

Athar

Modifier	Criterion
Eligibility:	Cannot worship a deity
+1/2	PC's Effective Character Level
+1	Recruited someone into the Athar (maximum 1/month)
+1	Every 5 ranks (5, 10, 15, ect) in Knowledge (religion) skill
+1	Destroyed 3 items imbued with the magic of a fraudulent god in front of the Bois Verdurous tree
+1	Destroyed a religious structure (maximum 1/year)
+2	Each successful mission undertaken for the Athar
+2	Visited a dead god on the Astral Plane
+2	Took a level in the Athar PrC "The Defiant" (Planar Handbook pg 43)
+2	Took a level in the Athar PrC "The Athar" (Dragon Mag. #287 pg 45)
+6	Slew the proxy or avatar of a deity
-1	Fails to mock a deity upon meeting a new acquaintance worshipper of that deity
-1	Each use of a religious or magic item created by or in the name of a god
-2	Untrained in Knowledge (religion) skill
-6	Shows reverence to a deity
-10	Disobeys an Athar higher-up

Affiliation Score	Title: Benefits & Duties
3 or lower	Namer: No benefits
4 - 10	Athaon Factotum: gain Divine Resistance level 1, gain Skill Mastery, & gain Housing
11 - 20	Athaon Overseer: gain Divine Resistance level 2, gain Attack +1, & gain Banishment
21 - 29	Factor: gain Divine Resistance level 3, gain Divine Bane, & gain Obscurement
30 (must be voted in)	Factol: gain Divine Resistance level 4, gain Gift of the Bois Verdurous, & gain Borrow

Skill Mastery: As an Athaon Factotum, the Athar gains Knowledge (religion) as a class skill. If this is already a class skill, the Athar gains a +2 bonus to the skill.

Divine Resistance: As an Athaon Factotum, the Athar gains a +1 bonus to saving throws against 1st lvl divine spells. This bonus counts towards 2nd lvl divine spells at Athaon Overseer level, 3rd lvl divine spells at Factor level, and 4th lvl divine spells at Factol level.

Housing: As an Athaon Factotum, the Athar's lodging is free if staying at the Feathernest Inn in Sigil's Market ward. Athar Namers will also provide him with shelter in their private homes & ruined sanctuary safe houses rent free for up to 1 month a year.

Attack bonus: As an Athaon Overseer, the Athar gains a +1 to attack rolls against creatures who draw power from a deity (whether clerics of a deity, outsiders who serve a deity, or proxies of a deity).

Banishment: As an Athaon Overseer, the Athar can partner with 4 or more equal or higher ranking Athars, link hands while encircling their target, & cast the Banishment spell (CL 13) 1x/week. The spell only works on petitioners, servant creatures, or proxies of a power and sends them back to the god's domain on his home plane.

Divine Bane: As a Factor, the Athar deals an extra 1d6 damage with weapons or damaging spells against creatures who draw power from a deity (whether clerics of a deity, outsiders who serve a deity, or proxies of a deity).

Obscurement: As a Factor, the Athar can cast the Nondetection spell as a spell-like ability on himself 1x/week (CL = Athar's ECL). This ability only protects against spells cast by petitioners, servant creatures, or proxies of a deity.

Gift of the Bois Verdurous: As a Factol, the Athar can pluck 1 blossom or fruit from the Bois Verdurous tree in the Shattered Temple (Factol's Manifesto pg 15). Once taken, the Factol chooses a 0 lvl spell (CL = Factol's ECL) which is imbued within the blossom or fruit. As long as he carries the item with him he may cast that spell at will as a spell-like ability.

Borrow: As a Factol, the Athar can borrow one item of up to 30,000 gp value from the respectable supply of magical items & weaponry harbored in The Shattered Temple 1x/month for 2d4 days. If the item is not returned on time, the Athar loses this privilege 1 month per late day.

Believers of the Source

Modifier	Criterion
Eligibility:	No restrictions
+1/2	PC's Effective Character Level
+1	Recruited someone into the Godsmen (maximum 1/month)
+1 per skill	Every 5 ranks (5, 10, 15, ect) in a Craft (any) skill
+1 per skill	Has skill points in a cross-class skill
+1	Visited a demiplane
+2	Each successful mission undertaken for the Godsmen
+2	Took a level in the Believer of the Source PrC "The Godsmen" (PS Faction PrCs pdf pg 2)
+2	Worked in a forge at the Great Foundry 1 day a week for 1 year
+3	Has died and been reincarnated
-1	Worships a deity
-2	Untrained in a Craft skill
-10	Has died & been brought back to life by other means than reincarnation
-10	Disobeys a Godsmen higher-up

Affiliation Score	Title: Benefits & Duties
3 or lower	Namer: No benefits
4 - 10	Factotum: +2 Diplomacy, gain Skill Mastery, & gain Discount
11 - 20	Gifted: +4 Diplomacy, gain Retain Level 50%, & gain Source Token
21 - 29	Factor: +6 Diplomacy, +6 Perform, & gain Greater Glory
30 (must be voted in)	Factol: +8 Diplomacy, +8 Perform, & gain Retain Level 75%

Skill bonus: As a Factotum, the Godsmen gains a +2 circumstance bonus to Diplomacy checks made to influence planar beings with his silver tongue. This bonus improves to +4 at Gifted level, +6 at Factor level, & +8 at Factol level. As a Factor, the Godsmen gains a +6 circumstance bonus to a Perform skill so he may play melodies that are so inspiring to listeners, they provoke debates about Godsmen beliefs after the performance. This bonus improves to +8 at Factol level.

Skill Mastery: As a Factotum, the Godsmen gains any one Craft skill as a class skill. If he already has his preferred Craft skill as a class skill, the Godsmen gains a +2 bonus to that skill.

Discount: As a Factotum, the Godsmen receives a 50% discount when purchasing metal tools & equipment from the Great Foundry.

Retain Level: As a Gifted, the Godsmen loses 50% fewer experience points if reincarnated after dying. At Factol level, he loses 75% fewer experience points if reincarnated after dying.

Source Token: As a Gifted, the Godsmen can requisition a translucent pebble called a Source Token 1x/year from the Great Foundry. This magical pebble with cloudy gray dark swirls at it's core can cast the Ethereal Jaunt spell (CL 13) at will when activated. The Source Token works only once and crumbles to dust when used.

Greater Glory: As a Factor, the Godsmen can requisition a potion of Heroism 1x/month from Alchemist Godsmen in Sigil.

Bleak Cabal

Modifier	Criterion
Eligibility:	Cannot have Lawful alignment
+1/2	PC's Effective Character Level
+1	Convinced someone of the pointlessness of life (maximum 1/month)
+1	Every 5 ranks (5, 10, 15, ect) in Heal skill
+1	Gave valuables worth 5,000 gp or more to a complete stranger for free
+1	Self-exiled member of another faction
+2	Each successful mission undertaken for the Bleakers
+2	Visited Pandemonium
+2	Took a level in the Bleak Cabal PrC "The Bleaker" (PS Faction PrCs pdf pg 8)
+2	Volunteers at the Gatehouse 1 day a week for 1 year
-1	Attempts to accomplish a goal for personal gain
-2	Refuses to drop any surname if one exists
-2	Untrained in Heal skill
-10	Disobeys a Bleaker higher-up

Affiliation Score	Title: Benefits & Duties
3 or lower	Namer: No benefits
4 - 10	Factotum: gain Mental Block +1, gain Sanity (Wisdom score x 5), gain Skill Mastery, & gain Short Lived
11 - 20	Madman: gain Mental Block +2, gain Sanity (Wisdom score x 4), gain Absorb Madness, & gain Tonic
21 - 29	Factor: gain Mental Block +3, gain Sanity (Wisdom score x 3), & gain First Aid
30 (must be voted in)	Factol: gain Mental Block +4, gain Sanity (Wisdom score x 2), & risk the Grim Retreat

Mental Block: As a Factotum, the Bleaker gains a +1 bonus vs Enchantment spells. This bonus improves to +2 at Madman level, +3 at Factor level, and +4 at Factol level.

