

DOCUMANCER

Contracts have mystical power. Break my contract and I'll use your bones for my next quill.

—Documancer's warning

Every great Acquisitions Incorporated quest begins with a contract from Head Office—and a franchise's documancer is most likely the one who controls and channels the power of that contract. A documancer bears the responsibility of managing each of a franchise's quests, of ensuring that every condition of the quest is fulfilled, and of recording and sending on information vital to Head Office when the mission is complete. When creating contracts with other organizations, a documancer makes sure that the language benefits both the franchise and Acquisitions Incorporated.

As a documancer, you are respected for having the commitment and mental fortitude required to work with Head Office. You advance your franchise by using documancy for communication, insisting on recording all deals in writing, retaining records, destroying other records, and recalling vital information.

FAVORITE METHODS TO DESTROY DOCUMENTS

d6	Method
1	Any way you like, provided you make a copy first
2	Mimic shredder
3	Fake dragon-head incinerator
4	The bottomless hole in the basement—at least you're pretty sure it's bottomless
5	Feeding it to the goat out back
6	Making your coworkers eat it by slipping it into their food, piece by piece—it's the only way to be sure

Noteworthy Documancers: Walnut Dankgrass ("C" Team), Brynshal Flume

Essential Functions: Record information; track job and quest details within the franchise

Position Proficiency: In addition to the proficiencies noted below, you can add your proficiency bonus to an ability check to organize lore, analyze official or arcane documents, or convey a legally binding point of view.

THE DOCUMANCER

Franchise	
Rank	Features
1	Proficiencies and Starting Equipment, Gift of Words
2	Documancy Satchel, Fluent in Boss
3	Satchel of Holding, Document Flexibility
4	Scroll Humidor, Scroll Service

PROFICIENCIES AND STARTING EQUIPMENT

As a rank 1 documancer, you gain proficiency with calligrapher's supplies.

Head office also grants you the use of calligrapher's supplies (ink, a dozen sheets of parchment, and three quills), a documancy satchel for your calligrapher's supplies, a ledger, sealing wax, copper and silver leaf, a documancer's seal of limited authority, and a scroll case.

GIFT OF WORDS

At rank 1, you are fluent in the semi-arcane language of documancy. This knowledge grants you advantage on Intelligence checks to decipher codes or similar scripts. The DM might also provide you with hints whenever you try to solve a puzzle or decipher clues involving writing.

DOCUMANCY SACHEL

At rank 2, your documancy satchel becomes a common magic item, allowing you to magically send and receive documents to and from Head Office through a special pouch. Your *documancy satchel* magically produces pre-written and signature-ready contracts at your request, covering most common contractual needs. It also occasionally produces sticky notes printed with useful information and inspirational quotes from Head Office.

FLUENT IN BOSS

Also at rank 2, your documancer training allows you to better process Head Office communications, as well as to understand what pleases your superiors. You can cast the *augury* spell, with the spell's omens of weal or woe based solely on the perspective of Head Office. (It should be noted that Head Office at times has a surprisingly high disregard for potential woe to its employees.) Once you use this feature, you cannot use it again until dawn seven days later.

SACHEL OF HOLDING

At rank 3, your *documancy satchel* gains additional features and becomes an uncommon magic item. One of the satchel's pouches now functions as a *bag of holding*.

Additionally, you can use an action to draw forth from the documancy satchel a *spell scroll of comprehend languages*. The scroll vanishes when used, or ten minutes after it appears. This property of the bag can't be used again until the next dawn.

DOCUMENT FLEXIBILITY

Also at rank 3, you gain proficiency with a forgery kit. One such kit (containing several different types of ink, a variety of parchments and papers, several quills, seals and sealing wax, gold and silver leaf, and small tools to sculpt melted wax to mimic a seal) is always contained within the extradimensional space of your *documancy satchel*.

SCROLL HUMIDOR

At rank 4, your *documancy satchel* gains additional power and becomes a rare magic item. Within the satchel, a dedicated extradimensional space can hold up to thirty documents or *spell scrolls*. Placing a single document into the scroll humidor is an action. Drawing forth a desired scroll is a bonus action.