

Home Guard



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Meta-org Summary

This meta-organization is the standing army of Calanda. They serve the King and no one else. The army is dispersed throughout Calanda and any city where Calanda has a trade envoy or diplomat for their personal protection. Although this standing army serves the King it comprises all races and classes of people.

This meta-org is unique as players may also serve in another organization (such as the Arcane Sanctum or Earth Weavers) as long as it is clear in times of war; their duties to the Home Guard supersede their other organization's charter. It will be clear in every other meta-organization if you are allowed to have a dual role in the Home Guard.

History of the Org

To say there is a long history is an understatement. The Home Guard can trace (and does) its beginnings all the way back to the age of Parson. Before his reign the army was assembled to combat the forces of the Great War. The original Army Name was simply "The Shield" as its duty was strictly to defend Calanda from its enemies (which was pretty much everyone). They were poorly equipped, malnourished and undertrained. How Calanda survived the war is anyone's guess.

Every King or Queen that has ruled Calanda has had a mighty force at their command. During the Great Wars nearly every able bodied man, woman and child were drafted into service. With the threats from all around them, most of them were happy to do their

service for King and country. Being in the Shield meant that you were likely to have a fortified haven against the onslaught of the Dwarves and Elves. You were fed, clothed and even given weapons to defend yourself. Most Common Folk can trace their family back as little as three generations to someone who served in the Shield.

During the Age of Parson, the King realized that a ragtag group of fighters and farmers were no longer enough deterrent to the outside forces of Calandonia. As part of the Peace Treaty, the dwarves, elves and Noble Houses helped to supply the fledgling army with equipment, weapons, armour and training. Many of the Dwarves and Elves stayed on long past their required duties. The army was renamed The Home Guard as a symbol that Calandonia is everyone's "Home" and the army would be used to help any nation that asked for it.

The King or Queen of Calanda is the "Supreme Commander" of this army and they do his/her bidding. Highest ranking officers, no matter their race, pledge their undying loyalty to the Supreme Commander and they will willingly lay their lives down rather than betray that oath. This is not to say that it has never happened, but the rarity of it is only whispered of and no one currently in service can remember a true incident of disloyalty.

Currently the Home Guard is stationed mainly in Calanda, but wherever the Hammer Outfitters has a trade house in another city, the Home Guard are stationed there. As well, if there is a diplomatic envoy, he/she will be escorted by the Home Guard. The members of the Home Guard are highly trained and well equipped. To attain a rank higher than the lowly Militiaman, a Guardsman has to dedicate a lot of time and skills to weapon training. The Home Guard also employs "Specialists" such as Mages and Healers as well as those that are required for more "delicate" tasks.

Introduction to the hierarchy

There are two "tiers" in the Home Guard. The enlisted soldiers and the officers. Specialists (such as Healer's and Mages) are given an



officer's rank more out of courtesy than their military prowess. This allows them the freedom to conduct their specialties without an "uniformed" grunt giving counter-orders in the heat of a battle or war.

After you reach the rank of Corporal, you will be selected for your specialty to serve a certain niche in the Home Guard, be it a frontline fighter using your weapons and heavy armour to support the ranks, or a rogue where your skills in stealth and legerdemain are invaluable to the success of more "delicate" missions, to the Scout who excels in fast strikes upon unsuspecting forces.

Rank One: Recruit (Rct.)

You are a raw recruit. No skills are required to join the Home Guard. They'll teach you everything you need to know. A senior member will always offer to teach you the skills you need to know.

Burdens: You are the low person in the organization. You are ordered around by all the higher ranks. Life sucks until you qualify for higher ranks!

Advancement: As soon as you meet the following qualifications you'll be promoted to Militiaman.

- ❖ Show your duty to the Home Guard. Being active in the organization is imperative
- ❖ 2 "Weapon Skills" such as Archery, One Handed, Two Handed etc. Weapon Master will count towards this as well.
- ❖ Blacksmithing Rank 1
- ❖ First Aid
- ❖ Critical Attack or Back Attack
- ❖ A Craftsman Skill (Chosen by you with the input of PLOT) that will become your "speciality" such as Tracker, Cryptographer, Tactician, Scout etc. (this list is not even remotely complete, speak with PLOT about your concept!)

