



SIDEREUS
"HEROES WANTED"

Fellowships of Sideraeus

Official Rules Supplement

[Writer's Note: This supplement has not been formatted for appearance and is instead being presented in a modified outline format to speed publication. In the near future, we plan on converting this text to a more appealing format.]

Introduction

Fellowships are an essential part of many fantasy gaming worlds; allowing players to join together to manage quests, defeat foes, and accumulate wealth. In many live action games, adjudicating Fellowships is left to the players who join them as they represent a part of the game world that does not always require oversight. In *Sidereus*, Fellowships are an important part of the social and economic tapestry that will help make *Sidereus* more than just a game – and help bring the world and all its possibilities to life.

Fellowship Types

A Fellowship is any group that has gathered together over a common cause, circumstance or calling. Some Fellowships form because all members are archers. Other groups form because all of the members are Satyr. Regardless of the reason, Fellowships are a powerful tool for welcoming and integrating new players, distributing Plot opportunities like quests and bounties, and helping to keep the world of *Sidereus* feeling vibrant and alive.

In *Sidereus*, there are four types of Fellowships;

I. Party

The adventuring party is the most familiar type of Fellowship organization to many fans of fantasy gaming and fantasy fiction. The adventuring party can be seen in many places from *the Lord of the Rings* to tabletop games like *Dungeons & Dragons* and many RPG video games. Adventuring parties may or may not have a leader and may even lack a formal structure. For the purposes of *Sidereus*, a Party is the smallest type of group recognized by the *Fellowships of Sideraeus* rule system, and members can be switched and transferred every game. In order to qualify as a *Party*, a group must meet the following criteria;

- **Leader / Point of Contact:** Even if a Party does not have an official leader, a Point of Contact or Secretary should be appointed who will manage submitting the Party's actions, intentions and quest pursuits to Logistics. This individual will be responsible for managing all of the Out-of-Game resources the Party intends to use during a given play session or between events. You may have a Leader **and** a Secretary, but it is advised that if you do so, the Secretary be the one in charge of managing any paperwork.
- **Size (4 – 9 players):** A Party is not just a small grouping of players working toward a (hopefully) common goal. A Party is a resource both for the players who participate, and the game's Plot Committee. Parties cannot be smaller than four (4) players and cannot be larger than nine (9) players. Parties that are too large should instead consider upgrading to a Company, the next step on the ladder.

Parties are easy to run and manage in that the requirements are light, and the restrictions are few. If your group meets the minimum size requirements – it will always be beneficial to create a Party.

II. Company

A Company is the next step up from a Party. Companies are larger organizations, making their way toward becoming a full-scale Fellowship. With more restrictions in play, and the expectation of established leadership and structure, companies gain some significant benefits as well as tools to help keep the participating players entertained and engaged in the game and the Company's activities. Membership in a Company is semi-permanent. This means that while members may be removed or transferred, the process takes some time and requires a submission to the Plot Committee or the aid of a Judge. Members in a Company may pay dues or do other deeds or tasks for the group they join, so the Plot Committee will help to adjudicate the operation of any Company in order to assure that its members are being treated fairly. In order to qualify as a *Company*, a group must meet the following criteria;

- **Leader:** One player that is a member of the Company must be appointed as Leader. Any rank or title may be given to this individual from an in-game perspective, but from an OOG perspective, they are the Leader of the company. The Leader may change up to three (3) times a season, but they are otherwise considered Administrators of the company.
- **Advisor:** An Advisor is essentially an assistant Leader, acting as Administrator and guide where appropriate. The Advisor will take the place of the leader during any event where the Leader cannot be present. Advisors are also considered group Administrators and have the right to change any group parameters during the course of an event or between events.
- **Secretary:** A Secretary is the record keeper for a Company. The Secretary is responsible for maintaining membership rosters, monitoring attendance and more. The Secretary is involved in the management of a Company but is not required to retain any control over the Company's function. They are considered a Company Officer by the Fellowships of Sidereus rules, but they do not have to be granted that level of control from an in-game perspective.
- **Size (8 – 16 players):** A Company is a much larger organization than a Party, and as such they are required to have a minimum of eight (8) players. Companies may have no more than sixteen (16) players without upgrading to a Guild, the next step on the ladder.
- **Attendance:** At least 75% of a Company's members (and no less than 6) must attend any given event in order to claim the Company benefits for that event. These members must pre-register so that Logistics can prepare for the Company to attend, and they must do so before the "Late" admission deadline. Organization of a Company is key to making sure you are able to claim all benefits available to your Company.

