

ANIME 5E

BONUS CHARACTER OPTIONS – DIGITAL EXPANSION

Design and Graphic Production

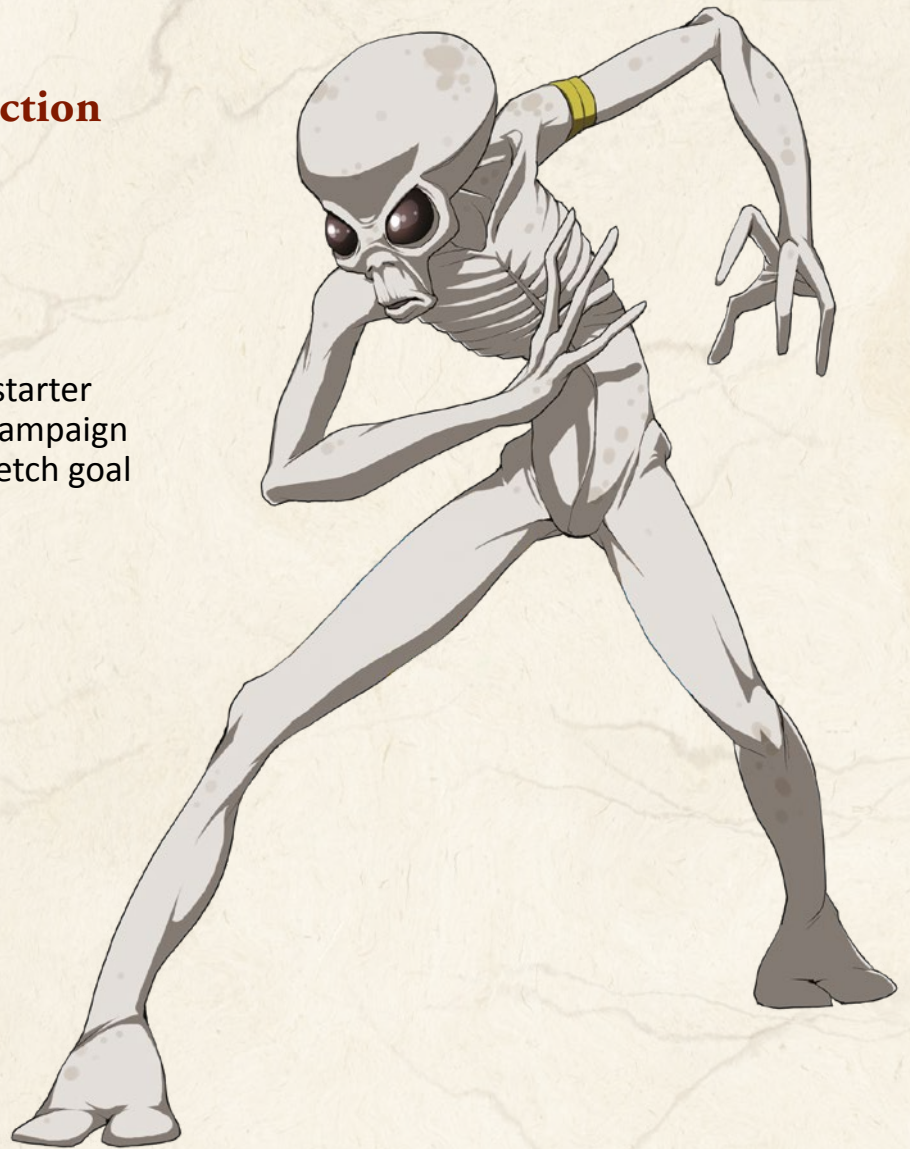
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Special Thanks

To all the amazing Anime 5E Kickstarter backers who contributed to the campaign and unlocked this bundle as a stretch goal



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Publishing Company

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Crogoblin

“Yes, of course, Raggatharr is an incredibly important member of our mercenary group. But also rather annoying at the same time due to his lack of control over his nullification powers. If I’m slingin’ spells in a dungeon at the big bads living there, I want him as far away as possible so he doesn’t ‘accidentally’ cancel my efforts. I mean, COME ON – get some control, Ragg!”

