

BELIEVERS OF THE SOURCE

Symbol: The symbol of the Believers of the Source is a sword in front of a blazing sun. It is branded on the side of the Great Foundry, and many members of the faction have tattoos of the symbol somewhere on their bodies.

Background, Goals, and Dreams: The message of the Believers of the Source is simple – everyone has the potential to become a god. The faction’s mission is to spread that message, demonstrate it, and recruit members who will achieve godhood and thereby shed favor on those still striving to attain it.

Members: Factol Ambar Vergrove is the head of the Believers of the Source.

Type: Cabal (social).

Scale: 19.

Affiliation Score Criteria:

Criterion	Affiliation Score Modifier
5 or more ranks in Craft (blacksmithing)	+ ½
No ranks in Craft (blacksmithing)	- ½
Charisma 13 or higher	+ ½
Charisma 8 or lower	- ½
Completes a mission assigned by the Believers of the Source	+ ½
Expertise and power	+ ½ per character’s level
Lives in Sigil	+ ½
Makes a discovery important to the Believers of the Source	+ ½
Member of the Godsmen prestige class	+ ½
Recruits a new member into the Believers of the Source	+ ½
Worships a specific deity	-2
Represents a specific deity	-4

Titles, Benefits, and Duties:

Affiliation Score	Title: Benefits and Duties
3 or lower	Namer: Junior member with no benefits.
4-10	Firestoker: Association with the Believers of the Source gives you a +2 circumstance bonus on Diplomacy checks when in Sigil.
11-15	Clinker-sorter: You gain rent-free use of a private room in the Great Foundry.
16-22	Billetter: You may take a background feat or heritage feat any time you are eligible to select a feat.
23-29	Iron Artisan: You can never be reincarnated by any means, including godly intervention. However, if you die, you are automatically reincarnated. (Random PC race, but keep the same ability scores.)
30 or higher	Forgemaster: Your high rank combined with the core philosophy of the Believers of the Source makes you a prime target for Athar assassins and those with grudges against the divine. Once per month, you must succeed on a DC 30 Gather Information check or face a CR 12 assassin. However, if you die, you are automatically reincarnated. (Choose race and keep the same ability scores; cannot be the same race.)

Executive Powers: Beatify, Craft, Trade.

Capital: 25.

Violence Bonus: +4.

Espionage Bonus: +9.

Negotiation Bonus: +9.

