



Phantasm Adventures

TMOG: Theoretical Massive Online Game

Clans

A clan is a union of people sharing the same general occupation and working towards the same relative goal. People of Monokan, strive to enter these organizations. The clan is the lifeblood to all free people of Anis, and is the only place where they can find safety and genuine concern among fellow creatures. All player characters have the option to immediately start in a clan at level 1.

Less than 60 percent of the population belong to a clan. A person is not much better than a slave without the protection of a clan. Even those that do belong must gain **Personal Levels** to have any true freedom.

A member of a clan can expect safety and lodging in all associated clan houses, and respect among clans of his general nature (i.e. different military clans respect each other more than they would respect a Crime or Wizard's clan).

A character that doesn't belong to any clan will be treated as a serf, and will not be permitted to carry a weapon larger than a dagger or dirk (aside from farm implements), use armor, or journey far from his home.

Many lords and barons forbid non-clan members from learning to read or write languages, to attend schools or universities, or to learn magic.

Clans

Clans are grouped into seven divisions: **Military, Religious, Crime, Trade, Political, Mystical, and Specialized Guilds**. Each of these divisions is further divided down into Clan Ranks of **Low, Medium, High, and Great**.

The Clan Division determines the direction and goals with which the character strives to achieve and be associated. The Clan Rank determines the influence of the clan, and its political power and economic strength.

Personal Clan Level

All characters begin the game at level one, but may increase his level by gaining Prestige Points. Under certain conditions, a character may start at Level 0.

Each level attained grants the character more freedom in the rigid social structure of feudal Anis. As a

character's personal level rises, he will be allowed to use better and more exclusive weapons, armors, and mounts.

A clan level is not to be confused with a character level, as in other games. Clan levels rise only to 10, perhaps 11 or 12 in ultimately rare situations. Each clan level is an ever-expanding influence of social-economic power upon the nations of Monokan. Gaining a clan level is very significant and awarding levels should not be done lightly.

Prestige

A character gains Clan Levels gaining fame. This fame translates into Prestige. Each guild requires different tasks to gain Prestige (refer to the specific clan).

Clan Level	Prestige Total to Next Lvl	Prestige
1	10	10
2	30	40
3	50	90
4	60	150
5	80	230
6	100	330
7	120	450
8	150	600
9	210	800
10	260	1000
11+	500	1500

Rewarding Prestige

A character can spend 1 gold penny to earn 1 Prestige point.

A character gains 1 Prestige point for every +1 magical item he owns and uses.

A character gains at least 1 Prestige point for each heroic act he performs.

A character also gains 1 Prestige point for each game session he is played in.

Switching Clans

A character can switch to another clan at anytime after becoming Level 3. When a character transfers to



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another clan, he loses all the benefits and level privileges until he acquires an equal level in the new guild. After which time all of the prior benefits and methods of gaining Prestige return.

Characters starting in a new clan, starts at level zero.

Trials of Ritual

After a character has gained enough Prestige to gain a level, he must go before the masters of his guild and perform a test. Each test is different, but generally involves skills that the guild demands of its members.

For example, a warriors guild might require the character to be trained in two or more different weapons to a specific level; a thief character may be required to open a lock or trap; a wizard may have to solve a puzzle or cast so many power points worth of spells.

The GM will determine what each characters Trial will entail. The player should be given several weeks notice for his character to prepare for such tests.

Clan Ranking

All characters start at Medium Rank. The player can buy up or down the character's starting Rank as desired.

Rank determines such things as Clan Restrictions (i.e. many clans require a character to belong to a specific Rank in order to join), magic item use, and the amount of taxes one pays.

Clan Rank	Initial Cost	Development Cost
Great	25 EP	50 EP
High	15 EP	30 EP
Medium	~	15 EP
Low	+15 EP	10 EP
None*	+30 EP	~

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*Your character lives outside the hierarchy of the Monokan Culture; somewhat better than a slave.

Beginning characters must spend all EP.

Clan Rank Abilities

Great: Use of all magic items allowable by his Clan Level. Pays no taxes.

High: Use of all magical items allowable by his Clan Level of +10 or less. Pays 20% taxes on all items.

Medium Use of all magical items allowable by his Clan Level of +5 or less. Pays 35% taxes on all items.

Low Use of all magical items allowable by his Clan Level of +1 or less. Pays 50% taxes on all items.

