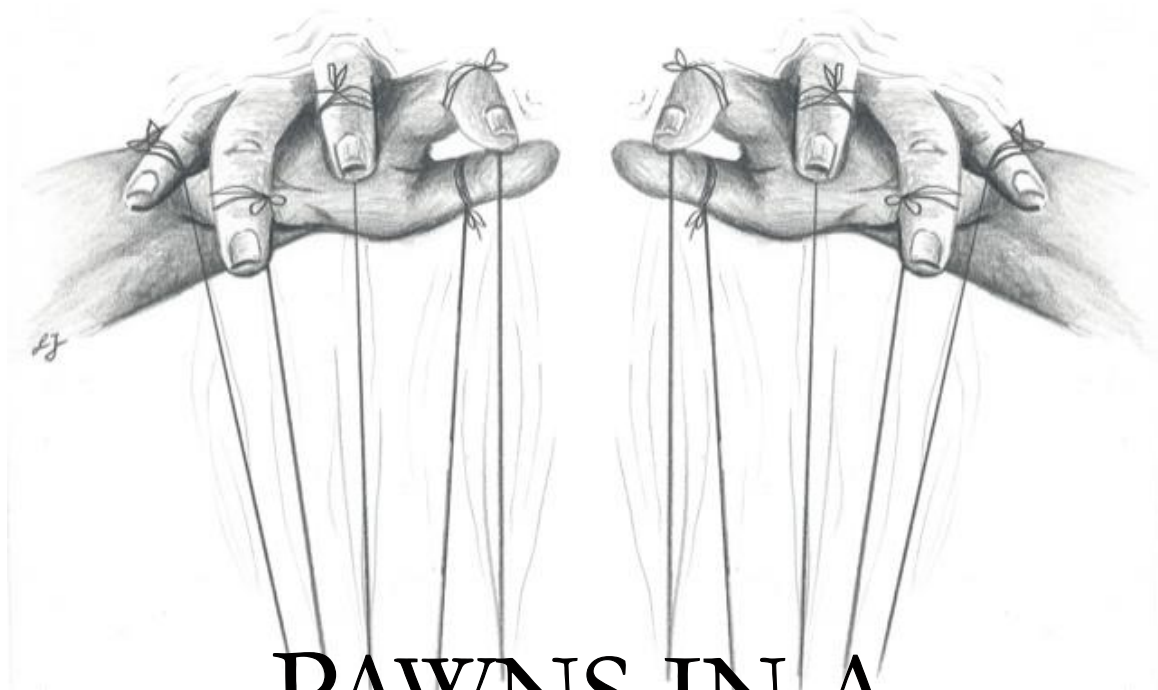


PAWNS IN A GREATER GAME



RULES FOR PLAYING AS FACTIONS



PAWNS IN A GREATER GAME

Rules for Faction Gameplay in your RPG world

A "True Mask Games" Product

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PLAYTEST NOTES AND THANKS

The rules in the book you see before you have undergone an extensive playtesting period over several months. While the core of the rule system has been established from the beginning (thanks to some great feedback and ideas from members of the RPG community in Graz that have provided me with the precious opportunity to bounce ideas off of likeminded people), the details of the rules, especially when it comes to the precise cost of equipment, the balancing of feats and class features against one another, have undergone several periods of change while the playtesting was underway.

During our playtest we fought over and decided the fate of the town of Silberai, a newly founded mining settlement on the frontiert of a dangerous, monster-infested mountain range. In the end, after over twenty weeks of ingame-time, the rightful ruler of the city was ousted, the main noble house supporting him had to flee from the settlement, and a new government was imposed by an ambitious mercenary leader.

At the same time a local indigenous tribe was serverly weakened by clashes in its own ranks and battles with said mercenary forces, the ruin of an old sun - temple was rebuilt and consecrated, and a power - hungry mage who tried to take advantage of the situation was slain in an epic battle.

The settlement of Silberai, with its mercenary leadership, its thriving criminal underbelly, its unruly (some would say: uncouth) craftspeople and the priests watching over that chaotic multitude from their hillside temple with a disapproving glance, will be a fascinating setting for futher roleplaying campaigns we will be running in the future, with established conflicts, grievances and connections between the majoy factions in the area.

This is exactly what I was hoping for when I started writing these rules. Huge thanks and a shoutout to my crafty playtesters Thomas "Jorik's Fighters" Suchy, Christian "Faderan" Lambauer, Michael "Missionaries of the Golden Dawn" Sammer, Mitja "Bachelor-Smithy" Rupnik and Balash "Nightwolves"!

Without you this book and its rules would have never been the same!

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INTRODUCTION

Welcome to "**Pawns in a Greater Game**", the second book in our series about factions for your roleplaying games! While the first book, "Invisible Hands", and the third book, "Unseen Strings" (to be released in July 2022) provide you with guidelines how (and why!) to create factions and organizations for your RPG world, and also hold a total of forty fully fleshed-out factions that you can use directly, this booklet focuses on something else. The lore of a gameworld, or, to put it in a different way, the **story** of a faction, is only one part of an RPG after all. The second part, equally important, are the rules.

In this second book of our series you will find exactly that: rules to go along with the story and complete the whole RPG experience.

While creating these rules we strove for an experience that would be relatively easy to navigate and provide enough detail for the Gamemaster or gaming group, while at the same time leaving sufficient freedom for adaptation and improvisation, something that every good game of cooperative storytelling will need.

What you will find in this booklet is an adaptation of rules many of you will be familiar with. We started with the basic rules of the 5th edition of the world's best known roleplaying game (referred to as "5E" in this book from now on) and asked ourselves: how can these be adapted to a game system that gives those Gamemasters who want it an opportunity to simulate negotiations and conflict between the factions we provided in our other books? How can you simulate the same experience between factions you have created yourselves? How can we, in other words, provide the framework for a slightly unusual game experience, one where you play a whole group of people instead of solely one character, as is the case with most other RPGs.

For those of you familiar with the rules of 5E: you will notice that significant parts of our own rules are heavily inspired by it, but there are also parts that we have decided to change, some of them quite severely. These rules are not solely designed to be combined with a 5E campaign but should be usable in a wide variety of fantasy and fantasy-like settings.

The rules are not always explicit by design: this is not a competitive board game, where everything needs to be set in stone for the sake of fairness, but instead a cooperative storytelling device. Even more so than in ordinary roleplaying games we encourage you to disregard or change rules that do not seem to fit into your own game. Just make sure that, when you do, everyone around the table is ok with it and aware of the changes you have made. Being blindsided by a sudden rule change can be annoying to people and create a frustrating experience for them, something you definitely don't want at your gaming table.

The terminology we use to describe the different abilities of use in this game are chosen without putting much importance onto them. Always feel free to "reskin" the way such abilities work in your own game, changing the story-interpretation of them however you see fit.

We hope you have a lot of fun with "Pawns in a Greater Game" and that you are looking forward to our next releases!

As always, please feel free to reach out with any feedback or ideas you might have! You can contact us at "earin_shaad@msn.com", on our True Mask Games Facebook page, or hop into our discord channel (see the link on the previous page) to join the discussion! We look forward to hearing from you!

May 19th, 2022

For True Mask Games

Alex



PART ONE: HOW TO USE

different ways to implement this book at your RPG table

Before launching ourselves into the rules, let us first discuss what they are good for, how to implement them at your own gaming table. You can use these gamerules in several different ways:

1. A Gamemaster who wishes a rule representation of the way factions interact with each other can choose to simulate those interactions “behind the scenes” in an ongoing campaign. This works best in a campaign that is locally centralized, where your group of player characters is mostly active in the area of a single city, a single province or mostly stays in one kingdom. In this case the Gamemaster can, for instance, designate that each round of the faction gameplay symbolizes one week in their world so they can decide what actions every one of the major “players” in their gameworld are focusing on. These rules can, without relying solely on gut decisions, give the Gamemaster the option to “play” the interactions of their factions, suggesting die rolls and thus allowing for a more structured approach to the development of a specific game world.

2. A different Gamemaster might wish to – with or without the players – use these rules to assist them in worldbuilding, in establishing the status quo of the game world before a campaign begins within it. In this case the Gamemaster creates the most important factions, the ones that influence the area the campaign begins in the most, and plays through several rounds (maybe each round represents a month or a year, depending on how far back historically the Gamemaster wants to go) of these factions interacting with one another. How these rounds turn out will decide which factions are dominant, which are in decline, and will also suggest important events and conflicts in the region’s history, which of course will influence what kind of relationships the individual factions have with each other when the campaign begins.

In this case choosing to involve the players in the faction gameplay, giving each of them one (or maybe even two) faction to control, will give them the opportunity to participate in worldbuilding and shape the gameworld before they even begin creating their player characters for the actual campaign. They will become more invested in

the story from the start, probably already having formed likes and dislikes towards individual factions. And maybe it will even give them good ideas for their characters’ backstories, choosing allies and enemies from the factions they themselves or their friends have played?

3. These rules can also be used with no connection to a specific gameworld whatsoever. In that case you can treat them more as a stand-alone rule set, a type of board game that allows for cooperative (or competitive!) storytelling. Such a board game will still need a “Gamemaster” of sorts, who decides what rolls to make and how to interpret them, but will require next to no preparation on the part of such a Gamemaster, except for coming up with a very basic world setting.



There are probably other ways to use these rules that we have not realized yet. If you come up with a different fun way to involve them please reach out and let us know. We are always interested in hearing about the experiences at your gaming table.

PART TWO: THE RULES

how to create diverse factions and have them interact with one another in peace or war

CHAPTER ONE: CORE RULES AND TERMINOLOGY

Generally these rules speak about “check” and “rolls”, which are different ways of asking you to roll one or multiple dice, usually D20s.

Each check has a “**Difficulty**”, determined by either the rules themselves or by the Gamemaster. The Difficulty is the number you need to reach or exceed (after adding different modifiers to the roll on the dice) to be successful in whatever task you are undertaking.