As a hybridised goblin-golem race created by arcane masters over a decade ago (who were apparently unconcerned with the ethical issues involving their creations), Crogoblins are strong and resilient fighters who are devastatingly effective at creating mayhem. Their unnatural, mystical origins allows them to potentially nullify all low-powered nearby magical sources within 30 feet – affecting both friend and foe equally once activated. This ability is unpredictable, though, and may be weaker or stronger than anticipated if the Crogoblin fails to retain control. Their innate power tends to push Crogoblins into leadership positions with humanoid or monster tribes, whether they desire those positions or not.

Adventuring Notes

Crogoblins often lead from the front to take advantage of their nullification ability in battle. For obvious reasons, they tend to avoid following Class paths like Dynamic Spellbinder, Magical Girl/Guy, and Bender that largely depend on magic as a primary power source.

Base Speed

Medium – a Crogoblin’s base speed is 30 feet/round.

Combat Technique

The magical hybridisation process gives Crogoblins a talent for effective strikes that can either knock out their opponent or injure them critically.

Immutable

Crogoblin bodies are enhanced to resist effects that modify or alter their physicality.

Nullify

By exerting their will over a single round, Crogoblins can activate a glowing and humming aura that either cancels low-powered magical effects (Rank 1 or 2) in a surrounding 30’ area completely, or reduces the effectiveness of magical spells and abilities of greater potency by 2 Ranks. If a Crogoblin fails a DC 10 Intelligence Saving Throw during activation, though, the aura will behave unpredictably and may increase or decrease the normal area of effect.

Obstacle

Reacting quickly is challenging for many Crogoblins; they suffer disadvantages on Initiative rolls.

Subrace Variation

Stories are told about the rare Steel Crogoblin Subrace – living machines that can also survive in several environments that are normally hostile to life (Rank 4 Resilient).

CROGOBLIN

Size: Medium

RANK	POINTS	ATTRIBUTE / DEFECT
	2	Strength +2
2	2	Combat Technique (Blackout, Critical Strike)
1	1	Features (Darkvision 60’)
2	2	Immutable (+4 check bonus to resist bodily effects)
1	1	Language (Common, Goblin)
1 (2)	5	Nullify (Magic; Area: 30’ -2; Activation: 1 round +1; Detectable: Glowing and humming +1; Unpredictable: May enhance or contract effect if fail Intelligence vs DC 10 Save +1)
2	2	Tough (+20% Hit Points)
	-1	Wisdom -1
2	-2	Obstacle (Initiative)
	12	TOTAL



Loralai

“As we Elves are linked to the trees and forests, our Loralai cousins are linked to the rivers and lakes. I often wonder if our two races were once one long ago before there was a great divergence. I’ve been on many adventures with Aeuthyla, and she has yet to meet her match in battle while fighting other aquans. Her speed and grace is admirable while on land, but in surface rivers and underground lakes, she’s a force of nature.”

Loralai are a peaceful and confident cousin race of elves, equally comfortable in water and the open air. They typically wear their hair long to compliment their elegant and dexterous tails, and favour tattooing their fair skin with designs that evoke aspects of their native tribes. Loralai draw many of their abilities from water, and can instinctively detect nearby sources. They make their sparse, but comfortable homes on the remote shores of seas, lakes, and large rivers in medium-sized communities that frequently number hundreds of residents.

Adventuring Notes

Since their communities tend to self-isolate from others, most Loralai are curious about the larger world beyond their tribes. Those that do venture beyond may seem awkward and shy to outsiders, yet Loralai are eager to learn and make friends. Their natural elemental affinity usually nudge Loralai to take up enchanted Classes, including Bender, Dynamic Spellbinder, Magical Girl/Guy, and Warder.

Base Speed

Medium – a Loralai’s base speed is 30 feet/round on land and 90 feet/round while swimming.

Edge

While engaged in combat in bodies of water that are sufficiently deep and large for them to make full use of their enhanced movements, Loralai gain an advantage on attack rolls.

Heightened Senses

While submersed in water, Loralai benefit from three highly enhanced senses – hearing, sight, and smell.

Resilient

Although they live in land-based communities, Loralai have a complex respiratory system that also allows them to breathe comfortably while underwater.