Sanity: As a Factotum, the Bleaker gains a Sanity score which is a total of his Wisdom score multiplied by 5. At the beginning of each day, the Bleaker must roll a 1d100 Sanity check. If the check equals his Sanity score or lower, he is sane for 24 hours. If the check is higher than his Sanity score, he goes insane for 24 hours and must roll a 1d10 on the insanity chart below to determine his disorder. The Sanity score decreases to Wisdom score x 4 at Madman level, Wisdom score x 3 at Factor level, & Wisdom score x 2 at Factol level.

Skill Mastery: As a Factotum, the Bleaker gains Heal as a class skill. If this is already a class skill, the Bleaker gains a +2 bonus to the skill.

Short Lived: As a Factotum, the Bleaker begins living with madness & melancholia for so many years that eventually it deteriorates his body at a rapid pace. When determining the Bleaker's maximum age on the aging chart (PHB pg 109), the roll result is divided in half & then added to his venerable age.

Absorb Madness: As a Madman, the Bleaker can use a full round action 1x/week to place his hands on a creature under the affects of an Enchantment spell and attempt to absorb the effect. The Bleaker rolls his own saving throw vs the spell. If he succeeds, the spell is negated. If he fails, the creature continues to be affected by the spell.

Tonic: As a Madman, the Bleaker can requisition a potion of Remove Fear 1x/week from the Gatehouse.

First Aid: As a Factor, the Bleaker can requisition a potion of Cure Light Wounds 1x/week from the Gatehouse.

Grim Retreat: At Factol level, if the Bleaker rolls a 1 on his Sanity check he succumbs to the Grim Retreat. His Intelligence, Wisdom, and Charisma scores drop to 0 (-5 modifier) and he becomes comatose and unresponsive. The only treatment for the Grim Retreat is to be brought to the Gatehouse for reflection. Every 24 hours spent in a Gatehouse cell, the Bleaker may roll a Will save (DC = Bleaker's ECL) to recover from the Grim Retreat. On a roll of a natural 1, the Bleaker loses the will to live, and dies. Treat this as a retired PC and a new character may be created with no penalty to XP.

Insanity (roll 1d10)

1. **Craven:** You become a coward. When casting, you may only cast defensively. When attacking, you must fight defensively.
2. **Enthralled:** You are drawn to and fascinated by death. When in a combat situation, you suffer a -2 penalty to AC.
3. **Fatalistic:** You become oppressed by negative, defeatist thinking & believe there's nothing you can do to save yourself from a horrible fate. You suffer a -1 penalty on all saving throws.
4. **Hyperactive:** You fidget a lot & can't focus on a single task for very long. When speaking, you jump from topic to topic in conversations. During combat, each standard action must be different from the previous round. Finally, you may not take 10 or 20 on any skill checks.
5. **Severely Phobic:** You gain a severe phobia, which requires you to succeed on a DC 17 Will save or suffer the affects of the Fear spell for 1d8+1 rounds when you encounter the object of your phobia. Roll 1d10 to determine the type of phobia:

1. darkness	5. magic spells	9. undead
2. heights	6. water	10. being touched
3. fire	7. blood	
4. cramped quarters	8. Aberrations, Vermin, & Snakes	
6. **Apathetic:** You withdraw into yourself, occasionally losing contact with the world. All skill checks receive a +2 bonus for the day due to your narrow but focused attention to tasks at hand.
7. **Hubristic:** You regard yourself as superior to all things, even the gods. You gain a +1 bonus to all saving throws.
8. **Paranoid:** You grow overly suspicious, even of your closest companions & cannot avoid watching for signs of treachery. If one of your allies makes an attack and fails to hit, you become suspicious that the ally is secretly a traitor to the party. You gain a +2 insight bonus to AC for 1 round immediately following the missed attack as you suspect the enemy is working with the traitor.
9. **Deranged:** Your unstable mind makes you unpredictable. You act first in every encounter & do not need to roll for initiative. You cannot ready or delay your action and you must perform at least a standard action in the first round.
10. **Frantic:** Your mental stress causes you to be fast paced throughout the day. Your speed increases by 5-ft.

Doomguard

Modifier	Criterion
Eligibility:	Must be Chaotic alignment
+1/2	PC's Effective Character Level
+1	Recruited someone into the Doomguard (maximum 1/month)
+1	Every 5 ranks (5, 10, 15, ect) in Disable Device skill
+1	Destroyed property worth 10,000 gp or more
+1	Own a bane weapon
+1 per item	Prefers using an old worn-down piece of equipment useful for his class but will give a penalty when using it (damaged armor, ect)
+2	Each successful mission undertaken for the Doomguard
+2	Visited a Negative Quasielemental Plane
+2	Took a level in the Doomguard PrC "The Doomlord" (Planar Handbook pg 46)
+2	Took a level in the Doomguard PrC "The Sinker" (Dragon Mag. #287 pg 49)
-1 per use	Casts a spell or uses an item of curing/healing magic (no penalty if spell is cast by another caster)
-2	Untrained in Disable Device skill
-3 per skill	Has a rank in Heal or a Craft skill
-10	Prevented an entropic state in a plane
-10	Disobeys a Sinker higher-up

Affiliation Score	Title: Benefits & Duties
3 or lower	Namer: No benefits
4 - 10	Factotum: gain Skill Mastery, gain Swordsman, gain Discount, gain Sinker Sword, & gain Resist Healing
11 - 20	Entropy Champion: gain Damage +1/+2, gain Entropic Blow, gain Entropy Blade, gain Psychic Impression 1, & gain Fatalism
21 - 29	Doomlord: gain Entropic Hit, gain Elemental Bane Blade, & gain Psychic Impression 2
30 (must be voted in)	Factol: gain Damage +4/+6, gain Body Drain

Skill Mastery: As a Factotum, the Sinker gains Disable Device as a class skill. If this is already a class skill, the Sinker gains a +2 bonus to the skill.

Swordsman: As a Factotum, the Doomguard becomes proficient with any 1 Simple or Martial sword (no spears, bows, staves, axes, maces, daggers, ect). Barbarians, Fighters, Paladins, & Rangers can select from Exotic swords.

Discount: As a Factotum, the Doomguard receives a 20% discount when purchasing masterwork or magical +1 enhancement bonus weapons, armor, or shields from the Armory

Sinker Sword: As a Factotum, the Doomguard is given a +1 sword (player's choice) with the mark of the Doomguard on it's hilt.

Resist Healing: As a Factotum, the Doomguard heals only half the amount of hit points healed from healing magic of the healing subschool.