Benefits:

- ❖ Your weapons and armour are to be in the best condition possible. The Home Guard will replace one non-silvered/non-magical weapon or up to 5 points of

armour through the **Hammer Outfitters**. You MUST let PLOT know you are replacing your item or armour. As well, replacement of equipment will be done on a case by case basis. If you lose your equipment due to neglect as opposed to having it "Shattered" in the line of duty, you may not receive the discount. Your PLOT contact will be the commander of the Outpost.

- ❖ You receive one pick from the LCO Blacksmithing Kits while on Duty longer than 24 hours, taverns do not qualify. (see appendix 1)

Rank Two: Militiaman (Mil.)

All members of the Home Guard must spend time as a Militiaman in order to understand their duties and learn the ropes. Many players will only ever attain the rank of Militiaman unless they truly dedicate themselves to the organization.

Qualifications:

- ❖ Show your duty to the Home Guard. Being active in the organization is imperative
- ❖ 2 "Weapon Skills" such as Archery, One Handed, Two Handed etc. Weapon Master will count towards this as well.
- ❖ Blacksmithing Rank 1
- ❖ First Aid
- ❖ Critical Attack or Back Attack
- ❖ A Craftsman Skill (Chosen by you with the input of PLOT) that will become your "speciality" such as Tracker, Cryptographer, Tactician, Scout etc. (this list is not even remotely complete, speak with PLOT about your concept!)

Benefits:

- ❖ Your weapons and armour are to be in the best condition possible. The Home Guard will replace one non-silvered/non-magical weapon or up to 5 points of armour through the **Hammer Outfitters**. You MUST let PLOT know you are replacing your item or armour. As well, replacement of equipment will be done on a case by case basis. If you lose your equipment due to neglect as opposed to



having it “Shattered” in the line of duty, you may not receive the discount. Your PLOT contact will be the commander of the Outpost.

- ❖ You receive a Stipend of 5cp per weekend event for your service. Faire Days pay you 2cp and a Long Weekend pay is 8cp.
- ❖ You receive two picks from the LCO Blacksmithing Kits while on Duty longer than 24 hours, taverns do not qualify. (see appendix 1)

Advancement: You must serve at least 2 month as a Militiaman to begin to climb the ranks of the Home Guard. Here is where your skills can branch out in different areas.

- ❖ Show your duty to the Home Guard. Being active in the organization is imperative
- ❖ Have proper Phys-Rep Armour (Leather, Chain, and Plate) and Shield (if using one). This means you have really worked on your own armour building it or modifying it etc. Attending Build Days is also important.

At the Corporal Rank you will assign your specialty. You will either move forward as a Fighter, Rogue or Scout “tree”

Rank Three: Corporal Footman (Ftm.) (Fighter)

You have spent your time in the trenches. Fought some battle and begun to hone your skills in the fighting arts. You have proven yourself a valuable asset to the Home Guard and your deeds have granted you the rank of Footman.

Qualifications:

- ❖ Show your duty to the Home Guard. Being active in the organization is imperative
- ❖ Have all previous ranks Qualifications.
- ❖ Blacksmithing Rank 2
- ❖ Teacher Rank 1
- ❖ Weapon Master or spend 16 BP or more on weapon skills
- ❖ Craftsman Rank 2 of your previous skill

- ❖ Have proper Phys-Rep Armour (Leather, Chain, and Plate) and Shield (if using one). This means you have really worked on your own armour building it or modifying it etc. Attending Build Days is also important.

Benefits:

- ❖ Your weapons and armour are to be in the best condition possible. The Home Guard will replace one non-magical weapon or up to 10 points of armour through the **Hammer Outfitters**. You MUST let PLOT know you are replacing your item or armour. As well, replacement of equipment will be done on a case by case basis. If you lose your equipment due to neglect as opposed to having it “Shattered” in the line of duty, you may not receive the discount. Your PLOT contact will be the commander of the Outpost.
- ❖ You receive a Stipend of 1sp per weekend event for your service. Faire Days pay you 5cp and a Long Weekend pay is 1.5sp.
- ❖ You receive three (3) picks from the LCO Blacksmithing Kits while on Duty longer than 24 hours, taverns do not qualify. (see appendix 1)
- ❖ For 200 Goblin Stamps you may purchase one (1) of the following abilities:

- **Defender:** +10 Body, Parry x2, Riposte
- **Berserker:** +1 Damage with All Weapons, Slay, Shatter x2
- **Duelist:** Cloak Summoned Force x2, Disarm x2, Riposte

Burdens: You begin to take on more duties such as leading patrols, duty rosters etc.