III. Guild

A Guild is the next step up from a Company. A Guild is at the heart of the Fellowship system, giving players more control over how they manage their group's activities both in and out of game. Guilds are often recognized in a more official capacity by the in-game country they reside in, and may even have recognized status in multiple locales. Guilds are able to distribute quests, potent magical items in more – much in the same way that smaller Fellowships can, but with greater flexibility and fluidity. This does come with a price however, as Guilds are expected to maintain a standard of function and aesthetic that smaller groups are not required to have. In order to qualify as a *Guild*, a group must meet the following criteria;

- **Leader:** The group must have a Leader, who will fill the same function as the position would in a Company or similar group. This person functions as a group Administrator.
- **Advisor:** The group must have an Advisor, who will fill the same function as the position would in a Company. This person functions as a group Administrator.
- **Secretary:** The group must have a Secretary. This position may be filled by any individual who is a member of the group – as they are not required to have any administrative rights or responsibilities.

- Size (14 – 30 players): A Guild is the second largest type of organization, and they are required to have a minimum of fourteen (14) players. Guilds may have up to thirty (30) members before they are required to upgrade to a League.
- Council: A Guild Council is optional, but Guilds are allowed to appoint up to eight (8) of their members as a “Council” to oversee the group and its activities. If this option is chosen, every member of the Council will have Moderator privileges for the group, and all major decisions should be made by vote rather than by exclusive decision of any one group officer.
- Attendance: At least 50% of a Guild’s members (and no less than 10) must attend any given event in order to claim the Guild benefits for that event. In addition, the Guild must have a minimum of fourteen (14) members attend at least one event every three months in order to keep their status in good standing. These members must pre-register so that Logistics can prepare for the Guild to attend, and they must do so before “Late” admission deadlines in order to maintain all Guild benefits.
- Commonality: A Guild must have a common banner under which they stand. This means that a Guild must be united by character race, background, occupation or even purpose. When formed the Guild will inform the Plot Committee of what their “Mission Statement” is, and what identifying factors players must have in order to qualify for membership. Typically, these qualifiers may not be out-of-game elements, and must exclusively be in-game factors.

IV. League

A League is the largest type of Fellowship in the Sidereus game. Leagues are composed of many members across the game world, some of which may even be located in other areas of the out-of-game world. Leagues have access to the largest array of benefits of any Fellowship but can also be the most difficult to maintain and support. Players will have to get creative when running a League, and will often offer out-of-game incentives, hold fundraisers for things like League props and costuming, and more. In order to qualify as a *League*, the Fellowship must fit the following criteria;

- Leader: The group must have a Leader, who will fill the same function as the position would in a Company or similar group. This person functions as a group Administrator.
- Advisor: The group must have an Advisor, who will fill the same function as the position would in a Company. This person functions as a group Administrator.
- Secretary: The group must have a Secretary. This position may be filled by any individual who is a member of the group – as they are not required to have any administrative rights or responsibilities.
- Council: A League **must** have a Council of members that will act as Moderators and assist the Leader, Advisor and Secretary in operating the Fellowship. The Council may consist of no more than 50% of the group’s membership. In all other respects this functions in a manner identical to the *Council* option listed above.
- Size (20+ players): A League must have at least 20 members. There is no upper limit to number of members.
- Attendance: At least 40% of a League’s members (and no less than 10) must attend any given event in order to claim the League benefits for that event. However, each month where a League has at least 60% of its members attend an event, they will gain “Attendance Vouchers” to give to League members that play in other locales away from their “home wing”. By using an Attendance Voucher, a traveling (or otherwise distant) League member may obtain some or all of the League benefits when they attend an event at another wing of the Sidereus game. Members that intend to make use of League benefits must pre-register prior to an event, and they must do so before the “Late” admission deadline.
- Commonality: A League must maintain Commonality of purpose in the same way that a Guild is required to. When formed, the League will inform the Plot Committee of their “Mission Statement” in the same manner as a Guild.