Sixth Sense

Loralai have tiny filaments of hair inside their ears that act as sensors to detect nearby sources of water (within 30’).

Subrace Variation

Members of the Paired Loralai Subrace form lifelong bonds with minor water spirits during their first year of life, gaining a Rank 1 Companion that serves as their friend and confidante.

LORALAI

Size: Medium

RANK	POINTS	ATTRIBUTE / DEFECT
	1	Dexterity +1
	1	Wisdom +1
2	2	Features (Nictitating Membrane, Ultrasonic Communication)
2	2	Edge (Attack rolls in water environments)
1 (3)	1	Heightened Senses (Hearing, Sight, Smell; Environmental: In Water +2)
2	2	Language (Common, Elvish, Sylvan)
1	1	Resilient (Underwater)
1	1	Sixth Sense (Water)
2	2	Water Speed (90 feet/round)
	13	TOTAL



Mindmancer

“I’ve often heard warriors make reference to the Riddle of Steel, as though it’s some sort of great mystery to solve. But what is steel compared to the mind that moves the hand to wield it? Perceiving and understanding the origin of thought that even contemplates the existence of riddles is a far more enticing goal that eludes even the most learned scholars. It is the cerebral space between ‘I’ and ‘Am’ that we Mindmancers thrive, explore, and play. Yet – you don’t understand, do you? No, of course not.”



Free will means little to those with the power to shape your very thoughts, and the cerebral landscape is but a playground for the Mindmancer. More invasive than mere telepathy and more effective than limited spellcraft, mind control is feared by most humanoid civilisations for obvious reasons. There’s always room for doubt when a monarch pronounces an unusual edict or a battlefield commander signals an unexpected retreat – is this the insidious work of a Mindmancer? Characters who choose to pursue this rare Class are destined to live on the edges of society once their specialisation is revealed. Wise adventurers know the value of what a Mindmancer can bring to their group, though, and are more ... open minded ... to their inclusion.

Preferred Races: Asrai, Grey

Rare Races: Half-Dragon, Satyr

CHARACTERISTICS

Mindmancers are one of the most dedicated and focussed of all Classes because their chosen specialisation is exacting in its requirements. While other Classes diversify their talents to access a wide-range of options while adventuring, Mindmancers eschew breadth in favour of depth. Constantly living within and manipulating the minds of others often extracts a toll on the personality of a Mindmancer, though, who may find it difficult to establish authentic emotional connections with other people. Mindmancers understand the benefits of joining an adventuring group, though, since not all threats can be overcome through thought alone; and so, they make an effort.

Relationships With Other Classes

Mindmancers find it easier to establish commonalities with Classes that focus on power aspects that transcend physicality, including Benders, Dynamic Spellbinders, Magical Girls/Guys, and Psionicists. Combat-oriented Classes, such as Hunters, Ninja, Samurai, Shadow Warriors, Techknights, and Warders, are often dismissed as barbarian thugs who are limited by their narrow perceptions of reality. Mindmancers view most of the other Classes – Adventurers, Brokers, Isekai Students, and Pet Monster Trainers – with indifference, or perhaps curiosity, since they offer substance beyond simple hack-and-slash butchery.

CLASS FEATURES

Mindmancers gain the following Class features:

Hit Points

- » d4 Hit Dice + Constitution Modifier each Level [2]
- » 4 + Constitution Modifier Hit Points at 1st Level
- » 1d4 (or 3) + Constitution Modifier HP at higher Levels

Proficiencies

- » No armour proficiencies [0]
- » Simple weapon proficiency [0]
- » Two tool proficiencies of choice [2]
- » Intelligence and Wisdom Saving Throw proficiencies [4]
- » Four skill proficiencies of choice [4]

Total 1st-Level Base Points = 12 + 4 Proficiency Bonus = 16

Levelling Points (Hit Dice/Proficiency Bonus/Attributes) = 169

Bonus Points through Levels 1-20 = 15

Final Class Points Over 20 Levels = 200

Ability Score Improvement

When a Mindmancer reaches 4th Level, and again at 7th, 10th, 13th, 16th, and 19th Level, they can increase one Ability Score of choice by 2, or two Ability Scores of choice by 1 each. Ability Scores can only be raised above the Level-based benchmarks with DM approval (see A5E Table 01, page 20).