Suggested Difficulty of Checks

Difficulty 5 is considered extremely easy. Only unskilled factions even have a small chance of failing such a task. It shouldn't require a roll.

Difficulty less than 10 is considered relatively easy. Most factions will be able to achieve this the overwhelming majority of times.

Difficulty 10-12 is considered average. Even a fairly unskilled faction should have a fair chance of success here.

Difficulty 15 is considered a little tricky. A faction needs to be at least somewhat skilled to confidently attempt such a task.

Difficulty 17-18 is considered difficult. Even a skilled faction will only succeed in this about half the time if they do not have outside help or are well prepared.

Difficulty 20 is considered hard. An average faction would only stand a small chance of success and even a well prepared, skilled faction can fail such a task fairly often.

Difficulty 25 is considered extremely difficult. Only the most skilled of factions have a somewhat realistic chance of success.

Difficulty 30 is the highest possible difficulty. Even the greatest masters with the best equipment would go into such a challenge knowing that their chances of success are slim.

Some checks do not have a set difficulty but are determined by what another faction does to oppose yours. These are called “**Opposed Checks**”. Such a check involves two (or, in rare cases, maybe even more) factions. Each faction rolls their check, as explained above. The final number on each check (after adding all applicable modifiers) is then compared. Whoever has the higher number wins the Opposed Check. Should a draw occur the check is rerolled until one faction emerges victorious.

Having “**Advantage**” on a check means that you roll two D20 and take the higher one of the two, then apply all your modifiers to the outcome of that die only. The lower roll is disregarded.

Having “**Disadvantage**” on a check means that you roll two D20 and take the lower one of the two, then apply all your modifiers to the outcome of that die only. The higher roll is disregarded.

Should you have both Advantage and Disadvantage on a check they cancel each other out. The check is then made using only one D20.

When reading the class rules you will come upon the terms “**Training**” and “**Training Bonus**”. These refer to a boost to certain abilities every class grants factions that have gained levels in it. Story wise this signifies a focused commitment by the faction to gain more mastery over a specific field, either by hiring new agents or putting the existing ones through intense training. When a faction gains “Training” in a skill, tool etc. it adds its Training Bonus to all the rolls it makes in that skill, tool etc.

Each faction's Training Bonus is initially +2. When a faction reaches a total level (adding together the levels in all classes that it has taken) of four, its Training Bonus increases to +3. When a faction reaches a total level of eight or more, its Training Bonus increases to +4.

Should you wish to increase a faction's power even beyond that, we recommend increasing the Training Bonus by one every four levels.

Now that we have established the basic terminology of our rules on this page, let us take a look at the main components of a faction.

Rolls of a “natural 1” and a “natural 20”?

Some of you will notice that our faction game rules do not have any special occurrence when you roll what is called a “natural 1” or “natural 20” (meaning: a 1 or 20 on the D20, before adding any modifiers). That is intentional, since we believe that the randomness on such a roll on a twenty sided die occurs too frequently to give it much meaning (other than obviously resulting in a relatively low or very high result). If you want to have more significant natural ones and natural twenties in the game feel free to do so. In that case we suggest treating natural 1s as a catastrophic failure which might increase the damage your enemy deals to you or have other unpleasant and unforeseen side effects (like destroying equipment, turning a neutral or even friendly party into an enemy etc.). Natural 20s would then, of course, have the opposite effect. Negating all damage you would take, increasing your own gains, obtaining special equipment or turning enemies into friends.

CHAPTER TWO: ATTRIBUTES

The six basic attributes are the core of your faction and will be quite familiar to most experienced roleplayers. In the faction rules we use these attributes to depict the main strengths and weaknesses of a whole faction instead the ones of a single character. Therefore each attribute depicts not just the “quality” but also the “quantity” of people and creatures under the control of a single faction. Two organisations might, for example, have the same Strength, but one of them might only have a dozen or so muscular workers or fighters, while the other might have workers of far more average physicality, but they would be better motivated and much higher in number.

You will rarely make a direct roll using only an attribute for it (like a “strength check”). This generally only happens when something is attempted that is not at all covered by one of the existing skills. Most of the time you will be using an attribute as a basis for a roll, adding it to the outcome of whatever die (most often a D20) you are rolling.

The range of each attribute is between -2 (very weak) and +5 (extremely mighty). See the “Faction Creation” chapter for more details on how to determine your faction’s starting attributes.



STRENGTH depicts an organisation’s physical power and muscle. How many labourers does the faction control? How many warriors? How skilled, well trained, well fed, well equipped, are they?

AGILITY depicts the quality and quantity of “agents” the organisation controls. These can be skilled craftsmen, working with their hands, but will most often depict agile characters like thieves, saboteurs, spies etc. who rely on their dexterity, stealth and know-how to fulfil their goals.

CONSTITUTION symbolises the general “toughness” of a faction. How well is it organized, how many “alternative” resources does it have to replace losses, how quickly can it recuperate after attacks and failures? It also depicts the general ability of a faction’s members to withstand pain and suffering.

INTELLIGENCE is directly connected to the level of education an organisation has acquired. How many scholars and other “clever people” does it have, how much lore and information has it gathered?

WISDOM depicts an organisation’s ability to apply knowledge in a more practical sense, but also signifies the willpower, sharpness of senses, mental discipline and sheer tenacity of its members.

CHARISMA is a faction’s ability to deal (both verbally and psychologically) with other organizations and/or the general public, to create opinions, manipulate, and generally present a positive image of themselves to the outside world.

CHAPTER THREE: SAVING THROWS

Based on the six attributes, the six types of saving throws are used to determine how well a faction can defend itself from and resist different types of negative influences (e.g. sabotage) that attempt to affect its members or the organisation as a whole. Basically any assault upon a faction or some of its members that doesn't involve the direct usage of weapons will involve a saving throw by the defender.

Unlike in 5E the saving throws in our rules are rarely rolled against a set number or difficulty. Instead they are mostly Opposed Checks, seeking to overcome the total outcome of whatever check (which will most commonly be a skill check) the “attacker” rolled. See the rules for Opposed Checks in Chapter One for more details on how these work.

Generally speaking the rule differences between the six individual types of saving throws are not set in stone. The Gamemaster should rely on their instincts to determine which type of saving throw best fits the specific occasion in the game and not be afraid to switch it up every now and then. If players come up with interesting arguments for why their faction should be able to shrug off a specific influence by using an unusual saving throw then the Gamemaster should by all means take their time to listen and be prepared to accept that argument or reject it, if it comes across as unfitting or exploitative. A player should definitely not be able to roll the same one or two types of saving throws again and again, using them in vastly different circumstances, just because those are the saving throws the faction in question is most skilled in. There are always players who attempt to do that... and the Gamemaster shouldn't generally encourage it.

Strength Saving Throws are used to defend against physical attacks that are aiming to weaken the labourers and warriors of an organisation, or physical attempts to weaken some of its other assets without imposing harm by direct weapon use.

Examples: Resist the impulse to reveal all your faction's secrets when being shaken down by muscular brutes, break free of chains or other bindings seeking to hold you, avoid being arrested by brawling guards.

Agility Saving Throws are used to defend against attacks aiming at the more subtle agents of an organisation, especially if said organisation is trying to use manoeuvrability, dexterity or agile movement to protect itself against harmful forces.

Examples: Evade bear traps and other pitfalls, shake off a chasing mob through narrow alleyways, dodge out of the way of an oncoming fireball.

Constitution Saving Throws are used to resist attacks which can be shaken off with sheer stamina, like the influence of severe weather, poison, diseases etc. They can also be used to determine how quickly members of a faction can recover, how fast secondary resources can be brought into action etc.

Examples: Push through sveltering heat to reach a destination in time, shake off the exhaustion from heavy physical labour, resist the effects of an undead creature seeking to drain your life force.

Intelligence Saving Throws are mainly used to resist attacks that attempt to weaken or destroy the knowledge a faction has amassed, or other specific assaults upon the information apparatus a faction has established.

Examples: Do not let falsified information cloud your judgement, see through illusions attempting to sow confusion within your ranks, avoid losing a scholarly debate in front of a learned audience..

Wisdom Saving Throws are used to determine the motivation, willpower and discipline of an organisation's members or to resist attacks upon their minds, like magical influences but also seduction, temptations and other enticements. They also determine the sharpness of a faction's senses in an important moment.

Examples: Shake off mind control, notice a group of burglars seeking to enter your premises, resist spilling all your faction's secrets to an attractive night companion whose attention you are enjoying.

Charisma Saving Throws are used when the “public face” of the organisation is under assault, when attacks against the reputation, honour and similar traits of a faction are attempted.

Examples: Shake off the effects of a political smear - campaign, withstand the demands of peer pressure, keep your cool when everything you stand for is being publicly questioned.

CHAPTER FOUR: SKILLS & TOOLS

In addition to the basic attributes and the saving throws that derive from them, a faction's skills are one of the main building blocks that determines its strengths and weaknesses.

Each of our eighteen skills represents a different type of activity a faction can attempt. When rolling a skill you first always determine which attribute the specific skill is connected to. This can (and should) change from instance to instance and be directly connected to the faction's approach to the challenge in front of them. Attempting a Stealth Check for instance will generally be based on Agility, because you need to have good physical coordination and control to move silently. A faction could however decide that their agents are moving in plain sight at a party but mostly using specific body language and clothing to remain unobserved. In this case their Stealth Check could be based on Charisma.

After the relevant attribute has been determined, you roll a D20 and add that attribute. Should your faction be trained in the specific skill in question you also add your Training Bonus to the outcome of the roll.

As with saving throws, skills are often rolled as an Opposed Check against another skill. The most common and obvious of these pairings would be "Stealth" V.S. "Perception".

The following list explains all skills in alphabetical order. The word in brackets is the attribute that is most commonly connected with that skill. As stated above however, the Gamemaster should, even more so than in 5E, be prepared to choose a different attribute if the situation allows it.

Arcane (Intelligence or Charisma) determines a faction's knowledge about non – divine magical theory and its ability to use such magic for enchantments, divinations etc.