Advancement: You must serve as a Footman for a minimum of 3 months from the date of your promotion (if a weekend event falls before this there will be some leeway given, talk to PLOT beforehand).

- ❖ Show your duty to the Home Guard. Being active in the organization is



imperative. Helping with Build Days and Combat training is important.

Rank Three: Corporal Sapper (Sap.) (Rogue)

You have spent your time in the trenches. Fought some skirmish battles and begun to hone your skills. You have proven yourself a valuable asset to the Home Guard and your deeds have granted you the rank of Sapper.

Qualifications:

- ❖ Show your duty to the Home Guard. Being active in the organization is imperative
- ❖ Have all previous ranks Qualifications.
- ❖ Legerdemain
- ❖ Blacksmithing Rank 2
- ❖ Teacher Rank 1
- ❖ Craftsman Rank 2
- ❖ Have proper Phys-Rep Armour (Leather, Chain, and Plate) and Shield (if using one). This means you have really worked on your own armour building it or modifying it etc. Attending Build Days is also important.

Benefits:

- ❖ Your weapons and armour are to be in the best condition possible. The Home Guard will replace one non-magical weapon or up to 10 points of armour through the **Hammer Outfitters**. You MUST let PLOT know you are replacing your item or armour. As well, replacement of equipment will be done on a case by case basis. If you lose your equipment due to neglect as opposed to having it "Shattered" in the line of duty, you may not receive the discount. Your PLOT contact will be the commander of the Outpost.
- ❖ You receive a Stipend of 1sp per weekend event for your service. Faire Days pay you 5cp and a Long Weekend pay is 1.5sp.
- ❖ You receive three (3) picks from the LCO Blacksmithing Kits while on Duty longer than 24 hours, taverns do not qualify. (see appendix 1)

- ❖ For 200 Goblin Stamps you may purchase one (1) of the following abilities:

- **Thorn:** +1 Damage with All Weapons, Evade x2, Cloak Binding x2
- **Assassin:** Terminate, Backstab, Stun Limb
- **Infiltrator:** Dodge, Evade x2, Resist Magic

Rank Three: Corporal Strider (Stri.) (Scout)

You find the wilderness as your home. You rely on stealth and light armour to maneuver around the enemy lines and infiltrate their ranks. Finding where the enemy hides their caches of weapons, or runs their supply lines is paramount to this position.

Qualifications:

- ❖ Show your duty to the Home Guard. Being active in the organization is imperative
- ❖ Have all previous ranks Qualifications.
- ❖ Legerdemain
- ❖ Blacksmith Rank 2
- ❖ Teacher Rank 1
- ❖ Craftsman Rank 2
- ❖ Have proper Phys-Rep Armour (Leather, Chain, and Plate) and Shield (if using one). This means you have really worked on your own armour building it or modifying it etc. Attending Build Days is also important.

Benefits:

- ❖ Your weapons and armour are to be in the best condition possible. The Home Guard will replace one non-magical weapon or up to 10 points of armour through the **Hammer Outfitters**. You MUST let PLOT know you are replacing your item or armour. As well, replacement of equipment will be done on a case by case basis. If you lose your equipment due to neglect as opposed to having it "Shattered" in the line of duty, you may not receive the discount. Your



PLOT contact will be the commander of the Outpost.

