



Hammer Outfitters

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Meta-org Summary

The Hammer Outfitters are the elite Blacksmith Craftsmen of the known world. Originally made up solely of the highest skilled Dwarven craftsmen, the group now boasts many other races as well, all stemming from a change in the ways of the Guild since the end of the Great War. The symbol of the guild is a gauntlet covered hand grasping a hammer. Ranks in the guild are simple: Apprentice Smith, Smith, Journeyman Smith, Master Smith, Grandmaster Smith.

History of the Hammer Outfitters

Introduction

Many centuries ago, the Dwarven Clans had competitions to see who the best Blacksmith was. It was a great honour to be named the best of a year, a decade, or even the best in a century. Blacksmiths from every clan poured their hearts and souls into their work, trying to attain the highly respected title of Grandmaster.

When the Great War ended, the Dwarves decided to begin the inclusion of other races into their guild. The reasoning was simple - there have been many fantastic tools, armour, weapons and other miscellaneous crafted items that they had witnessed in use on the battlefields and camps. It had long been thought that Dwarven craftsmanship was better than all others, however after watching recent battles and conflicts they had changed their minds.

The human population was the first to send Blacksmiths into the ranks of the Dwarven guild. Various other races joined one by one through individual people coming to the Dwarves and

seeking to learn from them, and in turn teach what they could. The Elves brooded over their painful conflict with the Dwarves during the Great war, and because of their animosity did not see an Elven member of the Hammer Outfitters until just the last couple of years.

The Hammer Outfitters, as a general rule, do not gather for any reason in large numbers, except on extremely rare occasions. For the most part, they are found together in pairs or small groups, one master teaching a student in the skills they have learned.

The Hammer Outfitters - the group as a whole

The group is named Hammer Outfitters because that is exactly what they do: use their Blacksmithing Hammers to outfit those who are in need of it. They have been called the Hammer, the Outfitters, or the Guided Smiths. They believe in fair-trade for honest work, selling their wares to any with enough coppers, but sharing their smithing secrets only to those within the Guild. This is one rule they all abide by - by taking up within the ranks of The Hammer, they vow to only train and share their secrets with other members of the Guild.

Recruitment and Advancement

In order to join the guild, one must first submit a request to someone who is already a member (has to be a Smith or higher - Apprentices cannot sponsor a new member). If accepted, they are now an Apprentice to whoever their sponsor was. A Smith is limited to how many Apprentices they may have at one time; this is equivalent to their Teacher skill rank.

A smith may refuse the request of application to the Guild for any reason, and that reason does not need to be discussed or revealed. If refused this does not mean the applicant cannot try again - they are free to pursue their application again with the same smith, or another smith, at any time.

Once a person has been accepted as an Apprentice, however, they cannot be taken in by any other smith as an Apprentice, unless their smith dies, or for some other reason is unable to complete their commitment as a teacher and guide to the Apprentice.

Additionally, members are required to demonstrate their abilities, with a minimum rank of 3 in Blacksmith. Regardless of how many



ranks in the skill a player has, when they are first accepted into the guild they are named an Apprentice. In order to rise in the ranks, the smith must complete the tasks set out for them below (See the Ranks section).

Relations with Other Groups

The Hammer Outfitters are generally looked upon favorably by most groups and races, except perhaps the Hobblings because of the guild's strong belief in fair trade. Other guilds recognize that Blacksmiths are required for construction of every useful tool and material in general, from farming to war machines, and so keeping good relations with a member of the Hammer Outfitters is important if you want to keep your towns and armies well supplied.

If there is a group that has any animosity to the Hammer, it is the Barbarian tribes of the Desert. What they have been unable to create on their own, they have learned to take by force instead. Because the Hammer Outfitters refusal to share any Blacksmithing secrets outside of their guild, the Desert Barbarians have tried to bribe, force, or otherwise coerce members to give up their designs. It has met with failure, for the most part, and an unspoken dislike has developed. To date, there are no known members of the Guild that are also members of the Desert Tribes.

Role-Playing a member of the Guild

Becoming a member of this guild requires dedication to your craft. Only those who show great promise as a smith, and as an upstanding citizen in general, are brought into the guild. If you are a representative of the Hammer Outfitters, you are expected to act accordingly: uphold the law of the land, be true and faithful to your brethren and guild mates, sell your wares always at a fair price for the work and situation (Hammer Outfitters never sell for exaggerated profit, they always sell at a price that is justified for the value of the work involved), and offer your services to those of Good for Repair during times of battle and strife for donations only (it is assumed that by aiding others to refit and repair their armour, you are likely helping to save lives, so you should therefore do so willingly, and accept donations for your work graciously).