Damage: As an Entropy Champion, the Doomguard gains a +1 bonus to damage rolls against objects & a +2 bonus to the Break DC. This benefit improves to a +4 damage & +6 DC bonus at Factol level.

Entropic Blow: As an Entropy Champion, the Doomguard gains a +4 bonus to confirm a Critical Hit if using a weapon forged from the Armory.

Entropy Blade: As an Entropy Champion, the Doomguard's Sinker Sword is given an additional +1 weapon bonus to attack & damage. It is now considered a +2 weapon.

Psychic Impression: As an Entropy Champion, the Sinker can sift through destroyed material or deceased organic material & learn what caused its destruction if it was destroyed less than 100 years ago. For every round the Sinker spends meditating, he can relive the disaster through sight only. At Doomlord level, the Sinker can learn what destroyed similar material that was destroyed up to 1000 years ago. For every round the Doomlord spends meditating, he can relive the disaster through sight, sound, & smell.

Fatalism: As an Entropy Champion, the Doomguard takes a -1 Armor Class penalty due to his destructive regard for his own life.

Entropic Hit: As a Factol, the Doomguard gains the Improved Critical feat if using his Entropy Blade.

Elemental Bane Blade: As a Doomlord, the Doomguard can enhance his Entropy Blade with his choice of any 1 special ability:

Ash Blade - weapon gains the Outsiders, air Bane property

Dust Blade - weapon gains the Outsiders, earth Bane property

Salt Blade - weapon gains the Outsiders, water Bane property

Vacuum Blade - weapon gains the Outsiders, fire Bane property

Body Drain: As a Factol, the Sinker may cast the Touch of Fatigue spell as a spell-like ability once per day (CL = Sinker's ECL).

Dustmen

Modifier	Criterion
Eligibility:	Cannot show emotions
+1/2	PC's Effective Character Level
+1	Recruited someone into the Dustmen (maximum 1/month)
+1	Every 5 ranks (5, 10, 15, ect) in Knowledge (religion) skill
+1	Volunteers at the Mortuary 1 day a week for 1 year
+1	Helped bury a good friend or family member at their funeral
+2	Each successful mission undertaken for the Dustmen
+2	Visited the Negative Energy Plane
+2	Took a level in the Dustmen PrC "The Dustman" (PS Faction PrCs pdf pg 13)
+2	Worships a deity with the Death domain
-1	Violated the Dead Truce by harming mindless Undead
-2	Has died & been brought back to life
-2	Untrained in Knowledge (religion) skill
-10	Disobeys a Dustman higher-up

Affiliation Score	Title: Benefits & Duties
3 or lower	Namer: No benefits
4 - 10	Initiate of the 5th Circle: gain Undeath +1, gain Skill Mastery, gain Imperceptible, gain Lesser Dead Truce, & gain Hesitant
11 - 20	Initiate of the 4th Circle: gain Undeath +2, gain Greater Dead Truce, & gain Inferior Undead Control
21 - 29	Initiate of the 1st Circle: gain Undeath +3, gain True Dead Truce, & gain Superior Undead Control
30 (must be voted in)	Factol: gain Undeath +4, & gain Insusceptible

Undeath: As an Initiate of the Fifth Circle, the Dustman gains a +1 bonus vs Necromancy spells. This bonus improves to +2 at Initiate of the Fourth Circle level, +3 at Initiate of the First Circle level, and +4 at Factol level.

Skill Mastery: As an Initiate of the Fifth Circle, the Dustman gains Knowledge (religion) as a class skill. If this is already a class skill, the Dustman gains a +2 bonus to the skill.

Imperceptible: As an Initiate of the Fifth Circle, the Dustman can requisition a potion of Hide from Undead 1x/week from the Mortuary.

Lesser Dead Truce: As an Initiate of the Fifth Circle, mindless undead, those without an intelligence ability score, will not attack the Dustman thanks to the Dead Truce. They recognize him as one of their own and ignore him. If he attacks the undead, however, they will react appropriately. This protection only applies to the Dustman.

Hesitant: As an Initiate of the Fifth Circle, the Dustman has a 50% chance that a spell will fail to bring him back to life after he has died. If the spell fails, the caster may attempt the casting multiple times with the same 50% chance of failure each time. Material components are used up after each casting.

Greater Dead Truce: As an Initiate of the Fourth Circle, the Dustman can extend the benefits of the Lesser Dead Truce ability to a number of allies within 5 feet equal to his Charisma bonus. If he has no Charisma bonus, he extends it to 1 ally.

Inferior Undead Control: As an Initiate of the Fourth Circle, the Dustman may cast the Command Undead spell as a spell-like ability 1x/month (CL = Dustman's ECL). This ability only works on undead without an intelligence ability score.

True Dead Truce: As an Initiate of the First Circle, some intelligent undead will not attack the Dustman thanks to the Dead Truce. This works exactly like the Lesser Dead Truce ability, only it also affects undead with an intelligence ability score equal or lower than the Dustman's Charisma score. This protection only applies to the Dustman.

Superior Undead Control: As an Initiate of the First Circle, the Dustman may cast the Command Undead spell as a spell-like ability 1x/month (CL = Dustman's ECL & Will DC = 12 + Cha bonus) but as per the spell. He is not limited to only nonintelligent undead and this ability does not replace his Inferior Undead Control ability (he can still use that ability 1x/month).

Insusceptible: As a Factol, the Dustman is immune to the Ghosts Stench ability & the Mummies Despair ability from prolonged exposure within the Mortuary.

Fated

Modifier	Criterion
Eligibility:	Cannot have Lawful Good alignment
+1/2	PC's Effective Character Level
+1	Recruited someone into the Fated (maximum 1/month)
+1	Every 5 ranks (5, 10, 15, ect) in Knowledge (planes) skill
+1	Took something of great value & importance meant for someone else
+1	Challenged & bested someone of equal HD or higher at a physical & mental opposed skill check (maximum 1/year)
+2	Each successful mission undertaken for the Fated
+2	Visited Ysgard
+2	Took a level in the Fated PrC "The Fatemaker" (Planar Handbook pg 49)
+2	Took a level in the Fated PrC "The Taker" (Dragon Mag. #287 pg 51)
+2	Owns land & property of any value
-1	Accepted a service without earning it
-1	Accepted an item without earning it
-2	Untrained in Knowledge (planes) skill
-4	Gave anything away for free
-10	Disobeys a Taker higher-up

Affiliation Score	Title: Benefits & Duties
3 or lower	Namer: No benefits
4 - 10	Factotum: +2 Sleight of Hand, gain Skill Mastery, & gain Haggle
11 - 20	Earnar: +4 Sleight of Hand, gain Plane Mastery, & gain Skilled
21 - 29	Factor: +6 Sleight of Hand, +6 Diplomacy, & gain Salesman
30 (must be voted in)	Factol: +8 Sleight of Hand, gain Reveal, & gain Best Effort

Skill bonus: As a Factotum, the Taker gains a +2 circumstance bonus to Sleight of Hand checks made to obtain objects from undeserving beings. This bonus improves to +4 at Earnar level, +6 at Factor level, & +8 at Factol level. As a Factor, the Taker gains a +6 circumstance bonus to Diplomacy checks made when dealing with Outsiders.