- ❖ You receive a Stipend of 1sp per weekend event for your service. Faire Days pay you 5cp and a Long Weekend pay is 1.5sp.
- ❖ You receive three (3) picks from the LCO Blacksmithing Kits while on Duty longer than 24 hours, taverns do not qualify. (see appendix 1)
- ❖ For 200 Goblin Stamps you may purchase one (1) of the following abilities:

- **Swashbuckler:** +1 Damage with all weapons, Riposte, Disarm x2
- **Skirmisher:** +5 Body, Evade x2, Slay x2
- **Monk:** Dodge, Parry, Stun Limb

Rank Four: Sergeant Master-at-Arms (MaA.) (Fighter)

Master-at-arms is one of the highest non-officer status you can have. Your dedication to the Home Guard and protecting the Outpost is a paramount task. Training the lower ranks runs in your blood. Your skill with all types of weapons and fighting styles has become common talk.

There will never be more than two PCs with Rank 4 at one time.

Qualifications:

- ❖ Show your duty to the Home Guard. Being active in the organization is imperative. Helping with Build Days and Combat training is important.
- ❖ Have all previous ranks Qualifications.
- ❖ Teacher Rank 2
- ❖ Blacksmithing Rank 3
- ❖ Weapon Prof
- ❖ Weapon Master or spend 16 BP or more on weapon skills
- ❖ Read and Write

Benefits:

- ❖ Your weapons and armour are to be in the best condition possible. The Home Guard will replace one non-magical weapon or up to 15 points of armour

through the **Hammer Outfitters**. You MUST let PLOT know you are replacing your item or armour. As well, replacement of equipment will be done on a case by case basis. If you lose your equipment due to neglect as opposed to having it "Shattered" in the line of duty, you may not receive the discount. Your PLOT contact will be the commander of the Outpost.

- ❖ You receive a Stipend of 2sp per weekend event for your service. Faire Days pay you 1sp and a Long Weekend pay is 3sp.
- ❖ You receive four (4) picks from the LCO Blacksmithing Kits while on Duty longer than 24 hours, taverns do not qualify. (see appendix 1)
- ❖ For 200 Goblin Stamps each, you may purchase two (2) of the following abilities (only once each):

- **Defender:** +10 Body, Parry x2, Riposte
- **Berserker:** +1 Damage with All Weapons, Slay, Shatter x2
- **Duelist:** Cloak Summoned Force x2, Disarm x2, Riposte

Burdens: You begin to take on more duties such as running military drills, leading patrols and the defence of the Outpost.

Advancement: You must serve as a Master-at-Arms for a minimum of 4 months from the date of your promotion (if a weekend event falls before this there will be some leeway given, talk to PLOT beforehand). Some players are more comfortable remaining a Sergeant and that is perfectly fine!

Rank Four: Sergeant Pathfinder (Path.) (Rogue)

Pathfinder is one of the highest non-officer status you can have. Your dedication to the Home Guard and scouting the area around the Outpost is a paramount task. Training the lower ranks runs in your blood. Your skill with all ambushing and traps has become common talk.

There will never be more than two PCs with Rank 4 at one time.



Qualifications:

- ❖ Show your duty to the Home Guard. Being active in the organization is imperative. Helping with Build Days and Combat training is important.
- ❖ Have all previous ranks Qualifications.
- ❖ Teacher Rank 2
- ❖ Blacksmithing Rank 3
- ❖ Style Master
- ❖ Backstab
- ❖ Read and Write

Benefits:

- ❖ Your weapons and armour are to be in the best condition possible. The Home Guard will replace one non-magical weapon or up to 15 points of armour through the **Hammer Outfitters**. You MUST let PLOT know you are replacing your item or armour. As well, replacement of equipment will be done on a case by case basis. If you lose your equipment due to neglect as opposed to having it “Shattered” in the line of duty, you may not receive the discount. Your PLOT contact will be the commander of the Outpost.
- ❖ You receive a Stipend of 2sp per weekend event for your service. Faire Days pay you 1sp and a Long Weekend pay is 3sp.
- ❖ You receive four (4) picks from the LCO Blacksmithing Kits while on Duty longer than 24 hours, taverns do not qualify. (see appendix 1)
- ❖ For 200 Goblin Stamps you may purchase two (2) of the following abilities (only once of each):

- **Thorn:** +1 Damage with All Weapons, Evade x2, Cloak Binding x2
- **Assassin:** Terminate, Backstab, Stun Limb
- **Infiltrator:** Dodge, Evade x2, Resist Magic

Burdens: You begin to take on more duties such as running military drills and leading patrols and the defence of the Outpost.