None Use of potions and scrolls of power less than 3. Pays only 70% taxes on items.

Example: A character is a 1st level Military clansmen of Great rank. He can use any kind of magic as long as his level allows him use it. Thus, he could use a +20 magical hammer, but couldn't use a +1 longsword because he must be level 5 to use that kind of weapon.

Marks of Clan Level

Along with insignia, manners, and decorum, the number and type of followers and retinue in his entourage can identify a person's Clan Level.

Characters above 3rd level must continue to have followers and retinue to maintain their status. A character must maintain a **Minimum Retinue**, which must accompany him any time he leaves his land or home.

A character must also maintain a **Working Retinue** at his home, barony, or place of operations throughout the year. These followers are his working force and/or the people that provide him his position within the clan.

For ambitious characters, each rank also gives guidelines on the maximum number of Working Retinue, a person of his rank can have. This number does not include followers that must be paid.

Followers

As a character gains clan Levels he will attract an entourage of followers. These people will require money to support, but will give their loyalty and work to the character in trade. Consider each follower to



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require 5 Copper per Size Code to feed and support per day.

A Follower will never have a Clan Level greater than 1, and most will be classless. A character can instruct a follower to perform any task legal under the confines of the strict caste system of Monokan.

Although Followers are not bound to the character, they will only leave, generally, upon being ordered to do something against their will or law, or under direct life threatening situations (followers make good guards but horrible adventurers).

Retinue

Unlike Followers, Retinue are people that support the character and his holdings. Retinue do not travel with the character, though a few loyal ones may.

Retinue require no upkeep and will often earn money for the character at a rate of their Racial Intelligence or Racial Endurance (depending on their job) equal in copper per month, in addition to providing their own keep.

Level Appearance

A Character must maintain a number of followers to retain his visual appearance of level, if going abroad or entering foreign lands. A character need not maintain his bodyguard and followers within his own sphere of control, or areas where his presence and status is well known.

Should his followers or retinue fall below his Minimal requirements, his visual clan level will decrease until his present requirement equals or exceeds a lower level's Minimum Requirement. Even after a character is identified beyond visual appearance, his Level will decrease by 1 depending on the loss of retinue and conditions.

The loss in level is only in regards to how other characters and NPCs treat the character. Loss of Minimal Retinue has no effect on Personal Level Benefits, but will effects Clan Codes and Laws.

Other Requirements

Besides maintaining a group of travelling followers and working retinue, some levels require the character

to maintain some special abode (castle, barony, wizard's tower, hangout, political position within a town, etc...) This condition **MUST** be met to maintain full level and privileges. Should the person lose the required abode, the character will fall in visual rank 1d6 levels.

The type of abode required is listed in the Clan Section. For the purposes of the information below, a common housing scheme is used (refer to the specific clan for more information).

Codes of Clan Levels

If a character is caught in the act of breaking one of these clan codes/laws he will be fined in the following manner.

First offense costs the character 15% Prestige, reducing him in clan level if his Prestige falls below level requirements.

Second offense costs the character half of his Prestige, reducing him in clan level to his new Prestige score.

Third and additional offenses he will be penalized 10d20 silver coins. If the sum cannot be met, the character will serve a prison term (at hard labor) for 1 day per 50 copper owed. If he is caught riding or using an animal beyond his level, he'll be fined 5d20 silver coins. If he is found cheating on taxes, he'll be hanged or impaled!

Level 0

Weapons: dagger, dirk, staff, sling, or any farm implements

Armor: Cloth, cloth hat

Mounts: Donkey or Plow Beast

Minimal Retinue: 0

Followers: 0

Working Retinue: 0

Maximum Working Retinue: 0

Other Requirements: May not leave his lords land without permission and a write of travel

Composition: 60% of all inhabitants of Monokan



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Level 1

Weapons: Short bow, sling, staff, hand crossbow, light crossbow, halberd, bill, pike, fork, knife, dagger, dart, tiger's claw, hammers, flails, morning stars, clubs, maces, spears, and hand axe

Armor: Cloth, leather, heavy leather, any leather or hvy leather hat, cloth gauntlet, and wooden shield

Mounts: Donkey, camels, and tak-taks

Minimal Retinue: 0

Followers: 0

Working Retinue: 0

Maximum Working Retinue: 0

Other Requirements: None

Composition: 20% of all inhabitants of Monokan

Level 2

Weapons: As level 1 and short sword, scimitar, long bow, heavy crossbow, whip, javelin, and war axe