Members of this guild often wear a token, emblem or other marker to distinguish themselves as a Hammer Outfitter. They like to have a clear distinction to their membership, partly for the honour they feel of being part of this elite group of smiths, and partly to alert others of their available services.

The symbol of the guild is a Gauntlet Hand grasping a Hammer. The background is black to represent the anvil and coal used in the process of smithing, with the outline of the hand and hammer in gold or yellow. An Apprentice wears this symbol. Minor modifications to the existing design occur as a member advances in rank.

When an Apprentice advances to the next rank, Smith, their symbol gains a silver bar in the bottom middle.

Master Smiths have two silver bars.

Journeyman have three silver bars.

A Grandmaster Smith will have all three silver bars, plus one additional symbol added to the emblem. This additional symbol is completely up to the smith to decide upon, representing their skill in the craft that they can make their own truly unique items. The only thing common in this decision is that the Grandmasters symbol will appear in the top center of the emblem.

General Benefits:

Hammer Outfitters are an honourable group. They gain benefits from their brethren as follows:

- **Members will always offer a discount to fellow members** for use of their facilities, or to help work on crafting or repairing items. Costs are reduced by 10%. This discount does not apply to non-members.
- **Pooling production.** Apprentices may all attend a logistics period and pool production points. This allows one member to "give" his production to another member if they were to need extra points. Donated points may not exceed your blacksmith ranks.

Ranks in the Guild

Rank One: Apprentice

An Apprentice is really an apprentice for life. They are always considered the student of their



master smith they chose, even if eventually they surpass their mentor in skill or rank. This is a show of respect to their superior for taking them on as an Apprentice in the first place.

Qualifications:

- Any race may apply
- Blacksmith (3) minimum
- Donate 10 Production Points to the Guild as part of initiation (proving to your master that you have the necessary skills). This will be logged by the Master Smith to be used in production of items to sell for the Outfitters.

Benefits:

- Open access to their masters Smithy (Tools and Workshop). Please note that only 1 person may use a workshop per logistics period. Therefore you will have to coordinate in game who will use the forge and when.

Disadvantages

- **Travel Restrictions:** During the period of Apprenticeship, you may not leave the region your master is in without prior written consent of your master, or another higher ranking member of the guild. This is meant to represent the player keeping in the process of learning and practicing in their "off time".

Advancement:

Advancement to the next rank requires:

- Blacksmith (6)
- "Donated" 30 Production Points to the Guild during this rank. This is not cumulative with the previous requirements to become a member.
- Craftsman (any) 1; this represents work and training given by their master during their internship, usually by assigning them to tasks and constructing items for use in that Craft (hired out by a person of that profession). This must be a new skill - it cannot have been chosen previous to the characters acceptance into the guild as an Apprentice.
- Have the approval and permission of your master to advance in rank

- Teacher (1)

Rank Two: Smith

Smiths are the most common rank in the Hammer Outfitters. A large majority of smiths tend to gain their rank as a Smith so that they can take on Apprentices, and see no need to continue up the ranks from that point on.

Benefits:

All benefits of previous position plus:

- **Familiarity of the Shop:** Working with refining ores you have learnt to cut waste. Your production is increased by 5pp per logistics period. This does not count as a rank of Blacksmith.
- Earn an additional 1 silver at each event during logistics for services rendered over the last month. This is in addition to any other income earned from Craftsman skills.

Requirements:

- **The Hammer's Oath:** Smiths are required to take an oath, overseen by their master and witnessed by other friends and family in attendance if available. This oath is a simple but powerful one: "*I, <speaking name here>, as a newly designated member of the Hammer Outfitters, swear to offer my services fairly, to render aid wherever and whenever possible to those in need of my skill, and to represent my new Guild Family as honourable, honest and upstanding citizens. I swear to uphold the laws of the land I am in, to the best of my understanding and ability, to be a good steward and representative of the Guild. I swear that my hammer will always be available to refit the armour and gear of my comrades in times of need, to be a catalyst for their safety on the field of battle. I will never demand payment for this service, but will accept a donation as seen fit by the receiver of my skills.*"

Advancement:

Advancement to the next rank requires:

- Craftsman (any) 1; this must be a different Craftsman skill than the one



chosen as an Apprentice, but may have been a previously known skill

- Craftsman (as chosen when an Apprentice) 3
- Blacksmith (10)
- Teacher (3)
- Purchase a Workshop
- "Donate" 40 Production Points to the Guild during this rank. This is not cumulative with the previous rank.