Advancement: You must serve as a Master-at-Arms for a minimum of 4 months from the date of your promotion (if a weekend event falls before this there will be some leeway given, talk to PLOT beforehand). Some players are more comfortable remaining a Sergeant and that is perfectly fine!

Rank Four: Sergeant Ranger (Rang.) (Scout)

Ranger is one of the highest non-officer status you can have. Your dedication to the Home Guard and scouting the area around the Outpost is a paramount task. Although you want to be alone in the wilds of the lands, you know that your skills must not only be mastered, but shared with other. Being able to get very close to the enemy and invade their territory is the paramount mission you strive for. **There will never be more than two PCs with Rank 4 at one time.**

Qualifications:

- ❖ Show your duty to the Home Guard. Being active in the organization is imperative. Helping with Build Days and Combat training is important.
- ❖ Have all previous ranks Qualifications.
- ❖ Teacher Rank 2
- ❖ Waylay
- ❖ Blacksmithing Rank 3
- ❖ Weapon Proficiency or Backstab
- ❖ Read and Write

Benefits:

- ❖ Your weapons and armour are to be in the best condition possible. The Home Guard will replace one non-magical weapon or up to 15 points of armour through the **Hammer Outfitters**. You MUST let PLOT know you are replacing your item or armour. As well, replacement of equipment will be done on a case by case basis. If you lose your equipment due to neglect as opposed to having it “Shattered” in the line of duty, you may not receive the discount. Your PLOT contact will be the commander of the Outpost.



- ❖ You receive a Stipend of 2sp per weekend event for your service. Faire Days pay you 1sp and a Long Weekend pay is 3sp.
- ❖ You receive four (4) picks from the LCO Blacksmithing Kits while on Duty longer than 24 hours, taverns do not qualify. (see appendix 1)
- ❖ For 200 Goblin Stamps you may purchase two (2) of the following abilities (only once of each):

- **Swashbuckler:** +1 Damage with all weapons, Riposte, Disarm x2
- **Skirmisher:** +5 Body, Evade x2, Slay x2
- **Monk:** Dodge, Parry, Stun Limb



Officer Ranks

To become an officer you need to meet very strict requirements. Many players will have to wait a year or two of play time to gain the skills needed to become an officer.

From time to time, PLOT may award a player the rank of Lieutenant even if the player does not meet the required minimums. This will only be done based on player participation with the Home Guard and their dedication to the Calgary Alliance Chapter. The player will have to continuously work to improve his character to the minimum requirements of the rank.

Officers will be required to keep PLOT informed of the inner workings of the Home Guard and to help further the overall story arc of the Chapter.

Rank One: Lieutenant (Lt.)

A lieutenant in the Home Guard has shown a high dedication to organization and has worked to further the goals to the best of their abilities.

Specialists that work with the Home Guard in times of war or attack are granted the title of Lieutenant as an honorary title with all the benefits and burdens of the rank. Players of a lower rank will treat these specialists with the appropriate respect that they would a full ranking officer.

Specialists are given this rank to ensure that they may run their "aspect" without counter orders of lower ranks confusing the situation. As an example: An Earth Caster is running the triage area during the Saturday evening event will not have to worry about a Sergeant coming in and counter ordering their set up. Or a Scout is taking a group around for a flanking attack. Only a higher ranking officer can counter order the attack.

Specialists are still required to discuss their plans with the higher ranking officers to ensure that everyone is doing what is needed to win the overall scenario. (The aforementioned Scout could not just decide to take a group of Militiamen on a flanking manoeuvre without orders from the Commander)

Qualifications:

- ❖ Show your duty to the Home Guard. Being active in the organization is imperative. Helping with Build Days and Combat training is important.
- ❖ Have all previous ranks Qualifications.
- ❖ Disarm
- ❖ Slay or Assassinate
- ❖ Extra Armour

Benefits:

- ❖ Your weapons and armour are to be in the best condition possible. You may purchase a magical weapon with a 15% discount. The Home Guard will replace one non-magical weapon or up to 20 points of armour through the **Hammer Outfitters**. You MUST let PLOT know you are replacing your item or armour. As well, replacement of equipment will be done on a case by case basis. If you lose your equipment due to neglect as opposed to having it "Shattered" in the line of duty, you may not receive the discount. Your PLOT contact will be the commander of the Outpost.
- ❖ You receive a Stipend of 5sp per weekend event for your service. At a Faire Day your payment is 2.5sp and a Long Weekend pays 7.5sp. Specialists receive this only if their services are required at the event.
- ❖ You receive five (5) picks from the LCO Blacksmithing Kits while on Duty longer than 24 hours, taverns do not qualify. (see appendix 1)
- ❖ For 200 Goblin Stamps each, you may purchase three (3) of the following abilities (only once each):

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| <ul style="list-style-type: none">○ Defender: +10 Body, Parry x2, Riposte○ Berserker: +1 Damage with All Weapons, Slay, Shatter x2○ Duelist: Cloak Summoned Force x2, Disarm x2, Riposte |
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| <ul style="list-style-type: none">○ Thorn: +1 Damage with All Weapons, Evade x2, Cloak Binding x2 |
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- **Assassin:** Terminate, Backstab, Stun Limb
- **Infiltrator:** Dodge, Evade x2, Resist Magic

- **Swashbuckler:** +1 Damage with all weapons, Riposte, Disarm x2
- **Skirmisher:** +5 Body, Evade x2, Slay x2
- **Monk:** Dodge, Parry, Stun Limb

Burdens: You assume a lot of responsibility to PLOT and the Outpost. You will have to keep in regular communication with PLOT and strive to be at each weekend event.

Advancement: You must serve at least 6 months as a Lieutenant to begin to climb the ranks of the Home Guard.

- ❖ Show your duty to the Home Guard. Being active in the organization is imperative

Rank Two: Captain (Cpt.)

To attain Captain you have to show not only the physical skills, but the rational wisdom that is required. You have seen many battles and have trained yourself to remain calm in the face of overwhelming adversity. You are not pleased to send troops to their impending deaths, but realize that call may have to be made for the greater good. **There will never be more than four PCs with this rank**

Qualifications:

- ❖ Show your duty to the Home Guard. Being active in the organization is imperative
- ❖ Have all previous ranks Qualifications.
- ❖ Parry or Dodge Skills
- ❖ Stun Limb or Shatter

Benefits:

- ❖ Your weapons and armour are to be in the best condition possible. You may purchase a magical weapon with a 20% discount. The Home Guard will replace one non-magical weapon or up to 30

points of armour through the **Hammer Outfitters**. You MUST let PLOT know you are replacing your item or armour. As well, replacement of equipment will be done on a case by case basis. If you lose your equipment due to neglect as opposed to having it “Shattered” in the line of duty, you may not receive the discount. Your PLOT contact will be the commander of the Outpost.

- ❖ You receive a Stipend of 1gp per weekend event for your service. At a Faire Day your payment is 5sp and a Long Weekend pays 1.5gp.
- ❖ You receive six (6) picks from the LCO Blacksmithing Kits while on Duty longer than 24 hours, taverns do not qualify. (see appendix 1)
- ❖ For 175 Goblin Stamps each, you may purchase Four (4) of the following abilities (two of one, one of each of the others)

- **Defender:** +10 Body, Parry x2, Riposte
- **Berserker:** +1 Damage with All Weapons, Slay, Shatter x2
- **Duelist:** Cloak Summoned Force x2, Disarm x2, Riposte

- **Thorn:** +1 Damage with All Weapons, Evade x2, Cloak Binding x2
- **Assassin:** Terminate, Backstab, Stun Limb
- **Infiltrator:** Dodge, Evade x2, Resist Magic

- **Swashbuckler:** +1 Damage with all weapons, Riposte, Disarm x2
- **Skirmisher:** +5 Body, Evade x2, Slay x2
- **Monk:** Dodge, Parry, Stun Limb

Burdens: You assume a lot of responsibility to PLOT and the Outpost. You will have to keep in regular communication with PLOT and strive to be at each weekend event.



Advancement: You must serve at least 6 months as a Captain to attain the highest ranks of the Home Guard.