Edge

A Mindmancer's sharp mind grants them an advantage on rolls relating to their Mind Control Attribute at 3rd Level, before broadening to Intelligence checks at 7th Level, all Intelligence-related rolls at 9th Level, and all Ability and Skill checks at 15th Level (A5E, page 100).

Forced Disadvantage

Upon reaching 12th Level, characters suffer a disadvantage when against the Mindmancer's Mind Control Attribute use (A5E page 102). This increases to all Intelligence contests with the Mindmancer at 14th Level.

Language

Mindmancers pick up new languages as they poke around in the minds of others. At 1st, 5th, 11th, 17th, and 18th Level, they gain one additional Language (A5E page 105).

Mind Control

As Mindmancers advance through their Levels, they increase multiple aspects of their Mind Control Attribute (A5E page 106). At 1st Level, they start with Mind Control at Rank 1, which they increase by +1 Rank at 3rd, 6th, 10th, 15th, and 20th Level. They also increase their actual Rank at other Levels as well, but not their effective Ranks because the Rank increase is offset by an Enhancement to the Attribute:

- » At 2nd, 7th, 12th, and 17th Level, they increase the Area Enhancement from 10' up to 1000'
- » At 5th, 11th, 14th, and 19th Level, they increase the Duration Enhancement from 10 minutes to 1 week
- » At 4th, 8th, 9th, 13th, 16th, and 18th Level, they increase the Targets Enhancement from 2 up to 100 people

Mind Shield

Mindmancers can establish their own powerful mental defences. At 2nd, 8th, 11th, 14th, and 17th Level, they gain a +2 check bonus to resist mental intrusion (A5E page 108).

Skill Proficiency

Mindmancers can learn new talents through mental interactions with others. At 5th, 9th, 13th, and 17th Level, they gain one additional Skill Proficiency (A5E page 113).

Supersense

At 4th, 12th, and 18th Level, Mindmancers gain access to one supernatural detection ability (A5E page 118).

Telepathy

Like their expanding mastery over the Mind Control Attribute, Mindmancers refine their telepathic control as they advance in Levels (A5E, page 118). At 3rd Level, they start with Telepathy at Rank 1, which they increase by +1 Rank at 10th and 15th Level. They also increase their actual Rank at other Levels as well, but not their effective Ranks because the Rank increase is offset by an Enhancement to the Attribute:

- » +2 Area Ranks at 6th Level; +1 Rank at 12th and 20th Level
- » +1 Duration Rank at 8th and 16th Level

MINDMANCER

LEVEL	PROFICIENCY BONUS	FEATURES
1st	+2	+1 Language [1]; +1 Mind Control [3]
2nd	+2	+1 (0) Mind Control (Area: 10' -1) [3]; +1 Mind Shield [1]
3rd	+2	+1 Edge (Mind Control) [1]; +1 Mind Control [3]; +1 Telepathy [3]
4th	+2	+1 (0) Mind Control (Targets: 2 people -1) [3]; +1 Supersense [1]; Ability Score Improvement [2]
5th	+3	+2 Points [2]; +1 Language [1]; +1 (0) Mind Control (Duration: 10 minutes -1) [3]; +1 Skill Proficiency [1]
6th	+3	+1 Mind Control [3]; +2 (0) Telepathy (Area: 30' -2) [6]
7th	+3	+1 Point [1]; +1 Edge (Intelligence Checks) [1]; +1 (0) Mind Control (Area: 30' -1) [3]; Ability Score Improvement [2]
8th	+3	+1 (0) Mind Control (Targets: 5 people -1) [3]; +1 Mind Shield [1]; +1 (0) Telepathy (Duration: 10 minutes -1) [3]
9th	+4	+2 Points [2]; +2 Edge (All Intelligence Rolls) [2]; +1 (0) Mind Control (Targets: 10 people -1) [3]; +1 Skill Proficiency [1]
10th	+4	+1 Mind Control [3]; +1 Telepathy [3]; Ability Score Improvement [2]
11th	+4	+2 Points [2]; +1 Language [1]; +1 (0) Mind Control (Duration: 1 hour -1) [3]; +1 Mind Shield [1]
12th	+4	+1 Forced Disadvantage (Defending Against Character's Attribute Use) [1]; +1 (0) Mind Control (Area: 100' -1) [3]; +1 Supersense [1]; +1 (0) Telepathy (Area: 100' -1) [3]
13th	+5	+1 (0) Mind Control (Targets: 25 people -1) [3]; +1 Skill Proficiency [1]; Ability Score Improvement [2]
14th	+5	+2 Points [2]; +1 Forced Disadvantage (Intelligence Contests) [1]; +1 (0) Mind Control (Duration: 1 day -1) [3]; +1 Mind Shield [1]
15th	+5	+1 Edge (All Ability and Skill Checks) [1]; +1 Mind Control [3]; +1 Telepathy [3]
16th	+5	+1 (0) Mind Control (Targets: 50 people -1) [3]; +1 (0) Telepathy (Duration: 1 hour -1) [3]; Ability Score Improvement [2]
17th	+6	+2 Points [2]; +1 Language [1]; +1 (0) Mind Control (Area: 1000' -1) [3]; +1 Mind Shield [1]; +1 Skill Proficiency [1]
18th	+6	+2 Points [2]; +1 Language [1]; +1 (0) Mind Control (Targets: 100 people -1) [3]; +1 Supersense [1]
19th	+6	+2 Points [2]; +1 (0) Mind Control (Duration: 1 week -1) [3]; Ability Score Improvement [2]
20th	+6	+1 Mind Control [3]; +2 (0) Telepathy (Area: 1000' -1) [3]

