Be able to hold a weapon (subjective term; includes magic)
- Iron
 - Have completed at least one guild mission successfully
- Steel
 - Promotion Test: lead a guild mission to completion
 - Casualty Count must be below 10%
 - Have completed at least 10 guild missions with at least 80% success rate.
- Titanium
 - Must be granted in trios, between a Striker, Seekers and a Specialist
 - Cannot have any strikes against them in the guild
 - Need to complete a guild mission leading a group of steel plates
 - Cannot be a named enemy of any allied organization
 - Defeated a creature who posed a significant threat to at least 10,000 creatures
- Adamantium
 - You must be accepted as the leader of a group of Titanium Plates
 - Is aware of the great threat
 - Defeated a threat that would be the cause of extinction of an entire race on a chrome world

- One of your feats can be Legend Lored
- Mithiril
 - Must meet requirements for **both** Strikers and Seekers s
 - Must be an active participant of the forever war
- Criolithe
 - Must have survived a trip outside of the chrome.
- Darkmetal
 - Defeat the Current Wielder of the Darkmetal Plate

Requirements for Seekers Plates

- Bronze
 - Pass a Psychological Exam
 - Be able to communicate with a client and maintain a favourable position with them
- Iron
 - Have completed at least one guild mission successfully
- Steel
 - Promotion Test: lead a guild mission to completion
 - Having discovered and thwarted an event that would have lead to a dramatic loss of life
 - You need to have 5 people to sponsor you. (These must be important NPCs or if they are a guild member, they have to be Titanium and Above)
- Titanium
 - Must be granted in trios, between a Striker, Seekers and a Specialist
 - Cannot have any strikes against them in the guild
 - Need to complete a guild mission leading a group of steel plates
 - Cannot be a named enemy of any allied organization
 - Have the leaders of two allied organisations sponsor you
- Adamantium
 - You must be accepted as the leader of a group of Titanium Plates
 - Is aware of the great threat
 - Discover and retrieve artifact in the name of the Guild
 - Stop an event that would have lead to the destruction of a nation or a world before it happens
- Mithiril
 - Must meet requirements for **both** Strikers and Seekers s
 - Must be an active participant of the forever war
- Criolithe
 - Must have survived a trip outside of the chrome.

- Darkmetal
 - Defeat the Current Wielder of the Darkmetal Plate

Requirements for Specialist Plates

- Bronze
 - Same as requirements of selected role between striker and Seekers
- Iron
 - Same as requirements of selected role between striker and Seekers
- Steel
 - Same as requirements of selected role between striker and Seekers
- Titanium
 - Same as requirements of selected role between striker and Seekers
- Adamantium
 - Same as requirements of selected role between striker and Seekers
- Mithril
 - Same as requirements of selected role between striker and Seekers
- Criolithe
 - Same as requirements of selected role between striker and Seekers
- Darkmetal
 - Defeat the Current Wielder of the Darkmetal Plate

Freelancing

- Any crimes committed by a freelance adventurer, are the responsibility of the owners of the land and do not reflect the guild. I.e subject to a town's laws and the guild will provide no protection.
- No guild mission can be completed without a member of the guild present (If a group signs up for a game and none of them are a member of the guild, a NPC guild member will be assigned to the mission)
- If a member of the guild goes on a freelance mission (a mission not vetted by the guild of adventurers) that member's current position in the guild will be re-evaluated.

Defic Entities

- The Guild maintains a neutral stance with all deific beings
- A guild member is not permitted to actively promote or hinder any deity or deific being in the name of the Guild

Adventuring 101

Lessons

1. Do not accept power from known or unknown entities.

There are beings in this universe that will use this connection to control, manipulate and corrupt.

2. IF SOMEONE ASKS YOU TO LET THEM IN. DO NOT

There are many spells and powerful enchantments placed on the world that are in place to prevent beings from entering it that would wish it harm. These beings are typically quite skilled in the art of deception. DO NOT BE DECEIVED.

3. Do not kill the quest giver. If found that the individual you are working for is part of a nefarious plot, arrest them and bring them back to the guild ALIVE.

4. Always be accurate in your guild reports.

Guild reports are the main source of information gathering for the guild of adventurers. Any and all information could one day be used to save your life and the lives of your loved ones.

5. When adventuring you are subject to any and all laws in the countries you are working in. IF you are caught breaking a law we are not liable to help you.

6. **THE SOLUTION TO EVERY PROBLEM IS NOT A SWORD THROUGH THE THROAT OR BURNING THEM ALIVE.**

7. The Guild of adventurers will protect you in all instances where your actions would be deemed to be that of a reasonable individual.

We know people aren't perfect, it is a very common practise to believe you are working for someone good when you are actually working for an asshole. As long as you weren't being a complete idiot the guild will offer you it's support.