

The Summarian LeatherCraft Guild

Guild device

A Half Moon knife with a mallet and swivel knife atop a full hide of leather within a heater shield



The Summarian LeatherCraft Guild shall operate on a 4 tier Accolade system and requirements for advancement shall be based on milestones and go as follows

Novice- lvl 0 where everyone starts

Apprentice- lvl 1 members showing a fundamental understanding of the basics

Journeyman- lvl 2 members understand the basics as well as competence in pattern making tooling and design

Tradesmen- lvl 3 members having basic knowledge and skills with several completed projects of good quality under their belt

The Guild member shall advance from lvl 0 to lvl 1 upon achieving a basic understanding of

the fundamentals of leathercraft and completing their first tasked projects of constructing a work apron with at least 2 pockets and a tool roll to carry their tools, and have completed no less than 25 basic projects that are of good quality and functional

The Guild member shall advance from lvl 1 to lvl 2 after completion of no less than 50 projects that are of good quality and functional with decorative tooling OR stamping

The Guild member shall advance from lvl 2 to lvl 3 after completion of no less than 100 projects of fine quality using all of the skills they have learned with a combination of tooling AND stamping designs as well as added decorative accents including but not limited to horn/bone pieces, decorative beadwork or precious stones, decorative metal work, gold leafing, or even wood

carved components.

Upon advancement all prior completed projects CANNOT be counted towards the next achievement level.

For all members whom join the LeatherCraft Guild that are already pre-established leathercrafters, all works prior to joining the guild WILL NOT be recognized for guild achievements as they were not created while the artisan was a member of the guild.

The Goal of the LeatherCraft Guild is to teach new skills and further expand our great hobby. Members will have access to instructional resources as well as pre established lists of suppliers for tools and materials, as well as both free and at cost patterns. At least once per month there will be project contests that will be judged by populace vote to which prizes will be given to the top 3 projects most voted on. These

prizes will be separate from the Accolade achievements and subject to change per contest. Prizes for winning these contests could be anything from a free pattern to a new tool or a gift certificate to a leather supply vendor.

Annual classes shall be done both in person at events or online via discord live chat and are free to anyone to attend with exceptions to physical classes where purchase of materials is necessary.

To keep Guild level advancements fair and balanced all guild members will start out at level 0 novice, for those members already established as a leathercrafter all prior works WILL NOT count towards guild level advancements. And projects completed for advancement will reset to 0 for each level advanced so for example the first 25 projects completed to go from level 0 to level 1 DO NOT count for advancement from level 1 to

level 2!

All level advancement requirements will be vetted and verified by no less than 2 Guild officers, and for each level of advancement the guild member will receive a rank badge that may be sewn to their work apron to show their guild level when attending official guild events or live classes.

Guild Master and Guild Officers

The Founding Guild Master shall hold the position for as long as they wish, barring physical or persona death, dishonor, or banishment from the realm. If either of those 3 conditions or a willing step down occurs their predecessor will be nominated and voted in by populace vote.

Guild masters stepping down from their positions on good/honorable terms shall be granted the title of Honorable Guild Elder to

reflect their history in that position.

Guild Officers will be determined by populace vote every year with exception to the first year (year zero) where Guild officers will be selected by the Guild master until such a time that there are enough members to draw upon for voting.

Requirements to become a Guild officer are as follows- with exception to founding year zero officers, all following Guild officers shall be required to be no less than a level 1 Apprentice Guild member in good standing with no prior disciplinary actions against them.

Should a guild officer leave the guild or otherwise be unable to perform their duties an emergency vote would be held to fill that position.

Guild officers responsibilities include but are

not limited to hosting guild sanctioned events and or classes, interacting with guild members to verify status for advancement, settling disputes amongst guild members and reporting all events and earnings to the guild master or an appointed guild officer for the purposes of filing reports to the crown and or emp bod in the event of an incident.

Should the need arise the Guild Master may create and appoint new officer positions to fill any roles that may be needed in the future, after year zero of the guild or a guild populace of a significant size these new officer roles will fall under the same election by populace as per the standards set within this charter

Disciplinary actions-

Disciplinary actions will be on a 3 strike basis

Upon a first offense the guild member shall

have their posting privileges set to limited for x amount of days depending on severity of infraction. Or have their participation during a live event denied

A second offence will have their posting privileges revoked x amount of days depending on the severity of infraction. Or asked to leave an event site or immediate area in the case of a live event/joint event with Summaria as a kingdom level event

A third offence will be an outright ban and dismissal from the guild and all accolades and achievements thereby revoked! And depending on the severity of the offence their branch Lord or direct superior notified of their actions.

If an infraction is severe enough to warrant mundane law enforcement a report to both the crown as well as emp bod will be filed immediately following the incident.

Guild Presense online

The guild will have a dedicated discord server with archives of resources for all members to have access to at any time as well as its own guild channel on the main Summarian kingdom server for public announcements and event posting. There shall also be a facebook page added to this online presence for the general public to view and a dedicated guild member appointed to run and update it.

Current Guild Master and Officers

Guild Master-Lord RavnFar Tannerwise of Blåøyet Ravn

Guild Officer- Bella Grace of Raves Cry

Guild Officer- Ulvetorn Blodmåne of Blåøyet Ravn

Web presence/Moderator- Daciana of salt marsh

Founding members

Lord RavnFar Tannerwise of Blåøyet ravn

Ulvetorn Blodmåne of Blåøyet Ravn

Bella Grace of ravens cry

Galen reed of ravens cry

Jofurr of kassar

Tsu la of kassar

Rig heimdalr of halls of asgard

Daciana of salt marsh

Egil Haraldson of rolling thunder