Armor: As level 1 and armllets and vambrace and any iron shield

Mounts: as level 1 and light horse

Minimal Retinue: 0

Followers: 1

Working Retinue: 0

Maximum Working Retinue: 0

Other Requirements: None

Composition: 10% of all inhabitants of Monokan

Level 3

Weapons: As level 2 and bastard sword, two-handed sword, great sword, composite bow, and battle axe

Armor: As level 2 and mail armor, mail helms, and leather gauntlets

Mounts: As level 2 and heavy horse

Minimal Retinue: 0

Followers: 2

Working Retinue: 0

Maximum Working Retinue: 0

Other Requirements: None

Composition: 5% of all inhabitants of Monokan

Level 4

Weapons: As level 3 and broadsword

Armor: As level 3 and plate helmets, mail gauntlets, and solerets

Mounts: As level 3 and war-horse

Minimal Retinue: 2

Followers: 4

Working Retinue: 1

Maximum Working Retinue: 1

Other Requirements: None

Composition: 3% of all inhabitants of Monokan

Level 5

Weapons: As level 4 longsword

Armor: As level 4 and dress plate

Mounts: As level 4 and highly trained war mounts

Minimal Retinue: 4

Followers: 6

Working Retinue: 3

Maximum Working Retinue: 5

Other Requirements: Minimum abode

Composition: 1% of all inhabitants of Monokan

Level 6

Weapons: As level 5 and special weapons

Armor: As level 5 and full plate

Mounts: As level 5 and special mounts

Minimal Retinue: 6

Followers: 10

Working Retinue: 10

Maximum Working Retinue: 15

Other Requirements: Abode

Composition: 1% of all inhabitants of Monokan

Level 7

Weapons: Any

Armor: Any

Mounts: Any

Minimal Retinue: 10

Followers: 12

Working Retinue: 20

Maximum Working Retinue: 40

Other Requirements: Major Abode

Composition: 1% of all inhabitants of Monokan



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Level 8

Weapons: Any
Armor: Any
Mounts: Any
Minimal Retinue: 15
Followers: 18
Working Retinue: 25
Maximum Working Retinue: 50
Other Requirements: Major Abode
Composition: .5% of all inhabitants of Monokan

Level 9

Weapons: Any
Armor: Any
Mounts: Any
Minimal Retinue: 20
Followers: 25
Working Retinue: 30
Maximum Working Retinue: 100
Other Requirements: Major Abode
Composition: .5% of all inhabitants of Monokan

Level 10

Weapons: Any
Armor: Any
Mounts: Any
Minimal Retinue: 30
Followers: 50
Working Retinue: 50
Maximum Working Retinue: 200
Other Requirements: Major Abode
Composition: .1% of all inhabitants of Monokan

Assassin

Assassins are a specialized crime clan devoted to covert operations including spying, infiltration, and killing. Consider them as a part of the Crime clan.

Clan Requirements: Low or No clan rank; starting characters must have grown up in a large town or city.

Prestige Requirement: 1 Prestige Pt per assassination performed

Secondary Prestige Requirement: 1 Prestige Pt per 20 silver in loot acquired from victim or adventuring

SKILLS:

Academic: 3	Athletic: 2	Combat: 2
Crime: 1	Healing: 4	Magical: 5
Outdoors: 4	Social: 1	Technological: 3
Trade: 3	Spells: 6	Kantrip: 3

Special Talents Points: 1 STP per 2 levels

Barbarian

The barbarian is a rough, uncouth, powerful fighter associated with the military clan. The barbarian is an extremely effective fighter but lacks the skills to handle magic and advanced armor types.

Clan Requirements: Medium Clan Rank or less and starting characters must be from the country

Prestige Requirement: 1 Prestige Pt per pair of ears of an opponent of equal or greater HP or station.

Secondary Prestige Requirement: 1 Prestige Pt per week of revelry, drinking, and debauching

SKILLS:

Academic: 6	Athletic: 1	Combat: 1
Crime: 2	Healing: 4	Magical: 6
Outdoors: 1	Social: 5	Technological: 8
Trade: 4	Spells: 8	Kantrip: 5

Special Talents Points: 1 STP per 2 levels

Bard

This hybrid military and crime clan is renown for their travels, stories, and ballads of the greatest adventures in the lands of Monokan. Bards gain the benefits of both the military clan as well as the crime guilds for STP gain.