Beastcraft (Wisdom) is used to interact with both wild and domesticated animals, to determine how well a faction could tame them, train them, understand their behaviour etc. It also includes the type of knowledge needed to feed and nurture an animal.

Crime (Agility) is used whenever a faction is attempting a physical action that is shady and generally illegal. This encompasses things like pickpocketing, lock picking, burglary, sabotage, cheating at games of chance etc.

Deception (Charisma) is used to present false facades, mimic emotions that one does not feel and generally make another person or faction believe something that is not true or manipulate them into disbelieving something that is true.

Impression (Charisma) is used to determine how well your faction can interact with "the public" as a whole. This is used when creating good reputations, sowing false (or true!) rumours, attempting to become well known or otherwise manipulating public opinion.

Insight (Wisdom) depicts a faction's ability to see through lies, read others' emotions and generally get a feeling for someone's personality and motivations.

Intimidation (Strength or Charisma) is used to evoke fear in others and stop them from doing specific things or force them to do something they would rather not.

Knowledge (Intelligence) is used to determine how much information a faction could have about general subjects, especially the ones regarding history, the arts, different societies etc.

Medicine (Intelligence or Wisdom) is used to determine the faction's knowledge of anatomy, injuries and diseases. It is also used in any attempt to heal or otherwise remove such maladies.

Muscle (Strength) is used for all feats of pure physical strength and technique, be it carrying heavy equipment, removing rubble, scaling sheer cliffs etc.

Nature (Intelligence or Wisdom) is used to determine a faction's theoretical and practical knowledge about the natural world, about plants and animals, the seasons, weather phenomena etc. It is also used for herbalism, alchemy and similar arts.

Perception (Wisdom) is used to determine how alert a faction's members are and how well all their senses function.

Persuasion (Charisma) is used to determine a faction's ability to make other individuals and factions think or do something they want them to, without however using lies and deceptions to achieve that. It is also used when it comes to negotiations and general haggling.

Religion (Intelligence or Wisdom) determines how much a faction knows about matters of faith and the gods but also how strongly they can use divine magic to perform holy ceremonies, sanctifications and other minor miracles.

Research (Intelligence or Charisma) signifies a faction's ability to gain all kinds of knowledge and information about specific topics from books, libraries and similar locations/objects. It is also used to gather information when rubbing shoulders with scholars and the wealthy.

Stealth (Agility) is used to determine a faction's ability to remain unseen and not draw unwanted attention to its members. This can be sneaking, hiding or other forms of physical subterfuge.

Streetwise (Charisma or Intelligence) determines a faction's ability to find information "on the street", speaking to labourers, small merchants, criminals etc., to find gossip, track down individuals and figure out the general mood of a population.

Survival (Wisdom) is used to determine a faction's skill in the wilds, be it foraging, setting up camps, orientation, hunting, tracking or other such actions. Note that this skill is often close to the "Nature" and "Beastcraft" skills. It is up to the Gamemaster to determine which one of the three is most applicable to a specific action.



Tool Checks function in a very similar way to skill checks. They are based upon one of the six attributes (usually Strength, Agility, Wisdom or Intelligence), just like a skill check is, but every tool is basically considered an additional skill that a faction can be trained in (thus potentially allowing them to add their Training Bonus to the roll). Tool checks are nearly exclusively used when it comes to crafting materials or directly earning money for the faction. Note that you have to possess a tool to roll a tool check (see the "Equipment" chapter for details).

CHAPTER FIVE: POWER & MORALE

Power is a faction's most important resource. It symbolises how many structures, finances, tools, weapons, members etc. the faction has under its control. Effectively it is the equivalent to an individual's health rating and when it goes down the faction itself can be weakened or even destroyed.

The most direct method to damage a faction's Power is a brute – force weapon attack, destroying its infrastructure and wounding or killing its members. But there are many other, more subtle or indirect ways for other factions to "attack" their opponents' Power.

Should a faction ever sink down to zero Power it is forced to entirely skip the next game round while its leaders make an attempt to assess the damage and regroup. It will also immediately lose one entire level (losing an amount of EXP that brings it to the same level progress percentage, but one level below). Should this bring it down to level zero, the faction is destroyed, its infrastructure too heavily damaged to be of any more use, its members scattered to the winds. If an attack is particularly effective (bringing the faction not just to zero Power, but significantly below it) or if multiple other attacks damage a faction that is already at zero Power, the Gamemaster can decide to force the faction to lose two or even three levels.

Assuming the faction hasn't been destroyed, it will regain all its Power and other resources (like Spellpoints, Faithpoints, Regeneration Dice etc.) after having skipped a game round and will be able to function normally during the upcoming round.

Another important aspect of a faction is its **Morale**. This symbolizes how well its infrastructure is maintained, how motivated its members are and how faithfully they support their leaders. If a faction's Morale is damaged it will become sluggish and inefficient, losing much of its ability to perform different tasks.

Morale can be damaged in a variety of ways by using special abilities. The Gamemaster can also call upon a faction to make a saving throw at a specific Difficulty when they believe that something has happened which is likely to damage Morale. This will most commonly be a Wisdom or Constitution Saving Throw. Failure means that the faction takes one (or, in rare cases, maybe even two) levels of Morale Damage. The following penalties apply to a faction that has taken such damage:

CHAPTER SIX: WEAPON ATTACK & DEFENCE

One level of Morale Damage: The faction can no longer use Reactions.

Two levels of Morale Damage: The faction has Disadvantage on all skill checks, tool checks and attribute checks.

Three levels of Morale Damage: The faction immediately loses all its Regeneration Dice and cannot regain Regeneration Dice or Power by any means other than the “Resting” Full Action.

Four levels of Morale Damage: The faction has Disadvantage on all D20 rolls.

Five levels of Morale Damage: The faction can no longer use Bonus Actions.

Six levels of Morale Damage: The faction immediately drops to zero Power. It then removes two levels of Morale Damage from itself during the round that it has to skip.

Regaining Power is done by rolling **Regeneration Dice**. Each faction automatically has a number of them, symbolising how quickly an organisation can regain all their different types of resources. A faction has a number of Regeneration Dice according to its total level in all classes put together. At faction creation each such die is a D6, but they can be improved to D8, D10 or even D12 by using resources (see the “Equipment” section).

At the end of each game round all factions can decide to roll some or even all of their Regeneration Dice. Each die allows a faction to regain Power equal to the amount it rolls. For each die they roll factions also regain Power equal to their Constitution. Each Regeneration Die that has been rolled is then temporarily lost and can no longer be used until it is regained (by the “Resting” Full Action or other effects).

Example: The Missionaries of the Golden Morning are a level 3 priestly faction. Thus they have three Regeneration Dice. They have not “upgraded” their dice yet, therefore each Regeneration Die is a D6.

The Golden Morning has a Constitution of +1 and a maximum Power of 17. While attempting to resanctify an old temple in the wilderness the priests were attacked by a group of bandits, taking eight damage in the process. They only have 9 Power left at the end of the game round and now have to decide how many of their three Regeneration Dice they want to invest. For each die they roll they regain 1D6+1 Power. The Golden Morning’s player, Michael, decides to invest two of his three Regeneration Dice and keep the last one for a later emergency. He rolls a 4 on the first die and a 3 on the second one. After adding +1 (their Constitution) to each of these dice the Golden Morning has regained 9 Power and has therefore managed to return to their maximum Power of 17.

There are many ways that factions can interact with one another, helping or hindering each other (or at least attempting to) as they see fit. The “**Weapon Attack**” is the most direct way a faction can attempt to damage another faction’s Power. It symbolizes a direct attack using brute force, seeking to destroy another faction’s infrastructure or wound/kill its members.

Generally a Weapon Attack is made by using a Strength check or Agility check and adding your Training Bonus to the roll. If you are equal or above the “Defence Value” of the faction you are attacking then your attack has been successful. You roll whatever damage die your attack has (as determined by your starting class and/or your equipment) and add your Strength (or Agility, if the attack was an Agility check) to its outcome. That is how much of its Power the opposing faction loses. Should the initial check be lower than the Defence Value the attack fails and no Power is lost.

Note: some abilities might allow you to make an attack using Wisdom, Intelligence or Charisma. This means that both the initial check for the Weapon Attack and the damage bonus are based on that attribute instead on Strength or Agility.

A faction’s **Defence Value**, as mentioned above, is determined by adding 10 to its Constitution. A faction with a Constitution of +2 would have a Defence Value of 12, one with a Constitution of +0 would have a Defence Value of 10. Note that several types of equipment exist that can significantly improve a faction’s Defence Value (see chapter 11: “Equipment”)

The Defence Value is only used when it comes to Weapon Attacks, meaning direct violence. Other, more discreet avenues of attack (sabotage, disinformation, slander etc.) use saving throws when attempting to fend them off.

The Gamemaster can, on some occasions and based on story decisions, decide to grant a Defence Bonus to the defending faction. This can be a bonus of +1, +2 or even +3 and symbolizes how well fortified the specific location that is under attack might be. If a warrior faction owns a castle and most of its operations are centred there, most attacks against them would find their Defence Value increased by +3. Should an opponent find the same faction’s forward base that has only been constructed recently and attack there the Defence Bonus will probably be zero or, at the most, +1.

Example: The Nightwolves, a ranger faction, have discovered an outlaw camp and have decided to immediately make a direct attack against it. They initiate a Weapon Attack, rolling a D20. The die shows a 9, not the best of outcomes. Luckily the Nightwolves are quite skilled fighters, having a Strength of +3 and a Training Bonus of +2. That brings them to a 14. The outlaw faction, newly founded and not well equipped, has no special defences. Therefore their Defence Value is 13 (10 plus their Constitution of +3). Their camp has been recently reinforced and is the outlaw's main base, thus the Gamemaster grants a +1 Defence Bonus. The outlaws therefore have a total Defence Value of 14. The Nightwolf attack is (barely, but nonetheless) successful. They have, thanks to their class, a Weapon Attack of Medium damage. Therefore they roll a D6 and add their Strength of +3 to the roll. The outlaws take eight damage, forcing their Power down by eight points! A mighty blow has been struck! Dead bodies litter the campsite while the few remaining bandits stumble away into the wilderness. The Nightwolves return to their own camp victorious, already planning their next move.