Simulake

“When we are confronting a tribe of monsters or other creatures, I find targetting their shamans and other spellcasters to be absolutely brilliant! I not only gain control over magic – which is awesome by itself – but I also neuter their ability to fight like they normally do.

Have you ever seen an ogre shaman raise her hands confidently to cast that ever-reliable fireball spell, only to watch her face contort in confusion when nothing at all happens? And then to see her shock when I throw it back in her face? Bloody brilliant, that’s what it is!”

Not all adventurers can draw upon their own source of powers and abilities. Some instead prefer to broaden their options by feeding off the energies of other to replicate their talents. Those that follow the Simulake path can first only mimic the features of others characters and creatures, but eventually they learn to steal them away as well. This enhancement has spawn many frightening bedtime stores about “the Simulake who will come and take your powers away” if children are naughty and don’t listen to their parents. What a Simulake lacks in unique and personalised abilities they make up for with diversity and guile.

Preferred Races: Blinkbeast, Half-Troll, Slime

Rare Races: Fairy, Grey, Kodama

CHARACTERISTICS

Simulakes frequently see themselves as the reliable go-to team member who can back up any aspect of party strength by using their Mimic Attribute. This dynamic adaptability makes them an ideal addition to any group, both in and out of dungeons and monster lairs. As they progress in Levels and gain access to the Nullify Attribute, a Simulake can switch their specialisation between power backup and threat dampener as situationally necessary. Although they focus their Level advancement nearly exclusively on only two Attributes (Mimic and Nullify), the breadth and flexibility of these powers are remarkable.

Relationships With Other Classes

Simulakes are socially adaptable and can form bonds with individuals from most Classes in an adventuring group – provided the whole “I’m going to touch you and mimic your powers” things doesn’t make it awkward. They usually find commonality with Benders, Dynamic Spellbinders, and Psionicists, who have a broad and diverse selection of abilities. The more physical Classes with fewer Attributes and greater natural body enhancements – such as Hunters, Samurai, Shadow Warriors, and Techknights – don’t typically hold as much interest to Simulakes. Relationships with members of other Classes are comfortable and easy if given a chance to form.



CLASS FEATURES

Simulakes gain the following Class features:

Hit Points

- » d8 Hit Dice + Constitution Modifier each Level [4]
- » 8 + Constitution Modifier Hit Points at 1st Level
- » 1d8 (or 5) + Constitution Modifier HP at higher Levels

Proficiencies

- » All armour and shield proficiencies [4]
- » Simple and martial weapon proficiencies [4]
- » No tool proficiencies [0]
- » Constitution and Charisma Saving Throw proficiencies [4]
- » Two skill proficiencies of choice [2]

Total 1st-Level Base Points = 18 + 4 Proficiency Bonus = 22
 Levelling Points (Hit Dice/Proficiency Bonus/Attributes) = 174
 Bonus Points through Levels 1-20 = 4

Final Class Points Over 20 Levels = 200

Alternate Identity

Simulakes can adopt one new persona or identity upon reaching 5th Level, and another at 9th Level (A5E page 92).