Clan Requirements: Cannot be from a high or great ranked guild. The character must have some form of



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musical skill of equal skill level or greater than any purchased skill (free and starting skills exempt)

Prestige Requirement: 1 Prestige Pt per epic ballad that is written

Secondary Prestige Requirement: 10 Prestige Pts per adventure completed

SKILLS:

Academic: 1	Athletic: 3	Combat: 3
Crime: 1	Healing: 4	Magical: 4
Outdoors: 2	Social: 2	Technological: 4
Trade: 2	Spells: 3	Kantrip: 1

Special Talents Points: 1 STP per 3 levels

Calvary

A specialized military guild devoted to mounted combat of all sorts. In the lands of Monokan there are many variations of Calvary including soldiers mounted on horses, wolves, flightless birds, giant beetles, flying drakes, and even dolphins

Clan Requirements: Cannot begin in a low ranked guild and must have some form of Riding at a higher skill level than any other purchased skill (free skills are exempt)

Prestige Requirement: 1 Prestige Pt per scalp of an opponent of equal or greater HP or station.

Secondary Prestige Requirement: 5 Prestige Pt s per acquiring a Riding skill of level of 10 in different beasts.

SKILLS:

Academic: 4	Athletic: 1	Combat: 1
Crime: 5	Healing: 5	Magical: 6
Outdoors: 2	Social: 2	Technological: 3
Trade: 4	Spells: 6	Kantrip: 2

Special Talents Points: 1 STP per 2 levels

Crime

The base crime guild. Criminals of all sorts belong to this family run business. Many in this line of business prefer to call themselves “Free Traders” since it sounds nobler.

Clan Requirements: None

Prestige Requirement: 1 Prestige Pt per 10 silver of loot gained

Secondary Prestige Requirement: 1 Prestige Pt 25 criminal skills successfully made

SKILLS:

Academic: 4	Athletic: 1	Combat: 2
Crime: .5	Healing: 4	Magical: 4
Outdoors: 3	Social: 1	Technological: 2
Trade: 2	Spells: 4	Kantrip: 3

Special Talents Points: 1 STP per 1 level

Druid

Druids are a hybrid mystical and military guild acting as the protectors and worshippers of all things Mother Nature holds dear. Druids should be considered both military and mystical for special talent clan benefits.

Clan Requirements: Starting characters must be from the country and not from a great ranked guild. Druids must have one Survival skill of a level greater than any other learned (not free) skill.

Prestige Requirement: 1 Prestige Pt per pair of ears of an opponent of equal or greater HP or station bent on destroying nature

Secondary Prestige Requirement: 1 Prestige Pt per 100 seeds planted or reclamation of nature

SKILLS:

Academic: 1	Athletic: 1	Combat: 3
Crime: 6	Healing: 2	Magical: 1
Outdoors: 1	Social: 6	Technological: 6
Trade: 5	Spells: 2	Kantrip: 2

Special Talents Points: 1 STP per 3 levels



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Elementalist

This clan is a specialized mystic guild, devoted to elemental spells, research, and development of elemental powers.

Clan Requirements: Must start from a Large Town or better and be of at least a medium ranked guild. May only learn from the Elemental Circle of magic

Prestige Requirement: 1 Prestige Pt per allotment of power equal to the characters Power Point total

Secondary Prestige Requirement: 1 Prestige Pt per book or tome of Elementalism read or published

SKILLS:

Academic: 1	Athletic: 4	Combat: 4
Crime: 4	Healing: 2	Magical: .5
Outdoors: 5	Social: 2	Technological: 5
Trade: 3	Spells: .5	Kantrip: 1

Special Talents Points: 1 STP per 2 levels

Healer

This clan is a hybrid Religious and Mystic guild, devoted to the caring of the sick and injured. Also in the development of natural, surgical, and the magical healing arts.

Clan Requirements: Must originate from a Town or greater and a medium clan rank or more.

Prestige Requirement: 1 Prestige Pt per 30 Hit Points of healing performed

Secondary Prestige Requirement: 3 Prestige Pt per victim saved from death via use of the healing ways

SKILLS:

Academic: 1	Athletic: 3	Combat: 4
Crime: 4	Healing: .5	Magical: 2
Outdoors: 3	Social: 2	Technological: 3
Trade: 4	Spells: 3	Kantrip: 1

Special Talents Points: 1 STP per 3 levels

Invoker

A union of spell-casters devoted to the research of Invoker spells, runes, and magic oddities. This clan is a specialized Mystical guild.

