

# **Union of the Quill**

The Union of the Quill believes that the people decide who the leaders are through elections and service. Your journey is a campaign to gain the favor of the populous through Campaign Promises on how you will improve the Immersion within the Nation and include their interests.

## **Tier 1: Agent**

Pay 50 Sterling and declare to Titles Mistress that you are going to Campaign.

Addressed as “Agent”

Yearly Maintenance: 25 Sterling

Numbered allowed: (sixty-four) 64

## **Tier 2: Emissary**

Pay 100 Sterling, Present your Campaign Promises with four (4) witnesses and two (2) endorsements from other Agents

Addressed as “Emissary”

Yearly Maintenance: 50 Sterling

Numbered allowed: (thirty-two) 32

## **Tier 3: Alderman/Alderwoman/Aldersperson**

Pay 150 Sterling, gather two (2) more witnesses, gather two (2) endorsements from Agents, and two (2) endorsements from other Emissaries. Perform in a “Puntification” competition. (aka Bad Puns)

Addressed as “Alderman/Aldersperson/Alderwoman”

Yearly Maintenance: 75 Sterling

Numbered allowed: (sixteen) 16

**Tier 4: Commissioner**

Pay 200 Sterling. Perform a Public Spectacle, during which you make your Campaign Speech (Must be at least 30 minutes long) Gather additional two (2) Witnesses, two (2) Agents, two (2) Emissaries, one (1) Alderman/alderwoman/alderperson

Yearly Maintenance: 100 Sterling. Must participate in at least one Cross-Faction Act or Public Spectacle lasting no less than 15 minutes.

Addressed as "Commissioner"  
Privilege - Silver seating at Court

Number allowed: (eight) 8

**Tier 5: Senator**

Pay 300 Sterling. Secure a contract of a Ship Captain/Head of Household/Merchant other than your own and deliver proof to the Title Mistress. Host a Cross-Faction act or event for the Nation (Must be at least 60 minutes long and consist of at least 4 members of other factions.) Gather additional two (2) witnesses, two (2) Agents, two (2) Emissaries, one (1) Alderperson, and one (1) Commissioner.

Yearly Maintenance: 150 Sterling. Must host a Faction Gathering lasting no less than 30 minutes. Must "finance" one (1) Team in Tortuga Olympic

Addressed as "The Honorable"  
Privilege - Gold Seating at Court and Pirate Olympics with drinks provided

Numbered allowed: (four) 4

**Tier 6: Viceroy**

Pay 500 Sterling. Secure a contract of a Ship/Household/Venture other than your own and different from contract obtained in Tier 5 - present proof to the Titles Mistress. Must compete with other contenders to prove "worth" against other Senators. Gather additional two (2) Witness, two (2) Agents, two (2) Emissaries, two (2) Alderpersons, one (1) Commissioner, and one (1) Senator.

Yearly Maintenance: 250 Sterling. Must attend Court. Must barter a deal, or broker a peace, with another Faction, or defend another Faction from a Raid

Addressed as "Your Excellency"

Privilege - VIP seating at Court and Olympics with drinks and food refreshments  
Reserved Parking at Port Nassau and Tortuga

Numbered allowed: (two) 2

### **Retired: Justice**

Hold Viceroy for two (2) event seasons, no Sterling cost

Addressed as "Your Honor"

### **RETURNS**

Tier 4 and above receive payment perks as part of their Title Privilege. These Returns are calculated as a percentage of the total maintenance cost of all current Title holders within their Faction of a lower Tier than theirs, up to a maximum amount equal to the Yearly Maintenance Cost of that Tier.

For Tiers 5 & 6, the maximum Return is equal to their Yearly Maintenance Cost, and for Tier 4 the maximum Return is equal to one-half of their Yearly Maintenance Cost. This mechanism is intended to create incentive for higher Tiers to encourage others to fill the lower Tier ranks of their Factions