Cognition (Precognition)

At 20th Level, Simulakes have achieved such an intense understanding of how the bodies, minds, and powers of others work, that they can predict actions and catch glimpses of up to one minute in the future (A5E page 93).

Extra Actions

As Simulakes learn to activate their talents even faster and more frequently, they unlock an extra unrestricted Extra Action each round starting at 18th Level (A5E page 101).

Forced Disadvantage

Upon reaching 6th Level, characters suffer a disadvantage on Saving Throws against the Simulake's Attributes or use of magic (A5E page 102).

Ability Score Improvement

When a Simulake reaches 8th Level, and again at 12th, 16th, and 19th Level, they can increase one Ability Score of choice by 2, or two Ability Scores of choice by 1 each. Ability Scores can only be raised above the Level-based benchmarks with DM approval (see Table 01, page 20).

Mimic

As Simulakes advance through their Levels, they increase multiple aspects of their Mimic Attribute (A5E page 106). At 1st Level, they start with Mimic at Rank 1, which they increase by +1 Rank at 2nd, 5th, 9th, 17th Level. They also increase their actual Rank at other Levels as well, but not their effective Ranks because the Rank increase is offset by an Enhancement to the Attribute:

- » At 3rd, 11th, 16th Level, they increase the Duration Enhancement from 10 minutes to 1 hour to 1 day
- » At 7th and 14th Level, they increase the Range Enhancement from 10' up to 30'

SIMULAKE

LEVEL	PROFICIENCY BONUS	FEATURES
1st	+2	+1 Mimic [4]
2nd	+2	+1 Mimic [4]
3rd	+2	+1 (0) Mimic (Duration: 10 minutes -1) [4]
4th	+2	+2 Nullify (Duration: 10 minutes -1; Dependent: Mimic +1) [10]
5th	+3	+1 Alternate Identity [1]; +1 Mimic [4]
6th	+3	+2 Points [2]; +2 Forced Disadvantage (Saving Throws Against Character's Use of Attributes) [2]
7th	+3	+1 (0) Mimic (Range: 10' -1) [4]
8th	+3	+1 Nullify (Range: 10' -1) [5]; Ability Score Improvement [2]
9th	+4	+1 Alternate Identity [1]; +1 Mimic [4]
10th	+4	+1 Nullify [5]
11th	+4	+1 (0) Mimic (Duration: 1 hour -1) [4]
12th	+4	+2 Points [2]; Ability Score Improvement [2]
13th	+5	+1 Nullify (Duration: 1 hour -1) [5]
14th	+5	+1 (0) Mimic (Range: 30' -1) [4]
15th	+5	+1 Nullify (Range: 30' -1) [5]
16th	+5	+1 (0) Mimic (Duration: 1 day -1) [4]; Ability Score Improvement [2]
17th	+6	+1 Mimic [4]
18th	+6	+1 Extra Actions [4]
19th	+6	Ability Score Improvement [2]
20th	+6	+2 Cognition (Precognition) [4]

Nullify

Like their expanding mastery over the Mimic Attribute, Simulakes refine their dampening scope as they advance in Levels (A5E, page 110). At 4th Level, they start with Nullify at Rank 2 – requiring Mimic to be activated first, and with a Duration of 10 minutes – followed by another +1 Rank at 10th Level. They also increase their actual Rank at other Levels as well, but not their effective Ranks because the Rank increase is offset by an Enhancement to the Attribute:

- » +1 Duration Rank at 13th Level to 1 hour
- » +1 Range Rank at 8th and 15th Level to 10' then 30'

BOUNTY HUNTERS' LEAGUE

The League is a respected organisation that facilitates the posting and distribution of bounties across several continents. Rather than a furtive institution like the Thieves' Guild, the Bounty Hunters' League has public branches throughout many kingdoms and encourages its members to follow the local laws and regulations while pursuing targets.

