



# Officer Titles

This is the reference page for the officer titles and their abilities.

## Lieutenant (Rok)

- Second-in-command, the Lieutenant is senior to all other Company members except for the Commander.
- The Lieutenant is the Company's tactician and battlefield commander. Typically, the Commander will select the jobs and deal with the client, while the Lt. is tasked with executing the job.
- Ability: Once per battle when initiative is rolled, the Lieutenant may swap two allies' initiative results (including their own).

## Chronicler (Bo)

- Keeper of the Chronicle, the history of Genesis Gambit. The Chronicle represents hundreds of years of first-person history, insight, tactics, decision-making, magic, and more from what was once the preeminent mercenary company of the Broken Kingdoms.
- The Chronicle was torn apart and partially destroyed during the Wyrmrage. Find the missing pieces to gain access to more knowledge.
- Gain proficiency in History, or expertise if already proficient.
- Ability: The Chronicler can roll a History check to consult the Chronicle, attempting to find useful wisdom within its pages.

Chronicle Completeness	%
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## Quartermaster (Spectre)

- The Quartermaster represents the Company's supply lines and financial interests, both legitimate and black market. The position provides access to a local fence, with the potential for a relationship with The Clock. Through the fence/general store, the Company is able to do basic shopping and sell off any items (magic or otherwise) that they don't want.
- Gain proficiency in Persuasion, or expertise if already proficient.
- Ability: Before a job, they can roll a Persuasion check that represents their network's ability to supply them with items that will help with that job. The result may be modified by the length of time before the job starts and the strength of the fence network.
- Expansion: The Quartermaster can spend resources (gold, items, people) to expand the fence's network.

Fence Network Level	Cost to Next Level
	recruits / items

## Scout Sergeant (Eldrin)

- The Scout Sergeant leads the Company's small corps of scouts.
- Gain proficiency in Survival or Perception, or expertise if already proficient.
- Ability: These scouts can be sent out ahead of a job to gain information about the territory, relevant locations, recent events, and potential dangers. The Scout Sergeant rolls a Survival check to represent the scouts' efforts. The result may be modified by the length of time before the job (i.e., how long the scouts have to work) and the size/strength of the scout corps. The results of these rolls will be represented by Hawthorn reporting back to you.
- Expansion: The Scout Sergeant can spend resources (gold, items, people) to expand the size and efficacy of the scout corps.

Scout Corps Level	Cost to Next Level	Members
	N/A	<u>King Toss Ravitz</u> <u>Feather</u> <u>Hawthorn</u>

## Spymaster (Bo)

- Manages the Company's espionage efforts across the Broken Kingdoms. This is the most elaborate (in terms of mechanics) of all the officer titles.
- Gain proficiency in Investigation or Stealth, or expertise if already proficient.
- Ability: Between jobs, the Spymaster can roll to perform acts of espionage. The roll will be Deception or Stealth, depending on the intent, and the number of "operations" will be limited depending on the length of downtime between jobs and how simple or complicated an operation is. So you will need to pick your battles, metaphorically. Particularly fraught operations may turn into mini-adventures with your secondary characters. Examples include: find something or someone, run background checks on potential jobs or employers, plant misinformation, etc. Only limit is imagination.
- Opposition: Your operations do not happen in a vacuum. Rolls against the five kingdoms, the Brass Door (i.e., the efreet), Crossbones (i.e., Aetinerax), or another mercenary company will be OPPOSED rolls. I will roll for them behind the screen; they each have their own spy modifier

(some are better at it than others), which may be further modified by how difficult your operation is. You will also periodically be asked to make an Investigation check - this represents another faction running an operation against you and your attempts at foiling it. For each opposed roll that you make, I'm envisioning four potential outcomes:

- . Success with Heat. Your operation was successful, but the faction realizes something is amiss, picks up a trail, starts sniffing around.
    - on your next roll against that faction.
  - . Complete Success. Your operation was successful, and you gain a
    - +     on your next roll against that faction.
  - . Fail in Secret. The operation fails, but no one is any wiser. No change to your next roll against that faction.
  - . Complete Failure. Worst possible outcome, the operation fails and you are identified as the culprit. -     against your next roll against that faction, and likely more serious outcomes as well.
- Expansion: Operation rolls are made at disadvantage until you expand your spy network to that faction. Initial setup cost is             gold per each of the seven major factions (the five kingdoms, Brass Door, Crossbones) and             gold per each mercenary company. Additional upgrades to your spy network can be made by spending gold, items, people, or through mini-adventures with your secondary characters.

### Opinion Scale:

< War - Hostile - Annoyed - Neutral - Helpful - Friendly - Ally >

Target	Spy Network Level	Cost to Next Level	Operation Roll	Roll Modifier
<b><u>The Big Seven</u></b>				
<u>Kazan</u>		g / Operation / recruit		
<u>Riga</u>		g / Operation / recruit		
<u>Muscovar</u>				+

Target	Spy Network Level	Cost to Next Level	Operation Roll	Roll Modifier
		g / Operation / recruit		
<u>Ossora</u>		g / Operation / recruit		
<u>Baku</u>		Operations / Recruits		
<u>The Brass Door</u>		g / Operation / recruit		
<u>Crossbones</u>		g / Operation / recruit		
<b><u>Mercenary Companies</u></b>				
<u>Knights of the Falling Star</u>		g		
<u>Penumbra</u>		g		
<u>The Silver Sons</u>		g		
<u>The Barrowmen</u>		g		
<u>Blood Skulls</u>		g		
<u>Ironmongers</u>		g		
<u>Deepwood Lodge</u>		g		

## Staff Mage (Trigger)

- Oversee the Company's magical resources and research.
- Gain proficiency in Arcana, or expertise if already proficient.
- Ability: During a long rest, the Staff Mage can study the Chronicle and learn from it. The Staff Mage chooses a spell they know that is 1st level or lower, and they can cast that spell once without using a spell slot. Only one instance of this effect can be active at a time.

## Weapon Master (Grim)

- Responsible for arming and training the rank-and-file soldiers of the Company.
- Gain proficiency in Intimidation, or expertise if already proficient.
- Ability: “War Cry.” Once per short rest as a bonus action, the Weapon Master unleashes a war cry that emboldens one target of their choice within 30 feet. The next time that creature hits with a weapon attack, it can roll one additional damage die.
- Expansion: The Weapon Master can expend resources (gold, items, people) to improve the skill and equipment of the Company’s soldiers. This will become relevant whenever the Company is engaged in a fully mobilized combat; this won’t happen often during the campaign, but when it does the quality of your troops will have a material impact on the outcome.

Soldier Level	Cost to Next Level
	g / recruits / items