

THE BATTIROVKA FAMILY

Requirements:

Influence: Must use one influence point with The Family

Region: Must be a resident of Verbobonc

Special: Blood in, blood out: Family ties are everlasting. The only way to sever those bonds is in permanent death.

Titles, Benefits, and Duties: As you advance in the Family, you rank, reputation and power also increase. All benefits are cumulative, with the exception of skill bonuses which overlap (do not stack).

Restrictions: Members of the Family may belong to other metaorganizations, but all costs (including affiliation points) are doubled for those organizations.

The Family, is a network of Verbobonc residents, spanning the strata of common society, with the intention of personal financial improvement. "The Family" controls all activities within Verbobonc City, which in other cities of the Flan-aess traditionally come under the control of a Thieves Guild. Nearly all thieves and smugglers in Verbobonc City are related to the Battirovkas, marry into the family, are adopted into the family, made close friends of the family, hired by the family, or are found to have suffered an unfortunate "fatal accident." Loyalty provides a rigid code of conduct for all concerned. From the lowest thug to the patriarch Cor'dova "The Bear" Battirovka, all abide by their code of loyalty.

Score Title: Benefits and Duties

3 or lower No affiliation

4-10 Associate: Associates are those that have shown an aptitude for assisting the Family in facilitating their endeavors. They gain access to the following equipment: black bodysuit A&EG, ascender/slider A&EG, bolt cutters A&EG

To help the Associate in the pursuit of Family goals, they receive one (1) temporary influence point with the Family at the start of each Verbobonc regional adventure. This influence point must be used during the adventure or it is lost. Additionally, because of their connections, the Associate receives free Adventure Lifestyle [Standard] during any Verbobonc regional adventure.

Associates must spend 4 TUs per year doing chores for the Family. In addition, you must pay 5% of all coin earned to the Family Trust.

11-20 Friend: A Friend of the Family may select four (4) of the following skills to receive a +1 circumstance bonus: Appraise, Balance, Bluff, Climb, Diplomacy, Disable Device, Disguise, Escape Artist, Forgery, Gather Information, Hide, Intimidate, Move Silently, Open Locks, Search, Sense Motive, Sleight of Hand, or Use Tope. Circle chosen skills. Once chosen, these skills may not be changed. Furthermore, the Friend receives one (1) additional temporary influence point

The Family provides the Friend with an expanded selection of equipment, which now includes the following items: forgery kit A&EG, longspoon thieves tools A&EG, smuggler's boot A&EG, boot sheath A&EG, sashling RS

In the event that a Friend is arrested for a low crime in the Viscounty, they may instead choose to use their Family ties to seek out a Safehouse. This eliminates any monetary fines or confiscation of possessions levied as a result of the punishment. It does not eliminate any TU penalties, however the time is spent in the Safehouse instead of jail. The first use of the Safehouse to escape a Low Crime incurs a -3 penalty to your Affiliation score, with subsequent uses incurring an additional -1 cumulative penalty. If this would result in a reduction in rank, you may not use this ability and results in **Convicted of a Low Crime**.

At this level, the Family is willing to teach the Friend the rudiments of their specialized training to the Friend. The Friend gains access to the first three (3) levels in one (1) of the following limited prestige classes: Nightsong Infiltrator CV or Spymaster CV. Check your chosen prestige class.

The time you spend on Family business increase to 6 TUs.

21-35 Cousin: The bonus to the skills listed above increase to +2 and you receive one (1) additional temporary influence point. Additionally, the equipment access is expanded to include the following items: broadblade shortsword RD, tumbler's breastplate RS, blasting pellets RS, jewel's loupe A&EG

Even the lowest level street thug has heard you name. A Cousin of the Family has *Street Cred*. Once per Verbobonc regional adventure, you take a -2 penalty to your Affiliation score to gain a circumstance bonus equal to your character level to one Charisma-based skill. This skill must be one where you receive a bonus for being a Family member (see *Friend*) and overlaps (does not stack with) the prior bonus. If the use of this this would result in a reduction in rank, you may not use this ability. Additionally, the DM may disallow the use of this ability if he feels it is inappropriate to the situation (such as using Diplomacy on a bear in the Gnarley Forest).

The Family continues to teach you the more advanced aspects of your chosen path, and you gain access to three (3) additional levels in your chosen prestige class (see *Friend*)

The time you spend on Family business increase to 8 TUs.

Score Title: Benefits and Duties (cont'd)

36-45

Brother/Sister The bonus to the skills listed above increase to +4 and you receive one (1) additional temporary influence point. The equipment access is expanded to include the following items: Alchemical tooth CV, Alchemical tooth capsules: Anti-toxin CV, leap CV, and swiftstride CV.

You may use your *Street Cred* twice per Verbobonc regional adventure. Additionally, because of their criminal ties and the use of the lucre you have accumulated, you receive free Adventure Lifestyle [Rich] during any Verbobonc regional adventure. Finally, you may use the family Safehouse to evade arrest for a High Crime (excluding Treason, Sedition, or Murder). The first use of the Safehouse to escape a high crime incurs a -7 penalty to your Affiliation score, with each subsequent use incurring an additional -1 cumulative penalty. If this would result in a reduction in rank, you may not use this ability and results in **Convicted of a High Crime**.

Grooming you for a leadership role in the Family hierarchy, they instruct you in the remaining teachings of your chosen path, and you access to all remaining levels in your chosen prestige class (see *Friend*).

The time you spend on Family business increase to 10 TUs.

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Special. Please contact the Verbobonc triad.

Criterion	Modifier
Character level bonus	+½ PC's level
Possesses the Sneak Attack ability	+2
Possesses the <i>Skill Focus</i> feat in a skill with which you receive a bonus from being a Family member (see <i>Friend</i>)	+2 per instance
Possesses an ability granted by the rogue ability <i>Special Ability</i>	+4 per ability
Plays a Verbobonc regional adventure as a member of the Family	+½ per instance
Establishes a Family metaorganizational hall in a Town Project town ¹	+3
Successfully completes a mission assigned by the Family ¹	varies
Fails to complete a mission assigned by the Family ²	varies
Convicted of a Low Crime	-5 per instance
Convicted of a High Crime	-10 per instance
Reveals the existence of the Family ³	-20 per instance

Notes:

- This bonus is lost if the town loses metaorganizational hall for any reason.
- The gain or loss of Affiliation points for missions is detailed on the regional documentation for the adventure.
- Contact the Verbobonc Triad after the 3rd occurrence of revealing the existence of the Family.

This certificate certifies that

A character played by

Signature of Player

RPGA Number

Date

AR

Has fulfilled the requirements for membership in this Verbobonc regional metaorganization.

Membership must be renewed annually at the beginning of each calendar year. Please keep all previous certificates of membership together along with this one so an accurate account of your membership can be made in the event of an audit.

Signature of DM

RPGA Number

Date

This regional documentation has been issued by the Triad of the region of Verbobonc and must be turned over to them upon request.

It may be revoked, altered, changed, or otherwise modified at any time by the Verbobonc Triad for any reason deemed necessary.