Skill Mastery: As a Factotum, the Fated gains Appraise, Bluff, Diplomacy, Disable Device, Disguise, Forgery, Gather Information, Hide, Intimidate, Knowledge (any), Listen, Move Silently, Open Locks, Profession (any), Search, Sense Motive, Sleight of Hand, Spellcraft, Spot, Survival, & Use Magic Device as class skills.

Haggle: As a Factotum, the Taker can receive an automatic 10% discount anytime he buys items or service from an NPC.

Plane Mastery: As an Earnar, the Taker gains a +5 circumstance bonus to Survival & Knowledge (planes) checks made on Ysgard & any 1 plane of his choice. After making his choice, this bonus only applies when the Taker is on this specific plane or on Ysgard.

Skilled: As an Earnar, the Taker gains a bonus of 5 extra skill points that he can place in any 5 skills (only 1 point per skill).

Salesman: As a Factor, the Taker can sell his wares to any merchant for 90% of the actual value if the merchant can afford it.

Reveal: As a Factol, the Taker may cast the Detect Magic spell as a spell-like ability at will (CL = Cipher's ECL).

Best Effort: As a Factol, the Taker may treat a single skill check 1x/day as though he possessed a number of ranks equal to 1/2 his ECL.

Fraternity of Order

Modifier	Criterion
Eligibility:	Must be Lawful alignment
+1/2	PC's Effective Character Level
+1	Recruited someone into the Guvners (maximum 1/month)
+1 per skill	Every 5 ranks (5, 10, 15, ect) in Profession (bookkeeper, lawyer, or scribe) skill
+1	Learn of a law on a plane that is new to the Guvners & report it to a higher-up (maximum 1 law per plane)
+1	Own a library of nonmagical books worth 5,000 gp
+1	Has a 12 Intelligence ability score or better
+2	Each successful mission undertaken for the Guvners
+2	Visited Mechanus
+2	Took a level in the Fraternity of Order PrC "The Guvner" (PS Faction PrCs pdf pg 17)
-2	Not trained in at least one of the following Profession skills (bookkeeper, lawyer, & scribe)
-5	Broke a man-made law without doing so via a loophole in the rule
-5	Convicted of breaking a man-made law
-10	Disobeys a Guvner higher-up

Affiliation Score	Title: Benefits & Duties
3 or lower	Aide: No benefits
4 - 10	Administrator: +2 Decipher Script, gain Skill Mastery, & gain Manipulate Probability
11 - 20	Supervisor: gain Change Probability, gain Linguist, & gain Loophole
21 - 29	Bureau Chief: +4 Decipher Script, gain Shrink Item
30 (must be voted in)	Factol: +6 Decipher Script, & gain Alter Probability

Skill bonus: As an Administrator, the Guvner gains a +2 circumstance bonus to Decipher Script checks made to uncover new information. This bonus improves to +4 at Bureau Chief level, & +6 at Factol level.

Skill Mastery: As an Administrator, the Guvner gains Profession (bookkeeper, lawyer, or scribe) as a class skill. If this is already a class skill, the Guvner gains a +2 bonus to the skill.

Manipulate Probability: As an Administrator, the Guvner can give himself a +1 bonus to a single attack, damage, or saving throw roll 1x/day. The +1 must be given before the roll is made.

Change Probability: As a Supervisor, the Guvner can give an enemy a -1 penalty to a single attack, damage, or saving throw roll 1x/day. The -1 must be given before the roll is made.

Linguist: As a Supervisor, the Guvner may cast the Comprehend Languages spell as a spell-like ability 1x/week (CL = Guvner's ECL).

Loophole: As a Supervisor, the Guvner learns a loophole in the laws of the multiverse. He gains a single 1st level spell (his choice) as a spell-like ability usable 1x/week (CL = Guvner's ECL). The save DCs are Intelligence based. Each time this spell is used, there is a 10% chance after it is cast that the loophole closes and the Guvner loses that spell forever. If a spell is lost, the Guvner can choose a new spell from the list again with a 10% chance of the loophole closing forever.

Shrink Item: As a Bureau Chief, the Guvner may cast the Shrink Item spell as a spell-like ability 1x/month (CL = Guvner's ECL, Duration = 24 hours, & Will DC = 13 + Int bonus).

Alter Probability: As a Factol, the Guvner can reroll a failed skill check in the same round 3x/day. Only 1 reroll can be made a round.

Free League

Modifier	Criterion
Eligibility:	No restrictions
+1	PC's Effective Character Level (Indeps rise in status faster due to not having a Factol)
+1	Rescue someone from servitude/membership that doesn't want to belong
+1 per skill	Every 5 ranks (5, 10, 15, ect) in a Profession (any) skill
+1	Defeat a known thug (maximum 1/month)
+1	Escaped captivity
+2	Each successful mission undertaken for the Indeps
+2	Visited the Outlands
+2	Took a level in the Free League PrC "The Indep" (PS Faction PrCs pdf pg 21)
+2	Worships a deity with the Liberation domain
-2	Ex-member of a faction
-2	Placed yourself in the contractual service of another
-2	Untrained in a Profession skill
-10	Attempted to talk someone out of doing something they wanted to do

Affiliation Score	Title: Benefits & Duties
3 or lower	Namer: No benefits
4 - 10	Factotum: gain Skill Mastery, gain Discount, & +4 Gather Information
11 - 20	Freeman: gain Free Will +1, gain Sense Faction, & gain Higher Value
21 - 29	Independent: gain Free Will +2, gain Good Samaritan, & gain Dodge +4
30	Sovereign: gain Free Will +3, & gain Untouchable

Skill Mastery: As a Factotum, the Indep gains any one profession skill as a class skill. If he already has his preferred profession as a class skill, the Indep gains a +2 bonus to that skill.

Free Will: As a Freeman, the Indep gains a +1 bonus vs Enchantment spells. This bonus improves to +2 at Independent level, and +3 at Sovereign level.

Discount: As a Factotum, the Indep receives a 20% discount when purchasing from Indep merchants in the Grand Bazaar. Indep merchants anywhere else will give an Indep customer a 10% discount.

Skill bonus: As a Factotum, the Indep gains a +4 circumstance bonus to Gather Information checks made within the Grand Bazaar.

Sense Faction: As a Freeman, the Indep can determine the faction of a creature within 30 feet 1x/day. If target saves on a Will save, you cannot determine his faction (Will save DC = 10 + 1/2 Indeps ECL + Indeps Wisdom modifier).

Higher Value: As a Freeman, the Indep can sell his wares to Indep merchants within the Grand Bazaar for 90% of their actual value.

Good Samaritan: As an Independent, if the Free Leaguer is in a public scuffle in Sigil & makes his faction known, he has a 50% chance that 4-6 Indeps (totalling EL 8) will pass by and assist him until his conflict is over.

Dodge: As an Independent, the Indep can avoid the blows of a Hardhead with a +4 bonus to his Dodge AC against Harmonium Guards.

Untouchable: As a Sovereign, the Indep can walk the streets of Sigil without worry. Harmonium Guards believe he is untouchable and will not attack unless there are 6 or more guards in the area.