CHAPTER SEVEN: THE GAME ROUND

Each faction game is divided into rounds. During each round every faction, no matter their level and equipment, can attempt to do several things, set different plans and actions into motion. No matter what they are trying to achieve, each and every such attempt is categorised either as a **Free Action**, **Full Action**, **Bonus Action** or **Reaction**.

Unless detailed rules specify otherwise each faction can take exactly one Full Action, one Bonus Action and one Reaction per round. Each faction can do an indefinite number of Free Actions per round, unless game logic, the story or detailed rules forbid it.

Generally it is assumed that each round is a set interval of time (predetermined at the start of the game), which can be a day (for very detailed games), a week (for the average game) a month, a year or even longer! How long this interval is does not affect the game rules directly, but might lead the players to consider the story and their actions in a different way.

It is assumed that the actions of all factions happen at the same time. Thus even a faction that is destroyed by an attack during this round can still make their own attack, if they have started one.

On those rare occasions where it becomes absolutely necessary to determine the order in which factions are acting you can assume that factions with higher Agility act before factions with lower Agility. Should two factions be of equal Agility whoever rolls higher on a D20 without modifiers goes first.

A single game round works as follows:

1. FREE ACTIONS: First all factions declare their Free Actions, being able to interact and negotiate with one another freely and openly. Depending on how much negotiation the Gamemaster wants to allow per round and how many players are participating, a time limit of five or even ten minutes could be implemented.

2. FULL ACTIONS AND BONUS ACTIONS: All factions (secretly or otherwise, depending on how the Gamemaster wants to run things) communicate what they want to do with their Full Actions and Bonus Actions.

3. REVEAL: All Full Actions and Bonus Actions are revealed to the other players/factions. Note that some actions are very sneaky and might not be detected by other factions. It is up to the Gamemaster how much of this information they want to keep secret, but it is recommended that most actions are revealed.

4. REACTIONS: All factions declare their Reactions for this round. Factions that have chosen the “Delay” Bonus Action, declare their Full Action now. The Gamemaster determines what rolls need to be made, what modifiers are added to them and whether any of them have Advantage/Disadvantage.

5. RESULTS: Now all dice are rolled, the Gamemaster interprets the outcomes, damage is dealt, resources are removed or added, general consequences are determined.

6. REGENERATION: Finally all factions can decide to roll one or more Regeneration Dice if they want to regain some Power. Experience points are given and some or all factions might level up.

After this, the next round starts and Free Actions are being declared. Go to point 1 again.

FREE ACTIONS

While some factions might have special Free Actions by obtaining feats or levels in specific classes, all factions in the game can use the following three Free Actions.

1. Communication: The faction sends envoys to another faction or to multiple other factions. Negotiations are held, agreements are made. This can, but does not have to, involve different skill checks (most commonly Deception, Persuasion and Insight). It does not, however, have any direct effects within the rules, with the exception of the transferral of resources, equipment etc.

2. Purchasing: At the start of each round a faction can choose to spend its monetary resources (called "Guilders") to buy any number of new equipment. Whether such equipment is available on the market is, as always, up to the Gamemaster to determine. At the same time a faction can sell some of its own equipment. See the "Equipment" chapter for more details.

3. Hardwork: At the start of each round a faction can choose to force its members to perform heavy, focused labour. The faction chooses to immediately lose 1D4, 1D6 or 1D8 Power. In exchange they gain 3D4, 3D6 or 3D8 Guilders. This symbolises the fact that people and equipment are performing a significant amount of labour but are tired out, damaged or even killed/destroyed in the process. Should a faction do Hardwork for more than two rounds in a row it is recommended that the Gamemaster asks for a saving throw to avoid Morale Damage.

FULL ACTIONS

Each faction has, unless the rules specify otherwise, only a single Full Action per round and can choose to use one of the following seven options (or implement more specialised Full Actions granted to them by feats or classes):

1. Weapon Attack: The faction decides to attack another faction, using soldiers or soldier-like troops and pure martial force. This is decided by a Weapon Attack roll V.S. Defence Value. If the attacker wins

they also make a damage roll, resulting in a loss of Power by the defender. See chapter six for more details about this procedure.

2. Sabotage: With underhanded methods a faction attempts to damage or weaken another organisation. This is decided by a skill check (usually Crime, Deception, Impression or Intimidation, but other skills might also be relevant, depending on the story decisions) opposed by an applicable saving throw. Before the roll is made the offensive faction (or the Gamemaster) decides whether they are targeting the enemy's Power or Morale.

If the saboteur loses then their attempt has failed with no other consequences. If the saboteur wins by five points or less, the defender will lose 1D4+1 Power. If the saboteur wins by six to ten points, the defender will lose 2D4+2 Power. If the saboteur wins by more than ten points, the defender will lose 3D4+3 Power.

If the saboteur wins by ten points or less and has targeted morale, the defender takes one level of Morale Damage. Should the saboteur win by more than ten points, the defender takes two levels of Morale Damage.

3. Skill Use: The faction determines an endeavour it wants to undertake and makes a corresponding skill check. The Gamemaster then interprets the outcome. This can for instance be the gathering of information, acts of pure strength, attempts to intimidate or damage people who are not considered factions in the game world, movement through long stretches of wilderness etc.

4. Support other Faction: A faction uses its own resources to assist another faction in their undertakings. The faction chooses one other faction. Should that faction choose to accept the help they gain Advantage on all D20 rolls they make until the end of the round.

5. Increased Defences: The faction expects to be attacked and temporarily strengthens its own defences. Until the start of the next round all Weapon Attacks, Sabotage and similar offensive endeavours (like the "Lawbreaker" action of an outlaw faction) against the faction have Disadvantage. The faction furthermore gains Advantage on all saving throws until the end of the round.

6. Retreat Into Hiding: The faction decides to temporarily retreat, make resources disappear and send important members into hiding, all in an attempt to make itself as resistant to attacks as possible. The faction rolls a Stealth or Deception skill check. Until the start of the next round all other factions that attempt to declare a Weapon Attack, Sabotage or similar offensive actions against the “hidden” faction (like the “Criminal Plot” Full Action of an Outlaw class faction) must first roll a Perception or Streetwise check with a Difficulty equal to the Stealth/Deception check. Should the offensive faction fail this check

their attack, sabotage etc. is considered an automatic failure and their action is wasted as they unsuccessfully try to find their target.

7. Resting: The faction decides to fully focus on healing its wounds, recruiting new members and replacing resources that were lost. It uses BOTH its Full Action AND Bonus Action to do so. The faction immediately regains all its Power, replenishes all spent Regeneration Dice and removes one level of Morale Damage. It also regains all its secondary resources (like Spellpoints or Faithpoints), if it has any.



BONUS ACTIONS

Each faction has, unless the rules specify otherwise, only a single Bonus Action per round and can choose to use one of the following nine options (or implement more specialised Bonus Actions granted to them by feats or classes):

1. Earn Guilders: The faction is mainly focused on making money. It rolls a skill check of its choice (most commonly Arcane, Crime, Deception, Impression, Medicine, Muscle or Survival, depending on the type of business or labour your faction is focused on) or a tool check. A total result of 1-5 is a failure and does not grant the faction any money. A total result of 6-9 brings 15 Guilders, a total result of 10-14 brings 25 Guilders, a total result of 15-19 brings 30 Guilders and a total result of 20 or more brings 35 Guilders to the faction.

2. Crafting: The faction uses its craftsmen and -women to create equipment and trading goods. Choose one type of equipment from chapter 11 and roll a tool check. The total “worth” of the equipment created this round is the total result of your roll plus an additional 20 Guilders. If the faction has chosen an object that is worth more than their result they can continue working on it at some later stage. If the faction has chosen an object that is worth less than their result than more than one object can be created, assuming the total worth of all the objects does not

exceed the total worth of the roll. The Gamemaster can decide to “transform” superfluous worth into Guilders at an exchange rate of 2:1.

3. Training: The faction focuses on the long term improvement of its infrastructure and the abilities of its members. It immediately gains 100 Experience Points. Should the faction have a total of five levels or more, it gains 250 Experience Points instead.

4. Use Object: The Gamemaster can decide that some particularly powerful objects or locations that a faction owns or controls need a Bonus Action to activate them. This can be a magical ritual or artefact or an elite unit that takes up a lot of resources and can therefore not be used very frequently.

5. Healing: The faction attempts to heal the physical or mental wounds of its members or the members of another faction. The outcome is determined by a Medicine skill check. A result of 12-15 heals 2D4 Power, a result of 16-19 heals 2D6 Power and a result of 20 or more heals 2D8 Power.

6. Improve Morale: The faction makes a Wisdom or Charisma Saving Throw. A total result of 13 or more means that one level of Morale Damage is removed from the faction. A result of 20 or more means that one additional level of Morale Damage is removed.

REACTIONS

7. Gather Forces: Instead of focusing on the present round the faction prepares for an upcoming undertaking. During the upcoming round a faction can, at any time, chose to reroll one D20. This is decided after the roll is made. If the roll was made with Advantage or Disadvantage, the new roll is made in the same way. The faction can then choose whether to use the result of the reroll or wants to stick with the previous one.

8. Prepare Weapons: The faction assumes that trouble is coming and will focus a large amount of resources onto making sure that all those who try to damage it will also be hurt. For the remainder of the round this faction can use more than one Reaction as long as all those Reactions are “Counterattacks”. It can use Counterattacks not just against Weapon Attacks, but also against attempts at sabotage and similar abilities. Note that none of these Counterattacks suffer the Disadvantage that using that Reaction usually enforces.

9. Delay: The faction focuses a part of its resources to obtain information about the undertakings of other factions. During this round the faction does not need to determine what it will use its Full Action for until all other factions have declared their Full Actions, Bonus Actions and Reactions. Note that this does not automatically reveal “secret” actions taken by other factions.

