

Allegiances

Allegiances are, by their definition, your character aligning his/herself with a specific plane, person, totem animal, etc. It is a HMS that once cast upon you is permanent. It is also “active” all the time. This means that you have access to all the abilities granted you by your Allegiance at all times.

What happens once I have an Allegiance cast upon me?

The High Magic Spell Allegiance allows a person to begin the path of focusing their character’s allegiances. Possible Traits Include: Animal, Lycan, Faerie, Race, Undead, Defender, Construct, or you may choose one of the races (Greater) or Planes as a Trait. You may never have more than one Allegiance at a time.

Following the event that your Allegiance is cast you must email us at acceleranttransition@gmail.com to inform Campaign Plot and the Rules Committee that you are starting an Allegiance Path. The following information must be included:

- Player Name
- Character Name
- What is your Allegiance?
- What is your Trait?
- What is the Primary Camp you will be playing this character at?
- What are 5 goals you have in mind for your character in relation to the Allegiance?

After your Allegiance information is received you will gain access to a Trait skill associated with that Allegiance. For example, a Greater Gypsy would receive the Greater Trait. You will also most likely get two additional skills.

Keep in mind that as you receive skills for your Allegiance Header that this Header is for you! It is considered a Hidden Header and you can no make Wands and such from the abilities found in it. The Header itself will cost 0 CP - you spent essences in place of CP in this instance.

As you gain skills most will have a small CP cost associated with it. The skills will be the same types in the rulebook - passive, attribute, or daily. Once in a while they may be monthly, per event, or x ever.

Allegiances are not always plot directed or overseen. Since Allegiances are permanent (MOST OF THE TIME - see below) and so many people will have them, it puts more of an onus on the player to follow their path in game, rather than having it be dictated to them by plot. What this means is YOU, the player, will be pushing your path forward. Skills and abilities are awarded for carrying your Allegiance forward. They are not awarded constantly and it will be something to work towards.

After the Event

After each event you will need to send an email to acceleranttransition@gmail.com with your event Allegiance Update no later than noon the Wednesday after the event. We will keep track of everyone's Allegiance and what you've done towards unlocking your next skill. The following information will need to be included:

- Player Name
- Character Name

- PC Days
- What is your Allegiance?
- Bullet Point description of what you did specifically as it relates to furthering your Allegiance. This is not a summary of your characters actions through the entire event. If it does not specifically relate to your Allegiance it will not count to further the Allegiance. An update will be sent back to you after review with what does or does not count for your Allegiance Path.

This information will be tracked and as time goes on, you'll get access to new skills. The campaign team, in conjunction with the rules committee, will help design something tailored for you. You won't be getting skills every event, maybe one or twice a year, but they are yours and they are there forever. If you don't do anything in game and follow no quests, you won't get anything. What are the benefits of doing Allegiances this way? Mainly, it brings the roleplay in to game much more. Since it is on you, the player, to roleplay your path it opens up a whole new realm of possibilities. It also allows plot teams to interact and help guide you along your path (give suggestions if you are stuck), etc. without placing all the burden on the plot teams to keep it moving forward.

Some examples on carrying your Allegiance path forward: If you have a Faerie Allegiance, perhaps you might put a book of Faerie Lore together in game. Every event, you go to the Plane of Faerie. You establish contacts, explore new areas, etc. and everything goes in the book. That might get you something. Or if you have a Sun Allegiance, perhaps you would be a strategist. And you bring armies and such, maps, schematics, notes on battles, strategy, whatever with you to every event. Or you have a master and Allegiance from the Plane of Earth, awesome, maybe you collect different types of rocks and gemstones. Maybe you follow Moon and collect fingernails from your enemies to make a necklace from. Point is - it is up to you. Maybe you'll investigate Summer portals in the area and work to close them because you follow Winter. Perhaps you're an Undead hunter and will seek out vampires and collect their teeth. If you follow Autumn, you might regularly advertise for knowledge and enter in to debates. It's up to you how to follow your path.

How do you represent your Allegiance as your character?

This is up to you. You should wear something or have something about yourself that clearly delineates the path that you follow. You can have it hidden, but if someone comes to town that also follows your Allegiance, they may not be able to quickly find you.

Is it possible for me to be forced to lose my Allegiance? If so, how?

Yes, it is possible, but this will only happen in very rare circumstances. There are a few ways this can happen (see the HMS Allegiance for details on Unravel and if you choose to break it). First, if you have a Greater (Race/Culture) Allegiance. Say Elven. And you decide to cast New Lineage and become a Miydrandan Dark Elf. Well, you would no longer have access to that Allegiance. There are a few other ways to lose access to Allegiance abilities or lose the Allegiance entirely: 1. You completely go against your Allegiance: Say you have a Summer Allegiance and all you do all day long is seek to spread Winter and open Winter portals, make agreements with Winter Elementals to help them, etc. That is a no-no.

What if decide to follow a different path?

That can be tricky. From an IG standpoint your other Master might be unhappy with you, and depending who they are they may want some retribution. So choose carefully and wisely!

In the end, Allegiances are all about pursuing and pushing forward character goals with some plot oversight and help. It helps provide wonderful opportunities for roleplay. And now, you are able to

perhaps pursue Allegiance plot by pushing forward regular event plot and mods. But remember, we won't know what you are doing unless you tell us, so be sure to keep us apprised of what you are doing by dropping us an email after the event to tell us of the more noteworthy things you accomplished as your character! (acceleranttransition@gmail.com).