

Ascendancy LRP Appendix A. Groups

Appendix E - Groups and Organisations

The following is a list of sample organisations, and you may create your own organisations based on those listed here. This is by no means an exhaustive list and has been kept brief to prevent this document becoming unwieldy.

Please note that a new player-led organisation requires at least three members at its inception.

Archipelago

Guild (Generic)

The existing guilds are as follows: Potters Guild, Butchers Guild, Most Precise Guild of Horologists, Cutters Guild, Navigators Guild, Hatters Guild, and Upholsters Guild. Skills and Requirements of individual Guilds will vary as necessary. For further information speak to a Referee.

Requirements: Level 1 in the Guild's 'cover' Skill.

Cover Skill as Applicable to Guild, Main Skill as Applicable to Guild, Streetwise, Cultural Lore – Whitewater, Academic Knowledges – As Applicable to the Guild, Archaic Sciences – As Applicable to Guild.

Sailing Vessel (Generic)

Requirements: Will take anyone willing to serve aboard the sailing vessel in some faculty, whether the vessel is operating legitimately or illegitimately.

Archai Science – Navigation, Seamanship, Ranged Weapon Specialisation - Artillery, Survival – Maritime, Ranged Weapon Specialisation - Firearms – Musket and/or Blunderbuss, Tactics – Naval.

Salem

Salemite Militia

Requirements: Salemite only.

Weapon Specialisation – As applicable to branch of service, Armour Repair, Survival – Temperate - Woodlands, Tactics.

The Inquisition

Requirements: Salemite only, Upper Lower class or above

Theology - Salem, Theology - Heresy, Theology (Other - Specify), Law – Salem, Medicine, Weapon Specialisation – Torture Implement, Investigation, Literacy, Research, True Faith.

Faerie

McUen Clan Member

Craft – Any, Etiquette - McUen, Trade – Any, Craft: Herbal Compounds, Medicine, Survival – Mountains, Evergreen Forest and/or Moor land.

The Fae Courts

Etiquette – as applicable to individual Court, Magic - Any. Divination.

Five Thunders

Five Thunders Clan

Requirements: Five Thunders only.

Etiquette – Five Thunders, Administration/Accountancy – Business, Academic Knowledge – Clan Law, Security, Craft: Herbal Compounds, Pharmacy, Alchemy, Medicine.

Samurai (Choose Clan Allegiance)

Weapon Specialisation – Katana and/or Pole Arm, Armour Use, Unarmed Specialisation, Etiquette, Streetwise, Tactics

Dust

Followers of Nia

Restrictions: Dust only, as a tribe a character can only join this group at start up unless inducted into the tribe in play.

Survival – Desert, Craft: Herbal Compounds, Theology (Nian/Dust), Ranged Weapons Specialisation - Firearms – Rifle, Weapons Specialisation – Scimitar, Divination,

Father Hawk's Men

Survival – Desert, Theology (Salem), True Faith, Weapons Specialisation – Scimitar, Teaching,

Union

Union Expeditionary Force (Enlisted)

Restrictions: Lower Middle Class or below and cannot possess either the Mage Sense or Channel Power Talents. If someone in this group gains either the Mage Sense or Channel Power Talents or more than one spell skill at level three or above they must leave this group, with the option of joining the Union Expeditionary Force (Officer) group.

Survival, Ranged Weapon Specialisation - Firearms – Rifles, Weapon Specialisations – daggers, swords, spears, Medicine, Tracking.

Union Expeditionary Force (Officer)

Restrictions: Lieutenant/Captain - Requires either Lower Middle Class or to possess either the Mage Sense or Channel Power Talents. Major – Requires Upper Middle Class or above and either the Mage Sense or Channel Power Talents. Colonel – Requires Lower Upper Class and either the Mage Sense or Channel Power Talents.

Ranged Weapon Specialisation - Firearms – rifles, pistols, Tactics, Spells – Command, Entrap, Wound, Academic – languages, Archaic Science – Archaeology.

Frontier

Tribe (Generic)

Craft – Blacksmithing, leatherworking, Herbal Compounds, Survival – Rainforest,, Divination, Cultural Lore – Frontier, Medicine, Tracking, Weapon Specialisation – club, axe, spear.