Each faction has, unless the rules specify otherwise, only a single Reaction per round and can choose to use one of the following three options (or implement more specialised Reactions granted to them by feats or classes):

1. Counterattack: The faction immediately strikes out against another faction that has used a “Weapon Attack” against them during this round. The Counterattack follows all the rules of a Weapon Attack but it imposes Disadvantage upon the faction attempting it.

2. Weaken Assault: The faction attempts to sabotage a martial operation undertaken by another faction. Choose a faction that is using a “Weapon Attack” against you or another faction. The defending faction adds your faction’s Training Bonus to its Defence Value. This Reaction “stacks”, meaning its bonus can be given to the same faction’s Defence Value more than once in the same round (if more than one faction chooses to weaken a specific assault).

3. Misinformation: The faction uses its resources to undermine another faction’s endeavours. It chooses a single D20 roll that another faction is making this round. The chosen roll cannot be a saving throw or Weapon Attack. The roll is made with Disadvantage.



CHAPTER EIGHT: FACTION CREATION

Now that we have established the basic rules, let's talk about how to create individual factions as the "players" of the game. There are really two ways to accomplish this:

1. The Story-Centred Approach is the one best applicable when the Gamemaster uses these rules by themselves, without involving any other players. In this case a "balancing" of the different factions against one another's strengths and weaknesses is not particularly important, which is why we can be far more lenient. Using this approach the Gamemaster assigns the basic attributes freely to every faction, just as they see fit to get as close to the idea of that faction in their head as possible. Afterwards they can give as many feats to the faction as they desire, grant them a certain amount of Guilders, and equipment and finally give them as many levels in as many different classes as is necessary to best depict the faction.

2. The Rules-Centred Approach is the one more concerned with balancing strengths and weaknesses of different factions, making sure none of them is totally overbearing. This approach is generally recommended when involving other people (for instance your players or other Gamemasters) in the faction game. Since this is a far more detailed approach we will focus on it most of the time.

When using the Rules-Centred Approach you first decide upon a faction's name, then determine its six basic attributes. Choose its total level and its class (or classes). The choice of class should provide you with all other rules necessary for the faction. Finally spend some of the Guilders the faction has been given by its class to determine its equipment.

ATTRIBUTES

Each faction starts with all attributes at -2. No attribute can ever be raised above +5.

Each faction starts with **34 "Creation Points"** that can be used to increase their attributes. Using these Creation Points no attribute can be raised above +3, but a faction can, as it levels up, increase attributes further. See the individual descriptions of different levels of each class for details. Use the point buy system explained in the box to determine how high each different attribute can be raised with Creation Points. All unspent Creation Points vanish without further effect.

Raise Attribute to	Creation Point Cost
-1	one
+0	three
+1	five
+2	seven
+3	eleven

Example: The Red Circle is a group of mages that starts with 34 Creation Points. They decide to first determine their Intelligence and Charisma, because those are the attributes the Gamemaster already has some idea about. The Red Circle wants the highest possible Intelligence, thus they pay 11 Creation Points to raise that attribute to +3, leaving them with 23 Creation Points. They pay 5 Creation Points to raise Charisma to +1 and then decide to pay another 7 Creation Points to set their Agility (because they want to be able to do sneaky stuff) to +2. They have now spent 23 of their 34 points and have three attributes left. The Red Circle wants to have a somewhat decent Constitution and Wisdom, thus they set both of those attributes to +1, paying a total of ten Creation Points. Now they have spent 33 of 34 points...which means that their Strength will be a -1. That doesn't bother the Red Circle much though, for who needs muscle when they have raw magical power?

OVERALL LEVEL

Generally you can assume that factions of first and second level are relatively weak, only able to have some influence over a relatively minor area of the world, like a single town or a cluster of villages. Such factions might only consist of a handful of skilled individuals or a larger group (15-20) of unskilled ones, and will not have many assets, other than a home base of operations and a couple other pieces of equipment. Examples of such factions might be the master and labourers of a well – respected craftsman, a local street gang of outlaws or a small temple with its head - priest and their acolytes.

Factions of third and fourth level are becoming more significant. They can consist of several dozen individuals, own a handful of properties and become influential in a major city, a province or other medium sized landmass. Such factions might even be able to dominate a town or several villages outright. Examples of these factions could be a wealthy network of local traders, a successful crime syndicate or a circle of skilled mages.

Factions of fifth and sixth level are to be reckoned with. They can have several hundred individual members or are at least able to hire a lot of hands if necessary, easily dominating smaller towns and being counted amongst the “big players” of larger cities. Even the most powerful factions in the world won’t be able to totally overlook them. Examples of such factions could be a powerful mercenary company, a warrior tribe that controls a large area of wilderness or all the priests, laypeople and faithful belonging to a cathedral.

Factions of seventh and eighth level have become powerful forces, able to dominate cities and maybe even take control of whole provinces. They control thousands of individuals and can organize large scale operations. Their holdings and resources are significant. Examples of such factions could be insidious cults that have infiltrated all layers of society, a mighty warlord and his armies or even the queen of a small realm.

Factions of ninth and tenth level are powerful enough to challenge the average kingdom and all its resources with their forces, even though many such factions might prefer not to openly show such strength. Examples of this could be an ancient circle of high mages, all the servants and believers of an extremely successful prophet or the most successful crime family in the world.

Factions far beyond tenth level are probably too complex, multilayered and powerful to be depicted in these rules. They would be organizations that control whole nations, push around armies like game pieces on a chessboard and can destroy kings and queens as they desire.

CLASS

A faction's class or classes (multiclassing allows a faction to combine wildly different sets of skills, see “Multiclassing” in the next chapter) determines where their focus lies and what skills they have at their disposal. That is, of course, directly connected to a faction’s majority of members and will also be often connected to its goals, although even more commonly it will reflect its methods to achieve that goal rather than the goal itself.

The upcoming chapter will provide you with more detailed explanation of our eight classes, but here is a quick overview:

Artisans are groups of craftsmen or merchants, mainly focused on making money by creating goods or moving them around. They seek to control markets and influence others with their wealth.

Mages are circles of practitioners of the arcane arts and the servants such practitioners have gathered around them. They place their trust in the powers of magic and use it to change reality and achieve their desires.

Outlaws are skilled, secretive groups of criminals who seek to establish their own power with trickery and underhanded methods while at the same time remaining concealed and thus difficult to track down.

Politicians focus on manipulating the public, using both money and silver tongues to cut many deals with many forces and thus gain enough power to influence the world more and more.

Priests are followers of religious teachings, agents of a divine power, wielding both celestial (or infernal?) magic and the faith of the masses to make the world accept their vision of heaven or hell.

Rangers are those who dwell outside of cities and towns, far from roads and walls. They survive based on their toughness, their connections with nature and their knowledge of beast and plant.

Scholars are first and foremost seekers of knowledge, masters of information, capable of wielding it as both sword and shield to reach their goals...and make some significant money along the way.

Warriors are primarily military or para-military organisations. They seek to solve problems with the direct or indirect application of violence and are well organised and well equipped to do so.

EQUIPMENT

Each class has specific starting equipment and starting wealth. Should the class that is being created be level two or more it is recommended that they gain +100 additional starting Guilders for each levels two, three or four, +200 additional starting Guilders for levels five, six and seven and +300 additional starting Guilders for each level beyond that.

Examples: A third level faction would start with 200 additional Guilders, a seventh level faction would start with 900 additional Guilders, a ninth level faction would start with 1500 additional Guilders.

EXPERIENCE POINS & "LEVELLING UP"

Every time a faction finishes a round of the game it gains a number of experience points (EXP). When enough EXP are gathered the faction gains a level. This will most often be another level in the same class it is already using, but can be a level in a different class (see the "Multiclassing" rules below). Use the box on this same page to determine how many EXP are required to reach each level.

When using the Story-Centred Approach, the Gamemaster should reward each faction that has achieved something significant (defeating a dangerous adversary, finishing an important project, gaining some valuable information, obtaining a powerful ally) with a Level-Up.

When using the Rules-Centred Approach, the Gamemaster should reward each faction with between 100 and 150 EXP, depending on the cleverness of their tactics and on how successfully they managed to get closer to their short or long term goals.

EXP required	to reach Level...
zero	one
200	two
500	three
1000	four
1500	five
2200	six
3000	seven
4000	eight
5500	nine
7500	ten

When a faction levels up it gains two things. Firstly it gains all the new abilities the next level of its chosen class provides. Secondly, it increases both its current and maximum Power by a number equal to a roll of its current Regeneration Die (1D6, 1D8, 1D10 or 1D12, see the "Equipment" chapter on how to gain higher dice) plus its Constitution. Note that an "upgrade" of your Regeneration Dice does not work retrospectively, so it will not increase the Power you have gained during earlier levels.

Example: The Red Circle gains a Level-Up. Their Regeneration Die is a D8, their Constitution is +1. They roll a three on the D8, thus their current and maximum Power increase by four points.

MINOR FACTIONS

If you want to have smaller factions of little importance in your game you can use the normal faction creation rules when it comes to attributes but not give an organisation like that any class levels. They might have levels, but they do not gain any special abilities or feats. All that levels do for such a faction is provide them with additional Power, Regeneration Dice and, potentially, with extra Guilders. Such factions should probably not be above level 3 and not have more than 100 Guilders worth of equipment. They can, if the Gamemaster wants to have a more complex game, appear and disappear during different game turns, rising and falling fairly rapidly.

Some such factions might be created by the actions of your "main" factions (e.g. a local uprising triggered by a potent smear campaign against the ruler of a settlement), others could appear as a result of outside factors (e.g. a large group of refugees fleeing a natural disaster).

Such factions can be used as pawns or minor adversaries for larger factions. If a main faction gains significant control of such a minor faction (control to a degree that the minor faction is following every command of the major faction) it is recommended to "merge" them, thus the smaller faction would disappear and the larger faction would gain an amount of resources (both equipment and Guilders), experience points and maybe even a special ability, depending on how significant the minor faction was at the moment of merging.