Fellowship Restrictions

In Sidereus, becoming part of a Fellowship isn't just about being a part of a new group – it's about helping to represent the game in the most positive light available. In order to ensure balance and equanimity in the game where the operation of a Fellowship is concerned, there are some restrictions to consider;

- **Focus:** Players may not join more than one Fellowship as a full member. After a player has chosen a primary Fellowship, they may choose to “join” a secondary and tertiary Fellowship as an Adjunct Member. Adjunct Members will gain benefits as listed in any individual Fellowship's benefit package. Parties are an exception to this. A player may belong to any number of Parties, but they cannot take advantage of Party benefits from more than one party in a given event.
- **Cliques:** Fellowships are expected to be welcoming to new players out-of-game. While Sidereus does not require behavior to be restricted in-game, if a Fellowship does not have a legitimate reason in-game to bar entry to a new player who wishes to join, they should do so. Failure to do so will result in a review of the Fellowship by the Plot Committee. Fellowships may also not limit or restrict membership in their group for any out-of-game reasons without first discussing the issue with the Plot Committee or a Game Director. Parties are exempt from this rule, as they are typically comprised of small groups of personal friends. However, we do encourage Parties to be welcoming and accepting to all other players where appropriate.
- **Icon:** Within their first eight (8) months of operation, every Fellowship should acquire or design a logo for use to represent their Fellowship. By submitting this logo, the Fellowship will authorize the Sidereus game to make use of the logo as they see fit – even if the entire Fellowship no longer plays the game. Parties are exempt from this rule.

Fellowship Points

In order to better adjudicate the use of Fellowship Benefits, the *Fellowships of Sidereus* rules also introduce the concept of “Fellowship Points” to the game system. Fellowship Points are a type of alternative currency that Fellowships are given in order to manage both their immediate in-game resources as well as more abstract in-game resources like NPC staff members, and out-of-game resources like adventure module access and more. Fellowship Points add a new level of optional complexity to the game that any Fellowship officers can play with, providing for a wide range of opportunities and new and exciting ways to play the Sidereus Game. The table below lists the ways in which a Fellowship can earn points. See the *Fellowship Benefits* section to learn how these points can be spent;

Action	FP Granted	Action	FP Granted
Return 1 Gold Piece to Logistics	+1 FP	Entire Fellowship does NPC shift (1 hr.)	+1 FP
Entire Fellowship Attends Event	+2 FP/day	Every 10 Members to do NPC shift (1 hr.)	+1 FP
Every 10 Fellowship Members to Attend	+2 FP/day	Public Fellowship Ceremony (per Event)	+2 FP
New Member Joins (Unique)	+5 FP	Fellowship “Open House”*	+2 FP
New Member Joins (Adjunct)	+1 FP	Fellowship Hosts Sermon or Similar	+1 FP
New <i>Player</i> Joins (Unique)	+1 FP	Reach Maximum Members (First Time)	+5 FP
End of Season: 80% Attendance Rate	+1 FP	Reach 40 Members (First Time)	+5 FP
Anniversary: 1 Year	+10 FP	Attempt Fellowship Quest / Bounty	+2 FP
Anniversary: 2 Year	+20 FP	Complete Fellowship Quest / Bounty	+5 FP
Anniversary: 3 Year	+30 FP	Submit Fellowship Icon	+5 FP
Anniversary: 4 Year	+40 FP	Entire Fellowship NPC event	+20 FP/day
Anniversary: 5+ Years	+50 FP	Every 10 Members to NPC event	+20 FP/day
Establish Fellowship Uniform(s)	+5 FP	Decorate Fellowship Hall	+5 FP/day
Member (Unique) Registers Early	+1 FP	Hold Announced Fellowship Meeting	+5 FP

*For this purpose, an Open House is any time a Fellowship holds a recruitment drive where it engages with and talks to prospective new members in an organized and public fashion.

Renown

Fellowships may earn Renown throughout the lands of Sidereus in a number of ways. Most of these awards are given in a somewhat abstract fashion, with Judges, Directors and Plot Committee members deciding the value based on a variety of factors. However, a good number of items that affect Renown are fixed and will be awarded by the Plot Committee when appropriate.

Renown can give a Fellowship many benefits and is intended to work in conjunction with the Fellowship Points system to help give a Fellowship the feeling of more power and control over their individual operations. The various ways a Fellowship may earn Renown are listed below. Renown is not spent, it is accumulated or lost, and grants fixed benefits at various levels.