Clan Requirements: Starting characters must originate from a Town or larger and a Medium ranked guild or better. Invokers may only learn spells from the Circle of Enchantments, Ensorcelements, or Incantations

Prestige Requirement: 1 Prestige Pt per allotment of Power Points equal to characters total score

Secondary Prestige Requirement: 1 Prestige Pt tome or ancient scroll read or written on Invocations

SKILLS:

Academic: 2	Athletic: 4	Combat: 4
Crime: 4	Healing: 3	Magical: 1
Outdoors: 4	Social: 2	Technological: 2
Trade: 3	Spells: .5	Kantrip: 1

Special Talents Points: 1 STP per 2 levels

Knight

This highly specialized Military clan is regimented into land owning, armed warriors, seeking glory through battle, war, and appeasing their king.

Clan Requirements: Must start from a High or Great ranked clan. Must own land or property. Must have a Riding skill of equal level or more than any other learned (not free) skill

Prestige Requirement: 1 Prestige Pt per scalp of an opponent of equal or greater HP or station.

Secondary Prestige Requirement: 20 Prestige Pts per quest or task completed

SKILLS:

Academic: 2	Athletic: 2	Combat: 2
Crime: 6	Healing: 4	Magical: 4
Outdoors: 2	Social: 1	Technological: 3
Trade: 5	Spells: 4	Kantrip: 4

Special Talents Points: 1 STP per 2 levels



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Mage

This specialized Mystic clan is devoted to pure research of spells of all kinds. Mages tend to be haughty, arrogant, and unrelenting in their quest for knowledge.

Clan Requirements: Must be from a Great Clan. Must have a Runic literacy at a greater skill level than any learned skill

Prestige Requirement: 1 Prestige Pt per allotment of Power Points equal to the characters total PP score

Secondary Prestige Requirement: 1 Prestige Pt book written on arts and sciences of magic

SKILLS:

Academic: .5	Athletic: 5	Combat: 4
Crime: 6	Healing: 1	Magical: .5
Outdoors: 4	Social: .5	Technological: 1
Trade: 4	Spells: .5	Kantrip: 1

Special Talents Points: 1 STP per level

Martial Artist

A hybrid Political and Military guild, the martial artist is the strong arm of the political clan, preferring stealth, weaponless combat, and precision of mind and body over brute force or magical energies.

Clan Requirements: Must originate from a Medium or Low clan. Must have a Philosophy and Law skill level equal to or greater than any other learned skill level (free and starting skills are exempt)

Prestige Requirement: 1 Prestige Pt 25 martial arts skills successfully performed

Secondary Prestige Requirement: 1 Prestige Pt. 25 hit points of damage inflicted on enemies with hands or kata weapons

SKILLS:

Academic: 1	Athletic: 1	Combat: 2
Crime: 5	Healing: 3	Magical: 2
Outdoors: 4	Social: 1	Technological: 4
Trade: 4	Spells: 4	Kantrip: 3

Special Talents Points: 1 STP per 2 levels

Mentalist

A specialized Mystic clan devoted to researching, learning, and creating pure mental magic, devices, and thought.

Clan Requirements: starting characters must have grown up in a Large Town or greater and must have a Philosophy or Religious Dogma skill level greater than any other learned skill (free and starting skills are exempt).

Prestige Requirement: 1 Prestige Pt per allotment of Power Points equal to the characters PP score

Secondary Prestige Requirement: 1 Prestige Pt per device or magical item that has been mastered

SKILLS:

Academic: .5	Athletic: 5	Combat: 5
Crime: 5	Healing: 3	Magical: 1
Outdoors: 4	Social: 2	Technological: 1
Trade: 3	Spells: 1	Kantrip: 1

Special Talents Points: 1 STP per 2 levels

Merchant

The Merchant clan is a specialized Trade guild devoted to trade routes, inter-kingdom trade, commerce, and buying and selling of goods.

Clan Requirements: Must be of Medium rank or better. And starting characters must have grown up in a Town or large settlement.

Prestige Requirement: 1 Prestige Pt per 15 silver coins in trade, barter, haggle or buying or selling of goods.