Harmonium

Modifier	Criterion
Eligibility:	Must be Lawful alignment
+1/2	PC's Effective Character Level
+1	Recruited someone into the Harmonium (maximum 1/month)
+1	Every 5 ranks (5, 10, 15, ect) in Intimidate skill
+1	Captured a law breaker and turned them over to the proper authorities
+1	Resolved a major dispute between at least two creatures
+2	Each successful mission undertaken for the Harmonium
+2	Visited Arcadia
+2	Took a level in the Harmonium PrC "The Harmonium Peacekeeper" (Dragon Mag. #315 pg 47)
+2	Worships a deity with the Law domain
-2	Did not attempt to resolve a dispute that you witnessed
-2	Untrained in Intimidate skill
-5	Initiated a disturbance of peace within a community that was not done with good intentions
-5	Borrows a Planar Mancatcher and fails to return it on its due date
-10	Disobeys a Hardhead higher-up

Affiliation Score	Title: Benefits & Duties
3 or lower	Namer: No benefits
4 - 10	Notary: gain Rigid Duty +1, gain Skill Mastery, & gain Beguile
11 - 20	Measure: gain Rigid Duty +2, gain Attack +1, & gain Mancatcher
21 - 29	Mover: gain Rigid Duty +3, gain Dictate, & gain Planar Mancatcher
30 (must be voted in)	Factol: gain Rigid Duty +4, gain Fearless, & gain Monument

Rigid Duty: As a Notary, the Harmonium gains a +1 bonus vs spells of the [Fear, Mind-Affecting] sub-school due to their extreme dedication. This bonus improves to +2 at Measure level, +3 at Mover level, and +4 at Factol level.

Skill Mastery: As a Notary, the Harmonium gains Intimidate as a class skill. If this is already a class skill, the Harmonium gains a +2 bonus to the skill.

Beguile: As a Notary, the Harmonium may cast the Charm Person spell as a spell-like ability 1x/week (CL = Harmonium's ECL & Will DC = 11 + Cha bonus).

Attack bonus: As a Measure, the Harmonium gains a +1 to attack rolls with a specified weapon of his choice against creatures who are disrupting the harmony of life. This bonus works only with the specified weapon & weapons of its type.

Mancatcher: As a Measure, the Harmonium gains the Exotic Weapon Proficiency (mancatcher) feat and is issued a Mancatcher (Complete Warrior pg 154) which is his to own. This feat cannot be substituted for a different exotic weapon.

Dictate: As a Mover, the Harmonium may cast the Command spell as a spell-like ability 1x/week (CL = Harmonium's ECL & Will DC = 11 + Cha bonus).

Planar Mancatcher: As a Mover, the Harmonium can file a request at the City Barracks to be issued a Planar Mancatcher (In the Cage, GtS pg 19) for 1 week (1x/month) while in Sigil. This item is on loan only and will result in a -5 affiliation modifier if not returned on its due date. It functions the same as a Mancatcher but with the following enchantment:

Planar Mancatcher

Any creature caught in a grapple by this +1 mancatcher is affected as if a Dimensional Anchor spell were cast upon him (no save).

Moderate abjuration; CL 11th, Price 28,000 gp

Fearless: As a Factol, the Harmonium is immune to any effect that would cause him to become panicked or shaken.

Monument: As a Factol, the Harmonium Guards admire the Factol's dedication to bringing harmony to the planes so much that they build a giant statue in his honor. This 20-ft tall monument sits in the center of the City Barracks courtyard for the duration of the Factol's reign. The Factol gains a +4 circumstance bonus on Diplomacy & Intimidate checks when dealing with people who know of his name.

Mercykiller

Modifier	Criterion
Eligibility:	Must be Lawful alignment & cannot be a known criminal
+1/2	PC's Effective Character Level
+1	Recruited someone into the Mercykillers (maximum 1/month)
+1	Every 5 ranks (5, 10, 15, ect) in Sense Motive skill
+1	Apprehended a wanted criminal of equal HD or higher (maximum 1/month)
+1	Appropriately punished a wanted criminal (maximum 1/month)
+1	Volunteers to tend to the Wyrms at the Tower of the Wyrms (In the Cage, GtS pg 44) 1 day a week for 1 year
+2	Each successful mission undertaken for the Mercykillers
+2	Visited Acheron
+2	Took a level in the Justiciar PrC (Complete Warrior pg 47)
+2	Took a level in the Mercykiller PrC "The Son of Mercy" (Dragon Mag. #339 pg 40)
-1	Released a lawbreaker before the proper sentence had been carried out
-2	Untrained in Sense Motive skill
-4	Has been brought to trial for a crime
-10	Has been convicted of a crime
-10	Disobeys a Mercykiller higher-up

Affiliation Score	Title: Benefits & Duties
3 or lower	Namer: No benefits
4 - 10	Factotum: gain Skill Mastery, gain Detect Lie, & gain Attack +1
11 - 20	Inquisitor: gain Seizure, gain Above the Law, gain Blood of Justice, & gain Agony
21 - 29	Factor: gain Attack +2, gain Mandate, & gain Detain
30 (must be voted in)	Factol: gain Scourge, & gain Honor Guards

Skill Mastery: As a Factotum, the Mercykiller gains Sense Motive as a class skill. If this is already a class skill, the Mercykiller gains a +2 bonus to the skill.

Detect Lie: As a Factotum, the Mercykiller may cast the Discern Lies spell as a spell-like ability 1x/day but only against 1 creature & only to a single chosen question (CL = Mercykiller's ECL & Will DC = 12 + Wis bonus).

Attack bonus: As a Factotum, the Mercykiller gains a +1 to attack rolls against creatures he has witnessed committing a crime. This bonus improves to +2 at Factor level.

Seizure: As an Inquisitor, the Mercykiller may cast the Shocking Grasp spell as a spell-like ability 1x/week (CL = Mercykiller's ECL) only against creatures he is trying to apprehend.

Above the Law: As an Inquisitor, the Mercykiller can turn a blind eye to his own violations of the law & is considered innocent while he is pursuing or punishing a known criminal. If he commits a crime outside of his pursuit or punishment of a felon, he is subject to the full weight of the law.

Blood of Justice: As an Inquisitor, the Mercykiller can requisition a vial of Wyrmsblood poison 1x/month from Reggia Pylk at the Prison (Factol's Manifesto pg 109). The poison works like an Elixir of Truth (DMG pg 256) except that it can also be coated on a weapon blade. The only questions the victim is compelled to answer are those in regards to the crimes he knowingly committed in the past 24 hours (lasts 10 minutes, Will DC 13 negates per question).

Agony: As an Inquisitor, the Mercykiller may sacrifice a number of his hit points (1x/day) up to his ECL & add twice this number as bonus damage on a successful attack against creatures he believes has broken the law. If the creature is innocent, the bonus damage is wasted.

Mandate: As a Factor, the Mercykiller may cast the Command spell as a spell-like ability 1x/week (CL = Mercykiller's ECL, Will DC = 11 + Cha bonus).

Detain: As a Factor, the Mercykiller gains a +4 bonus to Grapple checks when trying to capture a criminal.

Scourge: As a Factol, the Taker may cast the Inflict Minor Wounds spell as a spell-like ability at will (Will DC = 10 + Wis bonus).

Honor Guards: As a Factol, the Mercykiller is always escorted by 30 Mercykiller guards. All are 14th level Fighters, Sorcerers, & Wizards (EL 24).

