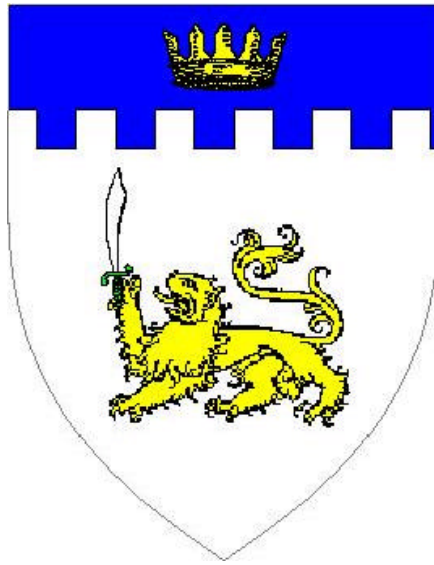


The Adrian Empire, Inc.

MASTERS OF DEFENSE

Guild Charter



March 2002

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Anyone is welcome to point out any error or omission that they may find.

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CHARTER

According to the laws and customs of the Adrian Empire, a proposed guild must provide a stated purpose, membership requirements, methods for joining and leaving the guild, and have submitted arms to the Sovereign of Arms. Having found all these requirements to be contained herein, We are satisfied and do hereby officially acknowledge, charter, and grant existence to the Masters of Defense on this, the 23rd day of March, 2002.

So say We,

Maedb Hawkins, Empress of Adria

Karl von Katzburg, Kaiser of Adria

I. PURPOSE

The purpose of the Masters of Defence Guild of Adria is to help promote true historical swordplay – in all forms – and the study of swordplay in the Empire. There are many forms and types of combat provided to us in the combat manual. For the most part, swordplay in Adria has been concerned with the ‘What,’ what target to hit, what weapons to use and what armor you need to wear. It hasn’t been concerned with the ‘How,’ as long as it was done safely. Our combat structure has been based strictly on points, not on how the point was scored. What we have left is a game of ‘sword-tag.’

The purpose of the guild is to allow its members to study and practice historical ‘sword-play’ in a structured method, without the focus on just points. It places more weight on how the combat takes place, with style and form being more important than touches. By no means does the Guild belittle or criticize the normal combat system or structure, for both types have their place and enjoyment. Instead, the Guild hopes to encourage its members to research and study period styles of swordplay to help enrich the Empire’s overall combat system.

The Masters of Defence Guild will also serve other purposes as well. Besides researching historical styles, it will be a test group for new types of combat and for new weapons for use in the regular lists. It would be a group of experts on combat to play-test and review new ideas, weapons and armor. The Guild would act as an advisor to the Crowns and Ministers of Joust & War. The Guild would also be able to produce training materials, instruction videos, etc., for new members and remote regions to help unify combat in Adria. Most of all, the guild would provide an outlet to Adrians who truly love historical Swordplay.

II. MEMBERSHIP

A. REQUIREMENTS

Membership to the Guild is open to all paid members of the Empire, who have an interest in Historical swordplay. Membership to the Guild is not restricted to combatants only; anyone with a historical interest of combat during our time period may join. Participation in combat is required for normal advancement within the Guild ranks. Non-combatants may work to become a Historical Scholar, a member who has conducted research on period swordplay (see section in Manual on Guild Structure). Members who do take part in combat are required to have signed an Adrian combat waiver / release form, prior to participation in any combative activities or practices.

B. JOINING THE GUILD

To join the Guild, any interested member, who has met the requirements of memberships, may submit, in writing, a letter indicating their desire to join to the local Guild Master or one of the Ancient Masters (if this is an un-chartered area of the Guild or no Local Guild Master is available). This letter is used to notify the Guild of a desire to join and cannot be rejected. Second, the member must fill out a membership form for the Guild. The information from the form will be used for the Guild only. This information will not be made public. Finally, the third requirement is to have paid the annual dues (see Guild Manual for details). Once all three requirements have been fulfilled, the member will be entitled to all rights and benefits of membership.

C. LEAVING THE GUILD

To leave the Guild, a member must submit a letter of intent to withdraw from the guild to the local Guild Master or one of the Ancient Masters. No reasons need to be given in this letter; the letter is just a formal notice of intent to leave. Upon notification, the member will be released from the Guild, upon which, will lose all titles and ranks earned in the Guild. To rejoin a later time, the member must petition the Ancient Masters for a return of all previous titles and ranks.

Also, a member who is determined to be continually unsafe or disregards the Guilds guidelines and rules, can and will be told to leave by the Guild Master or Ancient Masters, as appropriate. Unsafe conduct or disregard to safety procedures will not be tolerated.

III. CONDUCT OF THE GUILD

The Masters of Defence Guild shall conduct itself in all operations concerning the Guild itself, according to the Guild approved manual. In matters concerning the higher-level operations and affairs, the Guild will follow the Bylaws, writs and will of the Imperial Crowns of Adria.