Secondary Prestige Requirement: 1 Prestige Pt per 50 pounds of goods travelling more than 300 miles

SKILLS:

Academic: 3	Athletic: 3	Combat: 4
Crime: 2	Healing: 4	Magical: 5
Outdoors: 3	Social: 2	Technological: 4
Trade: .5	Spells: 6	Kantrip: 3

Special Talents Points: 1 STP per 2 levels



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Military

The basic Military clan. Characters swearing fealty to this clan are bent on fighting, warring, and gaining of wealth and power through any military means.

Clan Requirements: None

Prestige Requirement: 1 Prestige Pt per pair of ears of an opponent of equal or greater HP or station.

Secondary Prestige Requirement: 1 Prestige Pt per 30 silver coins in loot or treasure gained

SKILLS:

Academic: 5	Athletic: 1	Combat: 1
Crime: 3	Healing: 3	Magical: 6
Outdoors: 2	Social: 2	Technological: 3
Trade: 4	Spells: 6	Kantrip: 3

Special Talents Points: 1 STP per 1 levels

Mystical

The base Mystical clan. This clan is devoted to the development of magic and the arts of mysticism in all facets of life and death. Mystical characters desire to own and control as much magic as possible.

Clan Requirements: None.

Prestige Requirement: 1 Prestige Pt per allotment of PP equal to the characters Power Point score

Secondary Prestige Requirement: 1 Prestige Pt per magic item mastered

SKILLS:

Academic: 1	Athletic: 4	Combat: 5
Crime: 3	Healing: 2	Magical: 1
Outdoors: 4	Social: 1	Technological: 5
Trade: 3	Spells: 1	Kantrip: 1

Special Talents Points: 1 STP per level

Necromancer

This hybrid Mystical and Religious clan devotes their life in research of all aspects of life, death, pain, and pleasures.

Clan Requirements: Must originate from a High ranked or better clan, and from a Town or larger settlement. Can only learn spells from the Circle of Necromancy and must have a Healing skill level greater than any other learned skill.

Prestige Requirement: 1 Prestige Pt allotment of PP equal to the character's Power Point score

Secondary Prestige Requirement: 50 Prestige Pts per incident of dying and being returned to life

SKILLS:

Academic: 2	Athletic: 3	Combat: 4
Crime: 3	Healing: .5	Magical: 1
Outdoors: 4	Social: 2	Technological: 3
Trade: 4	Spells: 1	Kantrip: 1

Special Talents Points: 1 STP per 2 levels

Paladin

A hybrid Military and Religious clan devoted to fighting, warring, and crusading against those subjects unaligned with the their deity and religion.

Clan Requirements: Must start from a High or Great clan, and must belong to a religious order and have at least a 5 devotion. The character must be from noble birth or have grown up in a Town or larger settlement. Must have a Sword and Philosophy (or Religious Dogma) skill level equal to or greater than any other learned skill (free and starting skills are exempt).

Prestige Requirement: 1 Prestige Pt per person converted to character's religion. Or 1 pt per heathen slain in the name of his deity.

Secondary Prestige Requirement: 1 Prestige Pt per level of undead / demon slain.

SKILLS:

Academic: 3	Athletic: 2	Combat: 1
Crime: 7	Healing: 2	Magical: 4
Outdoors: 3	Social: .5	Technological: 4
Trade: 4	Spells: 4	Kantrip: 4

Special Talents Points: 1 STP per 2 levels



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Phantasm

A specialized clan devoted to the study of illusions, fakery, and mystical deception. Phantasms are always cloaked and mysterious and consider all knowledge as powerful instruments

Clan Requirements: Low or No clan rank; starting characters must have grown up in a large town or city.

Prestige Requirement: 1 Prestige Pt per allotment of PP equal to the characters Power Point score

Secondary Prestige Requirement: 1 Prestige Pt per book written or thoroughly read on illusions

SKILLS:

Academic: 2	Athletic: 4	Combat: 4
Crime: 1	Healing: 4	Magical: 2
Outdoors: 5	Social: 1	Technological: 3
Trade: 4	Spells: 1	Kantrip: 1

Special Talents Points: 1 STP per 2 levels

Philosopher

A specialized clan devoted to the study of thought, conjecture, ideology, and religious thought

Clan Requirements: Low or No clan rank; starting characters must have grown up in a large town or city.