- ❖ Show your duty to the Home Guard. Being active in the organization is imperative

Rank Three: Commander (Cmd.)

Commander is the second highest rank a Player may attain. This is akin to a Nobility title and as such there are strict requirements for a player to become a Commander. Your character will be assessed not only for Phys-reps, but also personality and real charisma. **There will never be more than two PCs with this rank at one time.**

Qualifications:

- ❖ Show your duty to the Home Guard. Being active in the organization is imperative. You must be working with PLOT to advance the story of the Chapter. You will also be asked to work Build Days and Combat Training events.
- ❖ Have all previous ranks Qualifications.
- ❖ Eviscerate or Terminate or Riposte

Benefits:

- ❖ Your weapons and armour are to be in the best condition possible. You may purchase a magical weapon with a 20% discount. The Home Guard will replace one non-magical weapon or up to 40 points of armour through the **Hammer Outfitters**. You MUST let PLOT know you are replacing your item or armour. As well, replacement of equipment will be done on a case by case basis. If you lose your equipment due to neglect as opposed to having it "Shattered" in the line of duty, you may not receive the discount. Your PLOT contact will be the commander of the Outpost.
- ❖ You receive a Stipend of 2gp per weekend event for your service. At a Faire Day your payment is 1.5gp and a Long Weekend pays 3.5gp.
- ❖ You receive seven (7) picks from the LCO Blacksmithing Kits while on Duty

longer than 24 hours, taverns do not qualify. (see appendix 1)

- ❖ For 150 Goblin Stamps each, you may purchase Five (5) of the following abilities (two of two, one the other):

- **Defender:** +10 Body, Parry x2, Riposte
- **Berserker:** +1 Damage with All Weapons, Slay, Shatter x2
- **Duelist:** Cloak Summoned Force x2, Disarm x2, Riposte

- **Thorn:** +1 Damage with All Weapons, Evade x2, Cloak Binding x2
- **Assassin:** Terminate, Backstab, Stun Limb
- **Infiltrator:** Dodge, Evade x2, Resist Magic

- **Swashbuckler:** +1 Damage with all weapons, Riposte, Disarm x2
- **Skirmisher:** +5 Body, Evade x2, Slay x2
- **Monk:** Dodge, Parry, Stun Limb

Burdens: You assume a lot of responsibility to PLOT and the Outpost. You will have to keep in regular communication with PLOT and strive to be at each weekend event, Build Days and Combat Training.

Advancement: You must serve at least 1 year as a Commander to attain the highest ranks of the Home Guard. PLOT will have the final determination if there is sufficient reason to reduce this time.

- ❖ Show your duty to the Home Guard. Being active in the organization is imperative

Rank Four: Colonel (Col.)

Colonel is the highest rank a Player may attain. This is akin to a Nobility title and as such there are strict requirements for a player to become a Colonel. Your character will be assessed not only for Phys-reps, but also personality and real charisma. **There will never be more than one PC with this rank.**



Qualifications:

- ❖ Show your duty to the Home Guard. Being active in the organization is imperative. You must be working with PLOT to advance the story of the Chapter. You will also be asked to work Build Days and Combat Training events.
- ❖ Have all previous ranks Qualifications.

Benefits:

- ❖ Your weapons and armour are to be in the best condition possible. You may purchase a magical weapon with a 25% discount. The Home Guard will replace one non-magical weapon or up to 45 points of armour through the **Hammer Outfitters**. You MUST let PLOT know you are replacing your item or armour. As well, replacement of equipment will be done on a case by case basis. If you lose your equipment due to neglect as opposed to having it "Shattered" in the line of duty, you may not receive the discount. Your PLOT contact will be the commander of the Outpost.
- ❖ You receive a Stipend of 4gp per weekend event for your service. At a Faire Day your payment is 2gp and a Long Weekend pays 6gp.
- ❖ You receive eight (8) picks from the LCO Blacksmithing Kits while on Duty longer than 24 hours, taverns do not qualify. (see appendix 1)
- ❖ For 150 Goblin Stamps each, you may purchase Six (6) of the following abilities (up to two of each):

- **Defender:** +10 Body, Parry x2, Riposte
- **Berserker:** +1 Damage with All Weapons, Slay, Shatter x2
- **Duelist:** Cloak Summoned Force x2, Disarm x2, Riposte