It is of course entirely possible to continue to play such factions without the merging, but it might make the game far more complex if each main faction has one or several minor factions to oversee. This does add a degree of realism and complexity that some Gamemasters might wish to provide during their games, but it comes at the cost of a significant amount of extra time and effort that will need to be invested by everyone involved to make sure that the rounds of such a game run smoothly and don't turn into extremely long, drawn - out affairs.



CHAPTER NINE: EIGHT CLASSES

We use eight different classes to differentiate between the vast amount of abilities, powers and skills factions that Gamemasters can come up with might have. While depicting every possible idea is of course absolutely impossible (and even coming close to it would probably require dozens of classes and hundreds of pages), these classes seek to depict abilities as widely as possible so that factions that differ from each other in minor or even medium extents can still be depicted by using the same class and the same rules.

As stated before, Gamemasters should not shy away from introducing their own ideas for special abilities for their more unique factions into our rule system, nor should they shy away from “reskinning” some of the abilities here to depict powers that are story wise quite different from what we originally intended. The “Nature Magic” of a ranger class can for example be used to depict the usage of harmful alchemical concoctions instead of a summoning of elemental spirits.

PLEASE feel free to disregard all class abilities (and even general rules) that do not fit into your RPG idea and world. Especially when considering a system that seeks to depict so many different scenarios like our faction rules attempt to do, the story and the fun of everyone involved should always be more important than sticking to a specific rule.

MULTICLASSING

Every time a faction that is at least level 1 gains an additional level it can choose to gain a level in a class different to the one it already has. There is theoretically no limit to how many different classes a faction can take levels in, but we recommend not to mix in more than three. If the faction you are trying to depict is so complex, maybe turning it into multiple smaller factions who all work together story wise but are all their own entities rule wise might be more fitting.

There are no specific prerequisites to fulfil when multiclassing (other than, of course, the fact that it should make sense in the story). We generally encourage the usage of multiclassing while playing a game with the faction rules, since it allows for a more diverse, less one-dimensional faction, although each faction that uses multiclassing might lose a bit of its efficiency.

When a faction takes a level of a class other than its own, you follow all usual rules for levelling up in regards to new

abilities and the amount of Power the faction gains. The only exception is when a faction gains the first level of a new class. In that case it does not gain all the features starting in that class would generally give it. It does however gain the following:

Training in one additional skill or tool from the list the class presents at level zero, all the features of the 1st level of said class and the Weapon Attack the class provides at level zero (if it is better than the one the faction already has). The faction does not gain Training in any additional Saving Throws, nor does it gain any additional Guilders or Equipment. The Power a faction gains from taking a first level in a class, unless it does not have levels in any other class, follows the normal rules of one Regeneration Die plus Constitution.

If the Gamemaster wishes for more diverse factions it is recommended they allow each faction to learn one feat at level zero. This will allow factions to differ more strongly from one another even at low levels.

1. ARTISAN

Factions of this class are groups of merchants and masters of one or more crafts, often centred around a workshop, a trading post or a similar area where “business is done”. Artisan factions are mainly focused on one thing: making money. They do this by either fashioning goods of different types and then selling them, or by moving resources from one place to the other and making a profit being the “middleman”. Artisan factions seek to control the markets wherever they go, mastering the ebb and flow of supply and demand. They use their wealth to gather agents with many different skills to their cause, making them capable of swiftly adapting to changing circumstances. They are probably the most flexible of all factions and have a wide variety of tactics at their disposal...if they have enough money to pay for all that.

LEVEL ZERO:

An Artisan faction starts the game with Power equal to 8+ their Constitution.

An Artisan faction has Training in Charisma Saving Throws and one other saving throw (Agility or Intelligence are recommended).

An Artisan faction has Training in three tools of their choice and gains Training in two skills from the following list: Beastcraft, Deception, Impression, Insight, Knowledge, Persuasion, Research, Streetwise

An Artisan faction also gains Training in three additional skills of their choice.

An Artisan faction starts with the following equipment: two tools of their choice, a “Weak” (1D4) Weapon Attack and 70 Guilders.

LEVEL ONE:

“Barter”: This faction can sell all equipment at 75% of its original value (instead of 50%), rounded down to the next full Guilder. Furthermore the faction can, as a free action when purchasing a single piece of equipment or multiple pieces of the same type (e.g. defensive upgrades), roll a Persuasion check at a Difficulty of 10 if the price of the equipment is under 10 Guilders, 15 for equipment up to 25 Guilders and 20 for equipment up to 50 Guilders. Bartering cannot be used for anything of higher cost. If the Persuasion check is a success the faction pays one third less (rounded down to the next full Guilder) than its full price for the equipment.

“Creation”: This faction can, as a Full Action, create equipment. This works exactly like the “Crafting” Bonus Action, but it creates five more Guilders worth of equipment.

LEVEL TWO:

“Silver Might”: Once at the start of every round this faction can decide to use some of its hard earned money to call upon outside assistance. The faction chooses one of the following three effects. Note that none of these effects take up a Full Action or Bonus Action and they happen at the same time as the faction’s Full Action.

“Thieves for Hire”: Choose one other faction at the cost of 20 Guilders. That faction must immediately succeed in a Difficulty 15 Agility Saving Throw or will lose 1D4+2 Power and 4D6 Guilders.

“Fists for Hire”: Choose one other faction at the cost of 30 Guilders. This faction must immediately succeed in a Difficulty 15 Strength Saving Throw or will lose 1D6+2 Power and gain one level of Morale Damage.

“Words for Hire”: Choose one faction (including your own) at the cost of 10 Guilders. This faction gains either a +1D6 bonus or a -1D6 penalty to a D20 roll you specify. This roll must be happening during the same round.

LEVEL THREE:

“Hireling Legion”: This faction gains a +1 bonus to all skills and tools that it isn’t trained in. This bonus increases to +2 once the faction has gained eight Artisan levels.

“Expert Items”: This faction can, as a Bonus Action, decide to further upgrade one item of equipment that is owned by them or by another faction and that is not “one use only”. Each item can only be upgraded once. See the

list below for the precise effects. You will note that many items (like Improved Defence Value) cannot be upgraded due to balancing concerns and are therefore not mentioned here.

Upgraded alarm devices, skill equipment and tools improve the bonus they provide to specific rolls by +1.

Upgraded traps deal +2 damage.

An upgraded weapon attack deals +1 additional damage.

LEVEL FOUR:

“Improvement”: The faction chooses one attribute and increases it by +1. Instead of increasing its attribute the faction can choose to learn one new feat.

LEVEL FIVE:

“Veterans of the Great Game”: This faction can from now on use TWO Bonus Actions every round. Should the faction be under the influence of an effect that stops them from using Bonus Actions (like taking five levels of Morale Damage) they can only use one Bonus Action. Should the faction be under more than one such influence they cannot take any Bonus Actions. Note that the faction, when it chooses to take the “Resting” Full Action, forfeits only one of its two Bonus Actions for it.

LEVEL SIX:

“Coin Wizards”: Every time this faction uses the “Earn Guilder” Bonus Action, they gain an additional 50% (rounded down) of Guilders. Additionally, they sell all equipment at 90% of its original value (rounded down to the next full Guilder).

“Golden Mastery”: This faction can, at the start of the round and using a Free Action, at the cost of 20 Guilders, gain access to one of the following abilities from another class until the end of the round:

Counterspells (level three Mage class Free Action), Cloak of Secrets (level three Outlaw class Bonus Action), Public Scorn (level three Politician class Free Action), Pathbreaker (level three Ranger class Full Action), Eye of Truth (level three Scholar class Full Action), Overwhelming Attack (level three Warrior class Free Action).

While using any of the actions above the artisans use all of its rules but use their own class instead of the ability’s original class.

LEVEL SEVEN:

“Superior Improvement”: The faction chooses two different attributes and increases each of them by +1. Instead of increasing its attributes the faction can choose to learn one new feat.

LEVEL EIGHT:

„Mercantile Dominance“: This faction has risen to become a dominating factor in nearly all business enterprises across the land. It automatically knows when any other faction buys or crafts any type of equipment. Additionally, this faction, at the start of every round, gains 50 points of “Influence”. Influence can be spent as a Free Action during the round to manipulate all crafting and purchasing other factions do. The merchants can choose to use Influence to add to the price of a piece of equipment being crafted or purchased by another faction. Each point of Influence raises the price by one Guilder. Note that this can make other factions incapable of buying equipment or finishing its crafting. No more than 25 Influence can be spent on one single item. At the end of the round all unused Influence vanishes.

Finally this faction gains a passive income of 5 Guilders for every other faction that buys equipment at the start of a round.

LEVEL NINE:

“Masters of the Great Game”: This faction can from now on use TWO Full Actions every round. Note that the faction, when it chooses to take the “Resting” Full Action, forfeits BOTH of its Full Actions for it.

LEVEL TEN:

“Perfection:” The faction chooses three different attributes and increases each of them by +1. Alternatively, it can choose to increase one attribute by +1 and one by +2. Note that these bonuses can raise your attribute to a maximum of +6.

Instead of increasing its attributes the faction can choose to learn one new feat.



2. MAGE

Factions of this class are practitioners of the arcane arts, the ways of magic that comes not from the gods or natural spirits but from the very force of will and personality a wizard or sorcerer calls their own.

The members of such factions are often very well educated and hold knowledge in many obscure fields. Their mystical powers allow them to cast a wide variety of strange spells, making them dangerous and unpredictable opponents both in and out of combat.

While the common folk (often fueled by the machinations of priests) regularly regards mages and their servants as untrustworthy madmen who make dangerous pacts with sinister beings (a prejudice that isn't always wrong) there are many powerful people who depend upon them for a variety of services.

A faction of mages is often at its most dangerous when it has had time to prepare and gather the energies at their disposal, ready to unleash them and bend reality to their formidable will.

LEVEL ZERO:

A Mage faction starts the game with Power equal to 6+ their Constitution.

A Mage faction has Training in Intelligence Saving Throws and one other saving throw (Wisdom or Charisma are recommended).