Prestige Requirement: 1 Prestige Pt per 20 people converted or "influenced" by the character

Secondary Prestige Requirement: 1 Prestige Pt per book written or thoroughly read on philosophy

SKILLS:

Academic: .5	Athletic: 5	Combat: 4
Crime: 3	Healing: 2	Magical: 2
Outdoors: 5	Social: 1	Technological: 2
Trade: 3	Spells: 3	Kantrip: 2

Special Talents Points: 1 STP per 2 levels

Political

The base Political clan of Monokan. This clan serves the beaurocratic backbone for all kingdoms of the land; controlling from behind the crown through mystical and covert means.

Clan Requirements: None

Prestige Requirement: 1 Prestige Pt per royal decision character orchestrated

Secondary Prestige Requirement: 1 Prestige Pt 20 silvers in bribery, payoffs, and ransom received

SKILLS:

Academic: 2	Athletic: 5	Combat: 4
Crime: 2	Healing: 4	Magical: 4
Outdoors: 4	Social: .5	Technological: 3
Trade: 2	Spells: 3	Kantrip: 2

Special Talents Points: 1 STP per 1 levels

Priest

A specialized Religious clan devoted to religious work in the study of a god, demon, or some deity. Priests tend to travel the lands similar to bards, but spreading their ideology and dogma to all that will listen.

Clan Requirements: Must originate from a Town settlement or larger and have a devotion of 8 or better.

Prestige Requirement: 1 Prestige Pt per level of demon, undead, or opposite aligned creature slain.

Secondary Prestige Requirement: 1 Prestige Pt converting or saving a soul to the characters particular religion

SKILLS:

Academic: 1	Athletic: 2	Combat: 2
Crime: 5	Healing: 3	Magical: 2
Outdoors: 3	Social: 1	Technological: 3
Trade: 5	Spells: 1	Kantrip: .5

Special Talents Points: 1 STP per 2 levels



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Ranger

A hybrid Religious and Military clan that devotes their life to the wilderness. Rangers tend to be more confrontational than druids do, and often disagree so violently as to come to blows against druid guilds. Rangers tend to foster care the wilderness in small groups of 1 to 8 individuals.

Clan Requirements: Must be from a Medium or greater ranked guild, and must have grown up in the wilderness (country). Rangers must also have a Bow and one Survival Skill of greater level than any other learned skill (free and starting skills exempt).

Prestige Requirement: 1 Prestige Pt per 50 Hit Points of damage inflicted on those who dare harm Mother Nature

Secondary Prestige Requirement: 1 Prestige Pt per 100 seeds planted or 10 acres of reclaimed wilderness

SKILLS:

Academic: 4	Athletic: 1	Combat: 2
Crime: 2	Healing: 3	Magical: 3
Outdoors: .5	Social: 3	Technological: 5
Trade: 4	Spells: 3	Kantrip: 2

Special Talents Points: 1 STP per 2 levels

Robber

Hybrid Military and Crime clan, devoted to brute force to steal, rob, and plunder treasure. Robbers are often well armed and trained in the arts of warfare and like to mix it up before making off with treasure

Clan Requirements: Low or No clan rank; starting characters must have grown up in a large town or city. Must have a Crime skill of higher level than any other learned skill

Prestige Requirement: 1 Prestige Pt per 20 silver coins in loot and treasure

Secondary Prestige Requirement: 1 Prestige Pt per 50 Hit Points of damage inflicted on the owners of the loot and treasure he is stealing

SKILLS:

Academic: 5	Athletic: 2	Combat: 1
Crime: 1	Healing: 5	Magical: 6
Outdoors: 4	Social: 3	Technological: 5
Trade: 2	Spells: 6	Kantrip: 4

Special Talents Points: 1 STP per 2 levels

Religious

The base Religious clan of Monokan. This clan is devoted to worshipping, praising, and chronicling their god or gods.

Clan Rank Requirements: None

Prestige Requirement: 1 Prestige Pt per holy item found, crafted, or saved

Secondary Prestige Requirement: 1 Prestige Pt per 10 silver coins donated to their temple

SKILLS:

Academic: 2	Athletic: 3	Combat: 3
Crime: 6	Healing: 1	Magical: 1
Outdoors: 4	Social: 1	Technological: 5
Trade: 4	Spells: 1	Kantrip: 1

Special Talents Points: 1 STP per level



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Sage

Hybrid Political and Mystical clan that is devoted more to ancient knowledge than magical secrets. Sages are the caretakers of the great libraries, museums, and world wonders of Monokan. Sages gain all the STP bonuses for both Political and Mystical base guilds.