Revolutionary League

Modifier	Criterion
Eligibility:	Cannot be Lawful alignment
+1	PC's Effective Character Level (Anarchists rise in status faster due to not having a Factol)
+1	Recruited someone into the Anarchs (maximum 1/month)
+1	Every 5 ranks (5, 10, 15, ect) in Bluff skill
+1	Started a riot in a community (maximum 1/month)
+1	Convinced authority figures that a faction was responsible for a crime they didn't commit
+1	Hindered an organizations plans that would have benefited their group
+2	Each successful mission undertaken for the Anarchists
+2	Visited Carceri
+2	Took a level in the Revolutionary League PrC "The Anarchomancer" (Dragon Mag. #315 pg 48)
-1	Obedied a non Anarchist authority figure without retaliation afterwards
-2	Untrained in Bluff skill
-4	Discovered as an Anarchist by another Faction
-10	Reveals the location of a safe house to a non Anarchist

Affiliation Score	Title: Benefits & Duties
3 or lower	Namer: No benefits
4 - 10	Factotum: gain Skill Mastery, & gain Infiltrate Faction
11 - 20	League Factotum: +4 Forgery, gain Safe House, & gain Plan B
21 - 29	Radical: +6 Forgery, gain Attack +1, & gain Nondetection
30	Cell Leader: +8 Forgery, & gain Anarchist Cell

Skill Mastery: As a Factotum, the Anarchist gains Bluff, Diplomacy, Disable Device, Disguise, Forgery, Gather Information, Hide, Knowledge (local), Listen, Move Silently, Open Locks, Search, Sense Motive, Sleight of Hand, & Spot as class skills. An Anarchist Rogue gains a +2 bonus in any one of these skills.

Infiltrate Faction: As a Factotum, the Anarchist gains +20 circumstance bonus to Bluff & Disguise checks when posing as a member of another faction. Against an Indeps Sense Faction ability, Anarchists gain a Will save bonus equal to his ECL. Once infiltrated, the Anarchist gains acceptance, access to their headquarters, & can call on those faction members for aid.

Skill bonus: As a League Factotum, the Anarchist gains a +4 circumstance bonus to Forgery checks made to counterfeit opposing faction material. This bonus improves to +6 at Radical level, & +8 at Cell Leader level.

Safe House: As a League Factotum, the Anarchist's lodging is free if staying in the make-shift bedroom at the Interplanar Importers or Square Bar in Sigil's Lady's ward. Lodging is 1/2 off if staying in the secret bedroom in the Harim Inn in Sigil's Market ward or the House of the Griffin in the Hive ward. Anarchist Namers will provide him with shelter in their private homes & business's rent free for up to 1 month a year.

Plan B: As a League Factotum, the Anarchist can requisition a potion of Invisibility 1x/month from the members of his cell.

Attack bonus: As a Radical, the Anarchist gains a +1 to attack rolls against members of any other faction.

Nondetection: As a Radical, the Anarchist can cast the Nondetection spell as a spell-like ability on himself 1x/week (CL = Anarchist's ECL). This ability only protects against spells cast by members of opposing Factions.

Anarchist Cell: As a Cell Leader, the Anarchist can form a new cell with a ring of 4-12 Anarchist members totalling EL 12. He can organize secret meetings in order to discuss plans to dismantle opposing organizations. He can then order his cell to carry out these plans.

Sign of One

Modifier	Criterion
Eligibility:	No restrictions
+1/2	PC's Effective Character Level
+1	Recruited someone into the Signers (maximum 1/month)
+1	Every 5 ranks (5, 10, 15, ect) in Diplomacy skill
+1	Successfully predicted a minor notable event that happened without your intervention
+2	Each successful mission undertaken for the Signers
+2	Visited the Beastlands
+2	Took a level in the Sign of One PrC "The Signer" (PS Faction PrCs pdf pg 25)
+2	Successfully predicted a major notable event that happened without your intervention
+2	Reached or obtained a major personal goal in life
-1	Lawful Good or Lawful Neutral
-1	Made a prediction that turned out to be wrong
-2	Untrained in Diplomacy skill
-5	Borrows a Speaker's Key and fails to return it on its due date
-10	Disobeys a Signer higher-up

Affiliation Score	Title: Benefits & Duties
3 or lower	Namer: No benefits
4 - 10	Factotum: gain Narcistic Reality +1, gain Skill Mastery, gain Imagining 0 lvl, & gain Unsure
11 - 20	Dreamer: gain Narcistic Reality +2, gain Speaker's Key, gain Imagining 1st - 3rd lvl, & gain Uncertain
21 - 29	Factor: gain Narcistic Reality +3, gain Imagining 4th - 6th lvl, & gain Skeptical
30 (must be voted in)	Factol: gain Narcistic Reality +4, gain Imagining 7th - 9th lvl, & gain Doubtful

Narcistic Reality: As a Factotum, the Signer gains a +1 bonus towards disbelieving Illusion spells due to his self-centeredness. This bonus improves to +2 at Dreamer level, +3 at Factor level, and +4 at Factol level.

Skill Mastery: As a Factotum, the Signer gains Diplomacy as a class skill. If this is already a class skill, the Signer gains a +2 bonus to the skill.

Imagining: As a Factotum, the Signer may spontaneously cast any 0 level spell from any class as a spell-like ability 1x/day (CL = Signers's ECL). The save DCs for Divine spells are Wisdom based and the save DCs for Arcane spells are Intelligence based. The Signer must make an Intelligence check (DC 10 + spell lvl) to cast an Arcane spell or a Wisdom check (DC 10 + spell lvl) to cast a Divine spell. Failure means you lose the spell. This benefit improves to a 1st, 2nd, or 3rd level spell 1x/week at Dreamer level, a 4th, 5th, or 6th level spell 1x/week at Factor level, & a 7th, 8th, or 9th level spell 1x/month at Factol level. The Signer may only cast the spell if his CL meets the required level to cast that spell in that class.

Unsure: As a Factotum, if the Signer rolls a natural 1 when casting his Imagining 0 level spell check, he momentarily believes that he might not be the center of the multiverse and he becomes dazed for 1 round.

Speaker's Key: As a Dreamer, the Signer can requisition a Speaker's Key (Factol's Manifesto pg 129) from the Hall of Speakers for 2 weeks (1x/month). This item is on loan only and will result in a -5 affiliation modifier if not returned on its due date.

Speaker's Key

This wire mesh fits in the roof of the mouth and allows the speakers voice to be heard up to 1000 ft away, granting a +5 circumstance bonus on Diplomacy checks.

Faint transmutation; CL 5th, Price 6,000 gp

Uncertain: As a Dreamer, if the Signer rolls a natural 1 when casting his Imagining 1st - 3rd level spell check, he momentarily believes that he might not be the center of the multiverse and he becomes shaken for 1d4+1 rounds.

Skeptical: As a Factor, if the Signer rolls a natural 1 when casting his Imagining 4th - 6th level spell check, he momentarily believes that he might not be the center of the multiverse and he cowers for 1d6+1 rounds.

Doubtful: As a Factol, if the Signer rolls a natural 1 when casting his Imagining 7th - 9th level spell check, he momentarily believes that he might not be the center of the multiverse and he becomes stunned for a number of rounds equal to the level of the failed spell.