Activity	Renown
Anniversary: Each Year (Positive or Negative depending on current standing)	+5 / -5
Attempt Fellowship Quest / Bounty (Negative result for Dark Quest / Bounty)	+1
End of Season: Fellowship maintains an 80% attendance rate with minimum members or better	+1
Entire Fellowship Attends Event	+1
Establish Fellowship Uniform(s) (First Time Only)	+1
Every 10 Members to Attend Event	+1
Fellowship "Open House" (Once per Year)	+1
Fellowship Contact is Harmed / Captured	-1
Fellowship Contact is Killed	-2
Fellowship Contact is Rescued	+1
Fellowship Defeats / Destroys / Kills a Nemesis	+1
Fellowship Faces a Nemesis Publicly	+1
Fellowship Member Arrested	-1
Fellowship Member Becomes "Wanted" For Crimes	-1
Fellowship Member Dies Performing "Heroic Deed"	+2
Fellowship Member Permanently Dies	-1
Fellowship Member Quits / Removed	-1
Fellowship Recognized by a Government	+1
Fellowship Violates Public Oath or Agreement	-1
New Member Joins (Unique)	+1
Public Fellowship Ceremony or Announced Fellowship Meeting (Per Event)	+1
Reach 100 Fellowship Members (First Time)	+1
Reach 40 Fellowship Members (First Time)	+1
Reach Fellowship Maximum Members (First Time)	+1
Submit Fellowship Icon	+1
Successful Fellowship Quest / Bounty (Varies depending on good/neutral/evil)	+1
Unsuccessful Fellowship Quest / Bounty (Varies depending on good/neutral/evil)	-1

Remember, there are many more ways to earn and lose Renown in Sidereus. The Plot Committee may reward or take away Renown for a variety of reasons, so always stay true to your roleplay.

Levels of Renown determine the Fellowship's ease in recruiting new Contacts and acquiring new Nemeses, dealing with governments, earning favors from nobles and the like. A group with a higher level of Renown will earn a great deal of respect among polite society. A group with negative Renown runs the risk of becoming *Notorious* and becoming Outlaws. This may mean running afoul of the law, having bounties put out for members, and more. Groups should work very hard to avoid becoming Notorious, as it will rarely go in their favor unless they are truly dedicated to the life of being considered blackguards and ne'er-do-wells .

Levels of Renown

Renown

Effect

100	Venerated: Many nations, states and organizations consider the group to be trustworthy and honorable. Stipend Gained: +5 Gold Pieces / month, and +1 Free VIP Quest / Bounty
90	Esteemed: The crown has decided to increase the stipend granted to the group. They now have a larger stipend. Stipend gained: +3 Gold Pieces / month
80	Honored: The crown has heard of the Fellowship, and now begins to pass small assignments their way. May now purchase Fellowship VIP Quests / Bounties.
70	Admired: Even young adventure-hungry nobles now speak of the group's exploits. Some nobles gather to give the group a stipend. Stipend gained: +1 Gold Piece / month
60	Trusted: The Fellowship is known widely and is trusted by local nobles and spoken of highly at court. Free Tier 1 Fellowship Contact and 15% discount on Fellowship contacts
50	Sanctioned: The Fellowship has garnered even more attention from the Nobility. Some nobles have reached out with offers of permanent support. Free Tier 3 Fellowship Contact
40	Established: The Fellowship is one of the go-to groups for certain tasks or trials for the general population. They are known as a safe place to seek aid. +1 free Fellowship Quest / month.
30	Endorsed: The Fellowship has been endorsed by the general public and is seen as trustworthy. The group's name carries weight. +1 free Fellowship Quest / month.
20	Accepted: The Fellowship is accepted among common folk and nobles alike, and is proving to be reliable in the face of trials. 10% discount (rounding down) on Fellowship contacts.
10	Known: The Fellowship is building a reputation. 5% discount (rounding down) on purchasing new Fellowship contacts.
0	Unknown: The Fellowship is not well known. There are no bonuses or Effects.
-10	Disliked: The Fellowship has a reputation for either failure or bad deeds. 5% discount on Dark Fellowship contacts, +5% cost on non-Dark Fellowship contacts
-20	Opposed: The general public has heard bad things about the group and will typically not associate with them. +10% cost on non-Dark Quests/Bounties
-30	Hated: The Fellowship is hated throughout the region. They will find it difficult to get upstanding work. +20% cost on non-Dark Quests/Bounties
-40	Despised: The Fellowship is now feared by the common folk of the region. Less-than-reputable sources will begin coming to them first. 10% discount on Dark Fellowship Quests/Bounties.
-50	Loathed: As more and more dark deeds are associated with the group, respectable citizens move away from them, but shady characters get closer. Free Tier 3 Dark Fellowship Contact
-60	Notorious: The Fellowship is known widely for the wicked things they have done. Even nobles have come to loathe or fear them. Free Tier 1 Dark Fellowship Contact
-70	Feared: Truly an organization / force to be feared, the group has committed fully to their path. They are now true exemplars of wickedness. 20% discount on Dark Fellowship Quests/Bounties
-80	Nefarious: The crown has heard of the group and has declared them criminal. The group may have a bounty placed on their heads. May now purchase Dark Fellowship VIP Quests/Bounties
-90	Hunted: The group is so well known that entering towns is dangerous. They are now being given gifts by the populace to leave them alone. Stipend Gained: +1 Gold Piece / month
-100	Condemned: The group is one of the most loathed organizations in the nation. They may be hunted, attacked or even killed on sight. +2 Free Dark VIP Quest/Bounty