Clan Requirements: Medium or greater clan rank and grow up in a Town or larger settlement. Must have Lore of equal to or greater skill level than any other learned skill.

Prestige Requirement: 1 Prestige Pt per ancient knowledge discovered. Or 1 point per ancient device found (and kept).

Secondary Prestige Requirement: 1 Prestige Pt 100 Power Points spent or cast gaining knowledge of the past (or perhaps future)

SKILLS:

Academic: .5	Athletic: 4	Combat: 5
Crime: 3	Healing: 2	Magical: 1
Outdoors: 5	Social: 2	Technological: 1
Trade: 2	Spells: 3	Kantrip: 2

Special Talents Points: 1 STP per 2 levels

Scientist

A specialized guild devoted to the study of ancient artifacts and technological wonders. Scientists are the strong arm of the Sage guild and more than one scientist carried a tome in one hand and a sword in the other.

Clan Requirements: Medium clan rank or better and a Weapon and Science Skill of greater clan level than any other learned skill in the game

Prestige Requirement: 2 Prestige Pts per scientific find discovered

Secondary Prestige Requirement: 5 Prestige Pts. Per science skill mastered to level 10 or more

SKILLS:

Academic: .5	Athletic: 3	Combat: 2
Crime: 4	Healing: 3	Magical: 6
Outdoors: 3	Social: 2	Technological: .5
Trade: 3	Spells: 6	Kantrip: 5

Special Talents Points: 1 STP per 2 levels

Soldier

Specialized warrior clan devoted to pure fighting. Soldiers tend to be lifetime warrior and once a character becomes a Soldier he may never move to another clan. A soldier should be considered part of the Military clan for STP benefits.

Clan Requirements: None other than once a Soldier, always a Soldier you shall be

Prestige Requirement: 1 Prestige Pt per pair of ears of an opponent of equal or greater HP or station.

Secondary Prestige Requirement: 10 Prestige Pt per weapon skill mastered to level 10 or greater

SKILLS:

Academic: 5	Athletic: 1	Combat: .5
Crime: 4	Healing: 3	Magical: 7
Outdoors: 4	Social: 2	Technological: 5
Trade: 4	Spells: 6	Kantrip: 6

Special Talents Points: 1 STP per level

Spiritualist

A specialist clan devoted to the study of gods, cosmic powers, the soul, and why does the universe exist.

Clan Requirements: Must have a Religious Dogma or Philosophy skill level of equal or greater skill level than any other learned ability

Prestige Requirement: 1 Prestige Pt per allotment of PP equal to the character's Power Point score.

Secondary Prestige Requirement: 1 Prestige Pt 20 silver coins devoted to the temple

SKILLS:

Academic: 2	Athletic: 5	Combat: 4
Crime: 4	Healing: 3	Magical: 1
Outdoors: 4	Social: 1	Technological: 4
Trade: 3	Spells: 1	Kantrip: 1

Special Talents Points: 1 STP per 2 levels



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Swashbuckler

This hybrid clan of Crime, Political, and Military clans patrol the high seas for thieving and political endeavors (capturing and ransoming officials and blackmailing kingdoms with confiscated cargo).

Clan Rank Requirements: Low or No clan rank. Swashbucklers must have two Ship Procedure Skills at a level greater than any other learned skill

Prestige Requirement: 1 Prestige Pt per 20 silver coins in loot or treasure

Secondary Prestige Requirement: 1 Prestige Pt per pair of ears of an opponent of equal or greater HP or station.

SKILLS:

Academic: 3	Athletic: 1	Combat: 2
Crime: 1	Healing: 5	Magical: 6
Outdoors: 2	Social: 2	Technological: 6
Trade: 3	Spells: 6	Kantrip: 6

Special Talents Points: 1 STP per 3 levels

Trade

The base Trade clan, specializing in buying and selling of goods and services.

Clan Rank Requirements: None

Prestige Requirement: 1 Prestige Pt per 15 silver coins in commerce earned

Secondary Prestige Requirement: 1 Prestige Pt per 50 pounds of commerce moved more than 300 miles, or successful caravan trip made

SKILLS:

Academic: 3	Athletic: 4	Combat: 4
Crime: 2	Healing: 3	Magical: 4
Outdoors: 4	Social: 1	Technological: 4
Trade: .5	Spells: 5	Kantrip: 4

Special Talents Points: 1 STP per level