A Mage faction has Training in Arcane Tools (used to create magical objects or place enchantments on mundane objects) and gains Training in three skills from the following list: Arcane, Deception, Insight, Knowledge, Medicine, Nature, Persuasion, Religion, Research.

A Mage faction also gains Training in two additional skills of their choice.

A Mage faction starts with the following equipment: Arcane Tools, a “Weak” (1D4) Weapon Attack and 50 Guilders.

LEVEL ONE:

“Arcane Attack”: This faction can, instead of adding Strength or Agility, choose to add either their Intelligence or their Charisma to the D20 roll when making a Weapon Attack or Counterattack. Such an attack deals 1D6+Intelligence (or Charisma) damage to the opponent's Power and deals an additional 1D6 damage if said opponent's Intelligence or Wisdom are below zero.

“Magical Barriers”: When targeted by a Weapon Attack or a Counterattack this faction can use their Reaction to raise their Defence Value by 1D6+1. This must be declared before the opponent makes their roll.

LEVEL TWO:

“Spellpoints”: This faction gains access to a secondary pool of resources called Spellpoints. The size of said pool is equal to the amount of levels in the Mage class a faction has plus one. A faction that has four levels in the Mage class would therefore have a maximum amount of five Spellpoints.

The following four special abilities can be activated by spending Spellpoints. All Spellpoints are regained when the faction uses a “Resting” Full Action.

Battlemagic: When this faction successfully uses a Weapon Attack or Sabotage they can, before rolling damage, decide to spend one Spellpoint to deal an additional 1D4 points of damage. Up to two Spellpoints at once can be spent in this way.

Protective Magic: When this faction has to make a saving throw they can, before rolling, decide to spend one Spellpoint to add a bonus of +1D4 to their roll. Up to two Spellpoints at once can be spent in this way.

Divination Magic: At the start of a round the faction can, as a Free Action, decide to spend two Spellpoints. During this round they can choose to change their Bonus Action after all other factions have already declared their Full Actions and Bonus Actions. Note that this does not allow the faction to change its Bonus Action into “Delay” nor to change its Bonus Action if they chose “Delay”.

Arcane Assistance: At the start of a round the faction can, as a Free Action, decide to spend up to three Spellpoints. For each Spellpoint thus spent the faction can choose a skill check or tool check that they themselves or another faction is attempting during this round. Each chosen check gains an additional bonus equal to the mage faction’s Intelligence or Charisma.



LEVEL THREE:

“Arcane Reserves”: The faction can, as a Bonus Action, attempt to regain some of its spent arcane power. They roll an Arcane skill check. A result of 10 or higher allows the faction to regain one Spellpoint. A result of 14 or higher allows the faction to regain two Spellpoints. A result of 18 or higher allows the faction to regain three Spellpoints.

“Counterspells”: When this faction is successfully assaulted by another faction by any means (Weapon Attack, Sabotage or others) that involves the use of any type of magic, the faction loses 1D6+1 less Power.

LEVEL FOUR:

“Improvement”: The faction chooses one attribute and increases it by +1. Instead of increasing its attribute the faction can choose to learn one new feat.

LEVEL FIVE:

“Veterans of the Great Game”: This faction can from now on use TWO Bonus Actions every round. Should the faction be under the influence of an effect that stops them from using Bonus Actions (like taking five levels of Morale Damage) they can only use one Bonus Action. Should the faction be under more than one such influence they cannot take any Bonus Actions. Note that the faction, when it chooses to take the “Resting” Full Action, forfeits only one of its two Bonus Actions for it.

LEVEL SIX:

“Simulacra”: This faction can, anytime they are about to make a D20 roll that isn’t a saving throw, as a Free Action decide to spend one Spellpoint. This symbolizes that the task is mainly done by summoned creatures, illusionary beings, constructed servants etc. If the faction is about to lose Power as a direct consequence of that roll (being damaged by traps, a Counterattack etc), they only lose half the amount of Power instead (rounded down).

“Arcane Focus”: The mage faction chooses to learn two of the following four special abilities.

Warmage Focus: The faction’s “Arcane Attack” deals 1D10+Intelligence (or Charisma) damage to the opponent’s Power and deals an additional 1D8 damage if said opponent’s Intelligence or Wisdom are below zero.

Summoning Focus: Once per round, before rolling a D20, this faction can choose to spend 1 Spellpoint. It then doubles the attribute in use for that check.

Divination Focus: At the start of each round the faction can, as a Free Action, choose to spend 2 Spellpoints. If they do so they roll one D20. The result of that D20, the Divination Die, is written down. During the remainder of the round the faction can, before they themselves make a D20 roll, or before another faction makes a D20 roll, declare that they are using this Divination Die. The chosen roll is not actually rolled but instead it is assumed that it is the same as the result of the Divination Die.

Trickster Focus: Every round this faction can choose to use two different Full Actions or two different Bonus Actions. Only one of these actions is “real”, the other merely an illusion with no actual effects. Which of those two actions is the real one is secretly written down but is not revealed until all factions have declared their Reactions for the round.

LEVEL SEVEN:

“Superior Improvement”: The faction chooses two different attributes and increases each of them by +1. Instead of increasing its attributes the faction can choose to learn one new feat.

LEVEL EIGHT:

“Paragons of Magic”: This faction has obtained vast magical reserves, allowing them to use their arcane powers far more freely, shaping the flow of magic throughout the land. It regains one spent Spellpoint at the end of every round. Additionally, whenever another faction makes a D20 roll involving the active use of any type of magic, the faction can impose Advantage or Disadvantage on that roll as a Free Action.

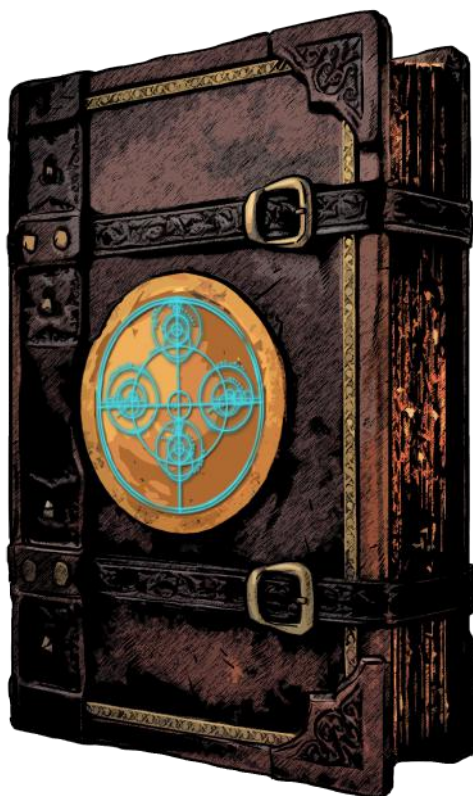
LEVEL NINE:

“Masters of the Great Game”: This faction can from now on use TWO Full Actions every round. Note that the faction, when it chooses to take the “Resting” Full Action, forfeits BOTH of its Full Actions for it.

LEVEL TEN:

“Perfection”: The faction chooses three different attributes and increases each of them by +1. Alternatively, it can choose to increase one attribute by +1 and one by +2. Note that these bonuses can raise your attribute to a maximum of +6.

Instead of increasing its attributes the faction can choose to learn one new feat.

**3. OUTLAW**

Factions of this class prefer to act in the shadows, beyond the suffocating chains of what society calls “laws”. They wish to follow only their own rules, using dirty tricks and underhanded methods to improve their own standing and weaken all those they consider their enemies.

Outlaw factions are very good at remaining unseen, capable of launching attacks that nobody can trace back to them. They are difficult to track down, many of their members and resources hidden from the public eye.

A faction of this class excels in all kinds of crimes, using such methods to enrich themselves and damage their enemies’ finances, morale and general ability to influence society. While many other factions tend to hate outlaws and always regard them as hostile, they can also be a very good ally to cultivate.

LEVEL ZERO:

An Outlaw faction starts the game with Power equal to 8+ their Constitution.

An Outlaw faction has Training in Agility Saving Throws and one other saving throw.

An Outlaw faction gains Training in three skills from the following list: Crime, Deception, Intimidation, Perception, Persuasion, Stealth, Streetwise.

An Outlaw faction also gains Training in three additional skills of their choice.

An Outlaw faction starts the game with the following equipment: An “Average” (1D6) Weapon Attack, Improved Defence Value “light” (12+Constitution) and 30 Guilders.

LEVEL ONE:

“Evasion”: This faction can use “Retreat into Hiding” either as a Full Action or as a Bonus Action.

“Criminal Plot”: This faction can use a Full Action to send its agents against another faction. The chosen faction rolls an Opposed Check (Agility Saving Throw V.S. the Outlaw faction’s Crime skill check). Should the outlaws win their victim loses 1D6 Power and 2D6+2 Guilders. Any Guilders lost now become property of the Outlaw faction. Note that a faction can fall below zero Guilders as a result. All abilities that can be used against a “Sabotage” Full Action can also be used against “Criminal Plot”.

LEVEL TWO:

„Rogue Gallery“: the Outlaw faction gains three additional Reaction options.

1. Master Saboteurs: If the faction uses the Full Action “Sabotage” this round, it can use its Reaction to strengthen the sabotage. In addition to all other potential bonuses, the

faction adds its Agility to the roll (even if it has already done so from a different source, like using a skill that is based in that attribute for the actual sabotage). Additionally, the damage dealt by a successful sabotage increases by 1D6, even if it would otherwise not do any damage at all (because the target is Morale, not Power). Note that the levels of Morale Damage are not increased by this ability

2. Master Thieves: If the Faction uses its Full Action for a Criminal Plot this round, it can use its Reaction to strengthen that. The faction adds double its full Agility to the Crime skill (instead of just the basic Agility). If the Criminal Plot is successful it deals 1D4 additional damage and “steals” 1D6+1 additional Guilders.

3. Master Spies: The Faction uses its Reaction to choose a Weapon Attack roll or a Sabotage roll that another faction attempts against them this round. That roll is made with Disadvantage, for the outlaws know that it is coming.

