

FACTIONS, BADGES, AND BONUSES

All effects of the leveled Badges are with the factions the Badge represents. Faction types can be religions, governments, guilds, or movements. On your character sheets, please write the name of the faction the Badge represents, the type of Badge, and the Badge's level: Hunter Tabard Level 2. Badges increase in level every time you advance your class level (See below if you have more than one Badge or class)

Badge

<u>Level</u>	<u>Bonus</u>
1	-[Faction] Lore bonus nonweapon proficiency. Know about the history and current activities of your faction. -Gain a Reputation modifier of +/- 2 when showing your badge. Reputation can be a positive or negative modifier.
3	-Get free room and board with your faction. -Access to faction's Spell Pool and Job Board.
6	-20% off purchase price of expensive items, NPC spellcasting, and Sage services from faction for you. -Free High Level Training from your faction.
9	-Become an officer in your faction. Receive a magical boon or cash bonus from your faction with a value of 8,000gp. The specific reward is chosen by the organization. -Reputation: +/- 4 when showing your badge. Reputation can be a positive or negative modifier.

More than one Badge:

You may only raise one Badge's level per class level advancement. You must choose which Badge to raise each time you advance in level. A character may not have leveled Badges from opposing factions.

More than one Class:

If you are **Dual-classed** (advancing in a new class after stopping another) the Badge advances with the highest class level.

If you are **Multi-classed** (classes advancing at same time) you must choose which class to attach Badge advancement to. If the class levels are very different, the Tabard advances with the highest class level.