*Tables and rules for purchasing contacts, Quests and Bounties can be found at the end of this supplement.

Fellowship Benefits

There are many benefits to joining a Fellowship in Sidereus. Fellowships give their members structure, focus and control over their path in ways operating alone simply cannot. Below is a table of benefits that Fellowships receive and can offer to their members.

Benefit	FP Cost	Benefit	FP Cost
Fellowship Buff (Up to Level 3 spell effect)	1	Dark Fellowship Quest/Bounty (Tier 1)	5
Earn 1 Gold Piece	2	Dark Fellowship Quest/Bounty (Tier 2)	10
Stipend: 1 gold piece/month (12 months)	20	Dark Fellowship Quest/Bounty (Tier 3)	15
Stipend: 2 gold pieces/month (12 months)	30	Increase Member Income (+10%)	10 / Event
Basic Equipment Package (1 Per Member) °	1	Hire NPC Servant* (Cost per gold piece)	1
Fellowship Quest/Bounty (Tier 1)	10	Hire NPC Service* (Cost per gold piece)	1
Fellowship Quest/Bounty (Tier 2)	20	Fellowship Relic (Tier 1)	25
Fellowship Quest/Bounty (Tier 3)	30	Fellowship Relic (Tier 2)	50
Fellowship Contact (Tier 1)	10	Fellowship Relic (Tier 3)	100
Fellowship Contact (Tier 2)	20	Fellowship Relic (Legendary)	1,000
Fellowship Contact (Tier 3)	30	Improved Equipment Package	25
Dark Fellowship Contact (Tier 1)	5	Superior Equipment Package	50
Dark Fellowship Contact (Tier 2)	10	Fellowship VIP Quests/Bounties**	50
Dark Fellowship Contact (Tier 3)	15	Dark Fellowship VIP Quests/Bounties**	50

*NPC Servants will be typically used off-screen but can lend a number of benefits. For more details, see *Lifestyles of Sidereus*.

**VIP Quests and Bounties may only be purchased once the group has reached the appropriate point on the Renown table. They are high risk / high reward modules with dramatic outcomes. You have been warned.

° Equipment packages can be upgraded to include better equipment. When a group is form, the equipment package is designed by the guild to include certain items. The Basic Equipment package has an in-game value of 1 gold piece. The Improved Equipment Package option improves **all** future Basic Equipment packages. The Superior improves them by an additional step.

In addition to the benefits that may be purchased, each level of Fellowship may get additional benefits depending on their level. See the following table;

FELLOWSHIP TYPE BENEFITS	
Fellowship Type	Benefit
Party	1 Quest/Bounty per event
Company	2 Quest/Bounty per event, 1 Fellowship Contact
Guild	4 Quest/Bounty per event, 2 Fellowship Contact
League	6 Quest/Bounty per event, 3 Fellowship Contact

Quests/Bounties offered in this fashion must still be scheduled. This does not guarantee they will be able to be executed in a given event – only that the players in question will have access to them. Quests/Bounties acquired in this way to not have to be run – they simply offer the group a choice.

Fellowship Contacts, Quests and Bounties found in this way may be Dark or non-Dark based on the preferences of the Fellowship in question.