Community Roles

Each League branch has non-hunter administrators that work with potential clients who have a bounty that they wish to post, either publicly or to select portions of members. The branches collect the bounty fees in advance from the client (refundable if the target is not acquired within a specified timeframe), plus a customary 10-25% commission that is determined by the scope of the contract. The League then distributes the bounty details to all branches and post zones through both mundane and magical means. The League doesn't get directly involved in the collection, transfer, or retention of targets, though.

Membership Roster

Membership in the League is open to anyone who is willing to pay the annual dues, regardless of their chosen Class. Upon fee payment – which changes annually, depending on League expenditures in the previous year – each member is given a custom-minted platinum coin that verifies registration for the calendar year.

Connection Benefits

Most League members join to access posted bounties as a means of earning income. Various shoppe discounts, irregular group purchases of uncommon imports, and bounty sharing are some of the additional League benefits. At higher Ranks in the League, members get access to exclusive contracts and first rights of bounty refusal, and can also rent specialised equipment that is too expensive and rare for most people to own. And of course, success in the bounty hunter profession is often determined by who people know – and there are many fascinating people one can meet in the Bounty Hunters' League.

- Rank 1 Associated. Restricted junior League membership for those in the first year of their association.
- Rank 2 Respected. Regular members of the League.
- Rank 3 Modest Authority. District sub-leaders who participate in bounty distribution throughout a small locale.
- Rank 4 Local Authority. Senior League members who have enhanced privileges within their home branch.
- Rank 5 Regional Authority. League agents in a wider district, who sit on the decision-making council that oversees multiple branch operations. There are hundreds of agents in the League.
- Rank 6 Provincial Authority. Commandant of all branches throughout a province or county, who is responsible for their collective operation and administration. There are a few dozen Commandants in the League.
- Rank 7 National Authority. Director of the League in a single large kingdom, or a collection of several smaller kingdoms. There are fewer than a dozen Directors in the League.
- Rank 8 International Authority. Grand Chancellor of the League throughout the world. It is a singular position without equal.

GREY COUNCIL

After the Grey were stranded on their current primitive planet – and came to terms with the unlikelihood of their return to the stars – they quickly established an organisational body similar to their home government known as the Grey Council. Although the Grey have since disbursed throughout the planet in search of their own meaningful lives, they still maintain connections amongst their own kind and revere members of the Council.

Community Roles

The Grey Council is now a loosely affiliated advocacy group that advances the position of the Grey across many kingdoms. Their ultimate goal is to reclaim their spacefaring status, by either crafting their own ship or contacting their homeworld for rescue. Much of their work is done in libraries, academies, and noble courts, rather than in view of the public. Consequently, the Grey Council don't appear to have much of an active role in daily society.

Membership Roster

Membership in the Council is restricted to members of the Grey race and their descendants – regardless of secondary gene parentage in their ancestral line. Occasionally, membership at the lower ranks is granted to non-Grey individuals who have provided a significant contribution to the Grey community (academic insight, financial resources, heroic actions, life-saving intervention, etc.). Grey who are invited into the Council are presented with an armband forged from a rare metal alloy. As a member increases in Rank position, additional bands are added to their first.

Connection Benefits

Invitation into the Council is viewed as an honourable position and calling by other Grey, and members are afforded additional respect according to their Rank. Council members create bonds with their peers as well, and are more likely to share contacts and resources with trusted partners. These connections include access to information, research, weapons, artefacts, transportation, accommodations, and special favours as befitting one's Council status.

- Rank 1 Associated. Members who have been invited onto the Council through their deeds, but have not yet established themselves.
- Rank 2 Respected. Members who have provided substantial contributions to Grey society.
- Rank 3 Modest Authority. Tribands who are viewed as dominant leaders within the Grey community. There are hundreds of Tribands on the Council.
- Rank 4 Local Authority. Teachers have senior leadership roles and are responsible for overseeing advocacy work throughout various institutions. There are dozens of Teachers on the Council.
- Rank 5 Regional Authority. The Chosen are the nine highest-ranking members of the Grey Council on the planet, each with equal authority over decisions and resources of the Council. Once granted, position of the Chosen is granted until resignation or death.

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