Rank Three: Journeyman Smith

A Journeyman Smith is known in the land not only as a great smith, but an exceptional person of trust and loyalty as well.

Benefits:

All benefits of previous position plus:

- Earn an additional 2 silver at each event during logistics for services rendered over the last month. This is in addition to any other income earned from Craftsman skills. This increase supersedes the previous rank.
- Other members of the guild will give you 15% off instead of the standard 10% to purchase items, or any other services that member can provide.
- **Well known:** people know this Smith, either personally or at least through reputation. This may be an advantage or disadvantage, depending on whom you are talking to. (PLOT may have additional notes given at this time for this character)

Advancement:

Advancement to Master Smith requires:

- Blacksmith (20)
- Craftsman (Any) 5
- Have crafted at least 1 item for a member of Nobility or similar rank
- Complete a special task as decided upon by PLOT
- "Donate" 50 Production Points to the Guild during this rank. This is not cumulative with the previous rank.

Rank Four: Master Smith

A Master Smith of the Hammer is known in all lands, by reputation and example of their Craftsmanship. They are a model citizen, someone who all can trust.

Benefits:

All benefits of previous position plus:

- Earn an additional 5 silver at each event during logistics for services rendered over the last month. This is in addition to any other income earned from Craftsman skills.
- Other members of the guild will give you 20% off to purchase items, or any other services that member can provide.
- **Renowned:** people know this Master Smith, either personally or at least through reputation. This may be an advantage or disadvantage, depending on whom you are talking to. (PLOT may have additional notes given at this time for this character)
- **Familiarity of the Shop:** Working with refining ores you have learnt to cut waste even more. Your production is increased by 10pp per logistics period. This does not count as a rank of Blacksmith and supersedes the previous rank.

Advancement:

Advancement to Grandmaster Smith requires:

- Blacksmith (25)
- Craftsman (Any) 8
- Have crafted at least 1 item for a member of the Royalty, or the Head of another Guild
- Aided in the creation of at least 1 magic item
- Aided in the completion of at least 1 Ritual that required an item you created
- Complete a special task as decided upon by PLOT
- "Donate" 70 Production Points to the Guild during this rank. This is not cumulative with the previous rank.

Rank Five: Grand Master Smith

A Grand Master Smith of the Hammer is known by all. Their work is legendary, and items crafted by them is considered exceptional, similar to that of a master painter.



Benefits:

All benefits of previous position plus:

- Earn an additional 1 gold at each event during logistics for services rendered over the last month. This is in addition to any other income earned from Craftsman skills.
- **Master Craft refitting:** you may refit armour in only 20 seconds.
- **Legend:** people know this Grand Master Smith. This may be an advantage or disadvantage, depending on whom you are talking to. (PLOT may have additional notes given at this time for this character)
- **Familiarity of the Shop:** you may reduce your copper cost for Production by 50%.
- **Title:** By reputation alone, you are considered to be a member of the nobility. You are the best of the best in your craft, and have a status to match. A simple word from you has the same weight of a Lord or Lady. (PLOT may have additional notes, benefits, duties or requirements for you at any given event.)

Leaving the Guild

Most members of this guild never have the need or desire to leave. Those that do may have consequences for their actions, including but not limited to the following.

Leaving with the Guilds blessing: Sometimes, you want to retire and simply do not want to do the work anymore. You leave the guild in name only - you are no longer required to fulfill any of the services the guild requires, but your name remains intact. Most people will not bother you again for Blacksmithing services out of principle, but be warned there may still be those who talk negatively behind your back for abandoning the guild and those you once served.

Leaving without the Guilds blessing: You ran away from your duties, or were asked to leave because of some great offense to the Guild or the people in general. (Breaking laws on purpose, murder, refusing to craft or refit something for a soldier in need, charging extreme fees for services, etc.) Your name and title are removed from you, and you may never

again join the Guild. It is likely from your bad reputation that no other guild will ever want you, either.

Most people in the realm will know your name and poor reputation, and consider you to be a traitor, liar and in general someone that can never be trusted.

If you had any Workshops, they are considered abandoned or destroyed, and will need to be repurchased.

Additional penalties may be given by PLOT, depending on the nature of your dismissal or departure from the Guild.

Plot Notes

It is important to Logistics to keep track of Production Points that are donated to the Guild. These Points may be used by Plot to create items as gifts, plot devices, etc, that the "Guild" produces to advance a plot line, or be used as gifts of thanks for members. Many options available here! The Head of the Guild (beit a Master or Grand Master) must keep track of these points.