Society of Sensation

<u>Modifier</u>	<u>Criterion</u>
Eligibility:	No restrictions
+1/2	PC's Effective Character Level
+1	Recruited someone into the Sensates (maximum 1/month)
+1	Every 5 ranks (5, 10, 15, ect) in Listen skill
+1	Each 5 unique sensations recorded in a sensorium at the Civic Festhall (Factol's Manifesto pg 136, maximum 1/year)
+2	Each successful mission undertaken for Sensates
+2	Visited Arborea
+2	Visited 5 other unique planes
+2	Took a level in the Society of Sensation PrC "The Ardent Dilettante" (Planar Handbook pg 54)
+2	Took a level in the Society of Sensation PrC "The Sensate" (Dragon Mag. #287 pg 48)
+3	Has died & been brought back to life
-1	Tried to force comrades into doing something they didn't want to do
-1	Tried a new experience that caused someone else harm
-2	Refused an offer to try something new that was not life threatening
-2	Untrained in Listen skill
-10	Disobeys a Sensate higher-up

<u>Affiliation Score</u>	<u>Title: Benefits & Duties</u>
3 or lower	Namer: No benefits
4 - 10	Factotum: +2 Spot, gain Skill Mastery, & gain Sensate Sensorium
11 - 20	Afferent: +4 Knowledge (local), gain Darkvision, & gain Tolerance
21 - 29	Factor: +4 Sense Motive, gain Identify, & gain Sensory Touch
23 (must be voted in)	Factol: +6 Spot, gain Direction Sense, & gain Expel

Skill bonus: As a Factotum, the Sensate gains a +2 circumstance bonus to Spot checks due to his constant surveillance for new experiences in his surroundings. This bonus improves to +6 at Factol level. As an Afferent, the Sensate gains a +4 circumstance bonus to Knowledge (local) checks due to the unusual insights gained from his extensive list of experiences. As a Factor, the Sensate gains a +4 circumstance bonus to Sense Motive checks made to detect lies.

Skill Mastery: As a Factotum, the Sensate gains Listen & Spot as class skills. If these are already class skills, the Sensate gains a +2 bonus in one of these skills.

Sensate Sensorium: As a Factotum, the Sensate can use the Sensorium at the Civic Festhall (Factol's Manifesto pg 136) for free. Within a Sensorium, a person is given a magical stone recorder that allows the user to record or experience fully detailed & overwhelming events or sensations. Sounds, smells, visuals, tastes, & textures can all be experienced within a Sensorium.

Darkvision: As an Afferent, the Sensate gains Darkvision 30-ft due to his casual peering into areas where others don't normally look. If the Sensate already has Darkvision, his Darkvision increases 30-ft.

Tolerance: As an Afferent, the Sensate gains a +1 bonus to saving throws against poison.

Identify: As a Factor, the Sensate may cast the Identify spell as a spell-like ability 1x/week.

Sensory Touch: As a Factor, the Sensate may cast the Cure Light Wounds spell as a spell-like ability 1x/day (CL = Sensate's ECL) on a creature if he has a moment of quiet reflection. The Sensate in turn suffers half that amount as hit point damage. The damage the Sensate receives can only be healed by natural healing.

Direction Sense: As a Factol, the Sensate may cast the Know Direction spell as a spell-like ability at will.

Expel: As a Factol, the Sensate can banish less productive Sensates to the Guided Hall on Arborea (Planes of Chaos Travelogue pg 22) if he feels the member indulges too often in repetitive experiences or continuously refuses to try new sensations.

Transcendent Order

Modifier	Criterion
Eligibility:	Must be any Neutral alignment
+1/2	PC's Effective Character Level
+1	Recruited someone into the Ciphers (maximum 1/month)
+1 per group	Every 1 rank in Balance, Climb, Escape Artist, Jump, Spot, & Tumble skills as a group
+1	Adds a +1 Dexterity or Wisdom bonus every 4th character level
+1	Rolls a natural 20 on a Reflex save vs an enemy attack or a deadly trap
+1	Took Improved Initiative feat
+2	Each successful mission undertaken for the Ciphers
+2	Visited Elysium
+2	Took a level in the Transcendent Order PrC "The Cipher Adept" (Planar Handbook pg 58)
+2	Took a level in the Transcendent Order PrC "The Cipher" (Dragon Mag. #287 pg 47)
-1	Held an action during a combat round
-1	Indecisive or changes previously stated decision when attempting to perform a physical action
-1	Rolls a natural 1 on a Reflex save vs an enemy attack or a deadly trap
-2	Untrained in Balance, Climb, Escape Artist, Jump, Spot, & Tumble skills as a group
-10	Disobeys a Cipher higher-up

Affiliation Score	Title: Benefits & Duties
3 or lower	Namer: No benefits
4 - 10	Master of Heart: gain Action Trance +1, gain +1 Initiative, & gain Skill Mastery
11 - 20	Master of Mind: gain Action Trance +2, gain +2 Initiative, & +4 Diplomacy
21 - 29	Master of Spirit: gain Action Trance +3, gain +3 Initiative, & gain Harmony
30 (must be voted in)	Factol: gain Action Trance +4, gain +4 Initiative, & gain Instinctive

Action Trance: As a Master of Heart, the Cipher gains a +1 bonus vs Enchantment spells. This bonus improves to +2 at Master of Mind level, +3 at Master of Spirit level, and +4 at Factol level.

Initiative: As a Master of Heart, the Cipher gains a +1 bonus to Initiative checks. This bonus improves to +2 at Master of Mind level, +3 at Master of Spirit level, and +4 at Factol level.

Skill Mastery: As a Master of Heart, the Cipher gains Balance, Climb, Escape Artist, Jump, Spot, & Tumble as class skills. A Cipher Rogue or Monk gains a +2 bonus in any one of these skills.

Skill bonus: As a Master of Mind, the Cipher gains a +4 circumstance bonus to Diplomacy checks due to his soothing words.

Harmony: As a Master of Spirit, the Cipher may cast the True Strike spell as a spell-like ability 1x/week (CL = Cipher's ECL).

Instinctive: As a Factol, the Cipher acts by pure instinct and may reroll a failed Reflex save 1x/day due to his faster than normal reflexes.

Xaositect

<u>Modifier</u>	<u>Criterion</u>
Eligibility:	Must be Chaotic alignment
+1/2	PC's Effective Character Level
+1	Recruited someone into the Xaositects (maximum 1/month)
+1 per group	Every 5 ranks (5, 10, 15, ect) in 5 different skills
+1	Performed a memorable violent act of randomness that causes chaos (maximum 1/month)
+1	Performed a memorable nonviolent act of randomness that causes chaos (maximum 1/month)
+2	Each successful mission undertaken for the Xaositects
+2	Visited Limbo
+2	Took a level in the Xaositect PrC "The Chaotician" (Planar Handbook pg 60)
+2	Took a level in the Xaositect PrC "The Xaositect" (Dragon Mag. #287 pg 52)
+2	Worships a deity with the Chaos domain
-1	Cast a Protection from Chaos spell or willingly allowed to be protected by a Protection from Chaos spell
-1	Hides faction symbol from someones view for reasons other than to be chaotic
-1	Went a week without doing something chaotic
-2	Untrained in a cross-class skill
-10	Disobeys a Chaosman higher-up

<u>Affiliation Score</u>	<u>Title: Benefits & Duties</u>
3 or lower	Namer: No benefits
4 - 10	Factotum: gain Skill Mastery, gain Scramblespeak +1, & gain Eureka
11 - 20	Boss: gain Perplexed +1, gain Chaotic Talent, & gain Scramblespeak +2
21 - 29	Big Boss: gain Perplexed +2, gain Obscure, & gain Disarray
30 (must be voted in)	Factol: gain Perplexed +3, gain Scramblespeak +3, & gain Erratic

Skill Mastery: As a Factotum, the Chaosman gains any one skill of his choice as a new class skill.