- **Thorn:** +1 Damage with All Weapons, Evade x2, Cloak Binding x2
- **Assassin:** Terminate, Backstab, Stun Limb
- **Infiltrator:** Dodge, Evade x2, Resist Magic

- **Swashbuckler:** +1 Damage with all weapons, Riposte, Disarm x2
- **Skirmisher:** +5 Body, Evade x2, Slay x2
- **Monk:** Dodge, Parry, Stun Limb



Burdens: You assume a lot of responsibility to PLOT and the Outpost. You will have to keep in regular communication with PLOT and strive to be at each weekend event, Build Days and Combat Training.

Advancement: There is no advancement past this rank. A posthumous award of General may be given at the time of a player's final death if PLOT deems it appropriate.

Questions

This is a meta-game organization for the Calgary Alliance Chapter. You may contact PLOT with questions plot@alliancealberta.ca



Appendix One: LCO Item Picks

Augment	Req.	Desc.
<p>Armour bonuses may only be added to armour for every 10 points of armour. Ex. 10-19 point armour may have one of the below, 20-29 point armour may have 2 to a maximum of 4 of the items below on 40 point armour. Under 10 point armour may not be upgraded.</p>		
Fur Lined	Armour, 1 rank BS to apply	Player Gains Cloak <Element; Ice> 1/ever
Grounded	Armour, 1 rank BS to apply	Player Gains Cloak <Element; Lightning> 1/ever
Extra Padding	Armour, 1 rank BS to apply	Player Gains Cloak <Element; Stone> 1/ever
Flame Retardant Coating	Armour, 1 rank BS to apply	Player Gains Cloak <Element; Flame> 1/ever
Fitted	Armour, 1 rank BS to apply	Player gains Skill Store: Evade 1/ever or until armour is breached
Reinforced Armour	req 3 ranks BS to apply	"dumb defence" applies to the first Shatter. Call is "no effect, reinforced". After first Shatter reinforcement is destroyed.
Ablative Armour	req 3 ranks BS to apply	adds +5 AP to armour. These points are temporary and are removed first. Once gone, Ablative must be added to armour again. (Same as a Bless is to body)
Hardened Armour	lasts until armour is breached req 3 ranks BS to apply	Armour is considered 3 points higher than its Marshalled Values. Example. A 22 point suit of armour is now 25 points. A player must be able to wear the extra armour. Example: A Scholar wears a suit of 13 point armour and has it hardened making the suit 16 points. Since the Scholar has a max of 15 that is all the bonus they receive.
Hooked Shield	Shield	Player gains Skill Store: Parry 1/ever
Barbed Shield	Shield + Hooked Shield	Player gains Skill Store: Riposte 1/ever
Heroic Sheen	Shield	Player Gains Bane <Element; any> 1/ever
Puncturing	Melee Weapon or Arrow	The player may use the carrier "Body" once ever when they choose to use it.
Sharpening Stone	Lasts 1 encounter. Req BS Rank 1 to apply	+1 weapon damage. Does not "stack" with any other bonus to damage
Master's Sharpening Stone	Lasts 1 encounter. Req BS Rank 3 to apply	+2 weapon damage. Does not "stack" with any other bonus to damage (i.e. +1 stone and a +2 stone do not equal +3 damage)
Armour Patch Light (10)	1 rank BS to apply	Quick patch Incant "Patch Armour 1, Patch Armour2, Patch Armour3 (light)". Armour must have a 60sec Refit before another patch can be applied.
Armour Patch Med (20)	3 ranks BS to apply	Quick patch Incant "Patch Armour 1, Patch Armour 2, Patch Armour 3 (medium)". Armour must have a 60sec Refit before another patch can be applied.
Armour Patch Hvy (30)	10 ranks BS to apply	Quick patch Incant "Patch Armour 1, Patch Armour 2, Patch Armour 3 (heavy)". Armour must have a 60sec Refit before another patch can be applied.
Weapon Chain	req 3 ranks BS to apply	"dumb defence" applies to the first disarm. Call is "no effect, weapon chain". After first Disarm, chain is broken