Scramblespeak: As a Factotum, the Chaosman can jumble spoken words around in his sentence to confuse his speech and gain a +1 insight bonus to Bluff, Diplomacy, & Intimidate checks. This bonus improves to +2 at Boss level, and +3 at Factol level.

Eureka: As a Factotum, the Chaosman may be able to locate a persons lost item. If a person asks the Chaosman where his lost item is, there is a 75% that the Chaosman will know where to find it. This ability can't be used to find an object that someone deliberately placed somewhere (i.e. stolen or given away) unless that person actually lost it.

Perplexed: As a Boss, the Chaosman gains a +1 bonus to saving throws against spells cast by a lawful caster. This bonus improves to +2 at Big Boss level, and +3 at Factol level.

Chaotic Talent: As a Boss, the Chaosman can cast a random 1st level spell 1x/week (CL = Chaosman's ECL). The save DCs are Charisma based. Roll on Table 7-20 (DMG pg 238) to determine the type of spell he will know. Then roll for a 1st level spell on Table 7-23 (DMG pg 239) if Arcane or Table 7-24 (DMG pg 241) if Divine. The Chaosman's spell changes from week to week. Roll on the charts again to determine his new spell each week.

Obscure: As a Big Boss, the Chaosman can cast the Nondetection spell as a spell-like ability on himself 1x/week (CL = Chaosman's ECL). This ability only protects against spells cast by lawful aligned casters.

Disarray: As a Big Boss, the Chaosman may cast the Lesser Confusion spell as a spell-like ability 1x/week (CL = Chaosman's ECL, & Will DC = 11 + Cha bonus).

Erratic: As a Factol, the Chaosman is unpredictable and may reroll a failed skill check 3x/day once per round due to his chaotic instincts.

Planewalker's Guild

Modifier	Criterion
Eligibility:	Must pay guild fees of 10 x PC ECL worth of gold each year within the guild
+1/2	PC's Effective Character Level
+1	Recruited someone into the Planewalker's Guild (maximum 1/month)
+1	Every 5 ranks (5, 10, 15, ect) in Knowledge Planes skill
+1	Each new Plane visited for 2 weeks
+1	5,000 gp worth of items donated to an unrelated Planewalker or Planewalking party
+1	Adventures with a member of the guild
+2	Each successful mission undertaken for the Planewalker's Guild
+2	Discovered an unknown portal
+2	Makes a discovery important to the guild
-2	Has destroyed a portal
-2	Each year spent on the same plane or prime world
-2	Untrained in Knowledge Planes skill
-15	Each year that guild dues are not paid (gains the modifier back once dues are paid)

Affiliation Score	Title: Benefits & Duties
3 or lower	Learner of Planes: No benefits
4 - 10	Scholar of Planes: +2 Diplomacy, gain Skill Mastery, & gain Discount 10%
11 - 20	Sage of Planes: +3 Diplomacy, gain Sense Portal 20%, & gain Interpret
21 - 29	Master of Planes: +4 Diplomacy, gain Discount 20%, & gain Sense Portal 25%
30 (must be voted in)	Guild Leader: +5 Diplomacy, gain Planar Alignment, & gain Energy Resistance

Skill Mastery: As a Scholar of Planes, the Planewalker gains Knowledge (Planes) as a class skill. If this is already a class skill, the Planewalker gains a +2 bonus to the skill.

Skill bonus: As a Scholar of Planes, the Planewalker gains a +2 bonus to Diplomacy checks made to influence Outsiders with his planar wit. This bonus improves to +3 at Sage of Planes level, +4 at Master of Planes level, & +5 at Guild Leader level.

Discount: As a Scholar of Planes, the Planewalker receives a 10% discount when purchasing anything at the Planewalker's Guild headquarters. This discount increases to 20% at Master of Planes level.

Sense Portal: As a Sage of Planes, the Planewalker has a 20% chance to detect a portal that is within 5 feet. If the Planewalker is a planar, he gains a 25% chance instead. This benefit increases to a 25% chance at Master of Planes level, or a 30% chance for a planar.

Interpret: As a Sage of Planes, the Planewalker may cast the Comprehend Languages spell as a spell-like ability 1x/week (CL = Planewalker's ECL).

Planar Alignment: As a Guild Leader, the Planewalker learns to avoid the affects of a planes magical traits and no longer suffers a planes alignment penalties.

Energy Resistance: As a Guild Leader, the Planewalker can choose an energy type (acid, cold, electricity, fire, or sonic) and gain a permanent energy resistance 10 against the energy type chosen. Once the energy type is chosen, it cannot be changed.

History:

The Planewalker's Guild began in Sigil over 900 years ago, making it older than even most of the factions for which the City of Doors is known. The organization formed as a protective society for planar travelers. At first, it was simply a loosely organized social club of explorers that traded information and advice regarding different location on the planes. It soon grew into a semi-formal organization that included at least 3,000 members. The Planewalker's Guild provided its members with safehouses throughout the planes, financed expeditions, and matched explorers and mercenaries with potential patrons and employers. The Guild's Sigilian headquarters boasted one of the most extensive libraries and map collections regarding planar locations in the multiverse.

After about 400 years, however, the Guild fell upon hard times. As the factions grew stronger and stronger within the City of Doors, the guilds within that city grew weaker and weaker. Why? Because the factions, jealous of sharing their membership with anyone else, often forbade those who belonged to join any guild or club. Soon, 'planewalker' became a general term, as opposed to a sign that the basher in question belonged to the Guild.

Eventually, those loyal few who remained members of the Guild realized that Sigil, despite its perfect location for an organization like theirs, was no longer a hospitable home for them. They left the City of Doors reluctantly, resentful of the factions that forced them to leave. Not surprisingly, the Planewalker's Guild became a nomadic affair for many years, occasionally establishing temporary headquarters here and there but never for more than a year or two. Losing membership and money - and therefore most of its influence and ability to keep up its safehouses and even its library (much of which was eventually sold off to various collectors and libraries) - the Guild faced ultimate dissolution until it stumbled upon the perfect place for its headquarter. The Planewalker's Guild found its new home on a crossroads almost as good as the City of Doors. It established its headquarters right on the Infinite Staircase itself.

Although the Guild has maintained its headquarters on the stairs for well over a hundred years, the nature of the place is temporary. The members are, after all, planewalkers and any given individual remains at the headquarters only a short time. Even the administrators of the Planewalker's Guild depart from time to time, leaving others to assume their responsibilities in their stead. Their constant mobility means that the headquarters, as well as the resident population, changes frequently. The guild is currently led by a Minotuar named Hav'run Thain.

Guild members welcome strangers and travelers but they don't look kindly on freeloaders that overstay their welcome.