LEVEL THREE:

“Dastardly Attack”: Whenever this faction uses a successful sabotage or Weapon Attack against a faction that is being attacked by more than one faction in the same round (including the outlaw faction itself), they deal an additional 1D6 damage.

“Cloak of Secrets”: This faction can, as a Bonus Action, decide to cloak its activities in darkness for the remainder of this round. Neither the Full Action nor the Reaction this faction takes are unveiled to other factions. This is of course only possible if it is logically plausible. A faction that is being attacked by the outlaws will notice that it is under assault, but will not know who is to blame. The Gamemaster ultimately decides when this ability can be applied.

LEVEL FOUR:

“Improvement”: The faction chooses one attribute and increases it by +1. Instead of increasing its attribute the faction can choose to learn one new feat.

LEVEL FIVE:

“Veterans of the Great Game”: This faction can from now on use TWO Bonus Actions every round. Should the faction be under the influence of an effect that stops them from using Bonus Actions (like taking five levels of Morale Damage) they can only use one Bonus Action. Should the faction be under more than one such influence they cannot take any Bonus Actions. Note that the faction, when it chooses to take the “Resting” Full Action, forfeits only one of its two Bonus Actions for it.

LEVEL SIX:

“Uncatchable”: This faction adds half their Agility (rounded down) to their Defence Value and to all Strength and Constitution Saving Throws that it makes.

“Light Touch”: At the start of the round this faction can, as a Free Action, declare that it is using a light touch on all its activities, its agents ready to slip away and hide at a moment’s notice. The faction has Disadvantage on all D20 rolls they make this round (with the exception of saving throws). All other factions trying to attack, sabotage or otherwise negatively affect the outlaws this round also suffer Disadvantage to their rolls.

LEVEL SEVEN:

“Superior Improvement”: The faction chooses two different attributes and increases each of them by +1. Instead of increasing its attributes the faction can choose to learn one new feat.

LEVEL EIGHT:

“Godfathers”: This faction has strong ties to every criminal group in the whole land. Their agents are everywhere. Few are the crimes committed without their support or acceptance. Every time another faction attempts a sabotage roll, Crime check or similar roll connected with the underbelly of society, the outlaw faction can choose to impose Advantage or Disadvantage on that roll as a Free Action, then gains five Guilders.

LEVEL NINE:

“Masters of the Great Game”: This faction can from now on use TWO Full Actions every round. Note that the faction, when it chooses to take the “Resting” Full Action, forfeits BOTH of its Full Actions for it.

LEVEL TEN:

“Perfection”: The faction chooses three different attributes and increases each of them by +1. Alternatively, it can choose to increase one attribute by +1 and one by +2. Note that these bonuses can raise your attribute to a maximum of +6.

Instead of increasing its attributes the faction can choose to learn one new feat.



4. POLITICIAN

Factions of this class are focused on manipulating the public and move in many social circles, especially the ones where a lot of money and power is to be found. Some prefer to rub shoulders with the mighty, others wield large influence over the poor.

Politicians are often gifted with silver tongues, masters of negotiation, cutting deals both out in the open and in hidden back rooms, constantly seeking to use (or abuse) the very laws and rules of the society they find themselves in. A faction of politicians is skilled at turning enemies into friends, but their somewhat duplicitous nature can also turn friends into enemies.

Generally factions of this class prefer not to act in a direct manner, harbouring a dislike for "getting their hands dirty", but instead manipulate others to do the work for them.

LEVEL ZERO:

A Politician faction starts the game with Power equal to 8+ their Constitution.

A Politician faction has Training in Charisma Saving Throws and one other saving throw (Intelligence or Wisdom are recommended).

A Politician faction gains Training in three skills from the following list: Deception, Impression, Insight, Knowledge, Perception, Persuasion, Research, Streetwise

A Politician faction also gains Training in two additional skills of their choice.

A Politician faction starts the game with the following equipment: A "Weak" (1D4) Weapon Attack, Improved Defence Value "light" (12+Constitution) and 60 Guilders.

LEVEL ONE:

"Inspiring Speech:" Once at the start of every round the faction can, as a Free Action, decide to choose a faction other than itself. This faction can add +1D6 to one D20 roll that they make during the remainder of the round. The faction has to declare the usage of the D6 before rolling the D20.

"People's Fury:" Instead of making a Weapon Attack themselves this faction can choose to manipulate the public into attacking their enemies. As a Full Action they choose another faction and roll an Impression check. If the outcome of the check is at least 10 a mob gathers to make a Weapon Attack against that faction. The Weapon Attack adds the politicians' Training Bonus and Charisma to the roll and is immune to Counterattacks, traps and all other effects that would damage the politicians. It deals damage equal to 1D4+Charisma. Should the Impression check be a 15-19 the damage is 2D4+Charisma, at a 20-24 the damage

increases to 2D6+Charisma and at a 25 or higher it increases to 2D8+Charisma. Otherwise the People's Fury uses all the rules of a Weapon Attack.

LEVEL TWO:

„Pen & Sword“: the Politician faction gains three additional Reaction options.

1. Silver Tongue: The faction uses its Reaction to double its Training Bonus for all Persuasion and Deception skill checks that it makes during this round.

2. Cutting Speech: The faction uses its Reaction to condemn one of its adversaries in a fiery speech. It chooses one Weapon Attack or saving throw that another faction makes this round. That roll is made with Disadvantage.

3. Fake Facts: The faction uses its Reaction to choose one Weapon Attack or attempt at Sabotage that is directed against them this round. Should that attack be successful the politicians only lose half as much Power (rounded down) against it as intended.

LEVEL THREE:

“Dealmaker”: This faction can, as a Bonus Action, choose another faction. If this other faction agrees it must also use its Bonus Action to confirm. For the remainder of this round both factions gain advantage on all D20 rolls they make.

“Public Scorn”: When this faction is assaulted by another faction with a Weapon Attack or Sabotage it can, once per round as a Free Action, attempt to destroy that faction's reputation. After both the attack and potential damage have been determined the attacking faction must make an Opposed Check (Charisma Saving Throw V.S. the Politician faction's Imperssion skill check). The saving throw is made with Disadvantage if the former attack or sabotage was successful. If the politicians win the attacking faction immediately takes one level of Morale damage.

LEVEL FOUR:

“Improvement”: The faction chooses one attribute and increases it by +1. Instead of increasing its attribute the faction can choose to learn one new feat.

LEVEL FIVE:

“Veterans of the Great Game”: This faction can from now on use TWO Bonus Actions every round. Should the faction be under the influence of an effect that stops them from using Bonus Actions (like taking five levels of Morale Damage) they can only use one Bonus Action. Should the faction be under more than one such influence they cannot

take any Bonus Actions. Note that the faction, when it chooses to take the “Resting” Full Action, forfeits only one of its two Bonus Actions for it.

LEVEL SIX:

“Corruption”: Once at the start of every round, as a Free Action, this faction can choose to gain 5D6 or 8D6 Guilders. If it chooses to earn Guilders in that way, the faction must immediately succeed of a Charisma Saving Throw (Difficulty 12 if 4D6 Guilders were chosen, Difficulty 14 otherwise) or will take one level of Morale Damage.

“High Courts”: This faction can, as a Full Action, choose to sit in judgement over the endeavours of another faction, calling upon the courts, tribunals etc. to destroy its standing if it chooses not to comply with the rulings. This Full Action also grants the benefits of the Bonus Action “Delay” during the same turn. After all other factions have declared their activities for the round, this faction chooses one of the Full Actions or Bonus Actions that have been declared. The faction whose action has been chosen can now immediately desist from that endeavour, declaring it void and ultimately wasting it, or it can choose to persist. If it does choose to persist it will automatically lose 4D8 Guilders AND gain one level of Morale Damage. The faction also has to make an Opposed Check (the politician’s Persuasion V.S. a Charisma, Wisdom or Constitution Saving Throw) and will gain a second level of Morale Damage if it fails.

LEVEL SEVEN:

“Superior Improvement”: The faction chooses two different attributes and increases each of them by +1. Instead of increasing its attributes the faction can choose to learn one new feat.

LEVEL EIGHT:

“Political Dominance”: This faction has truly substantial influence in vast areas of political decision making and it thus capable to help or hinder different undertakings nearly at will. At the start of every turn, as a Free Action, the politicians choose two different types of Full Actions or Bonus Actions.

During the remainder of this turn, whenever any faction (including the politicians) attempts to use one of the chosen Full Actions or Bonus Actions, the politicians can choose to grant this faction a +1D6 bonus or force them to take a -1D6 penalty to the roll.

LEVEL NINE:

“Masters of the Great Game”: This faction can from now on use TWO Full Actions every round. Note that the faction, when it chooses to take the “Resting” Full Action, forfeits BOTH of its Full Actions for it.

LEVEL TEN:

“Perfection”: The faction chooses three different attributes and increases each of them by +1. Alternatively, it can choose to increase one attribute by +1 and one by +2. Note that these bonuses can raise your attribute to a maximum of +6.

Instead of increasing its attributes the faction can choose to learn one new feat.



5. PRIEST

Factions of this class are members of an organized religion, followers of its teachings and agents of its will. But that is not all: many members of priestly factions have a direct connection to a divine power, using their faith to draw forth the magic given to them by the entity they worship. While many such beings are celestial in nature, some might come from the infernal realms of darkness and destruction.

In addition to such mystical powers many priests have a vast influence over the faith and will of their congregations, seeking to draw more and more followers to the path that they preach. They are often convinced that only by converting large parts of the world to their teachings can they achieve a type of spiritual and physical perfection.

LEVEL ZERO:

A Priest faction starts the game with Power equal to 8+ their Constitution.

A Priest faction has Training in Wisdom Saving Throws and one other saving throw (Intelligence or Charisma are recommended).

A Priest faction has Training in Divine Tools (used to create holy objects, sanctify chosen locations etc.) and gains Training in three skills from the following list: Insight, Knowledge, Medicine, Nature, Religion, Persuasion, Research and Streetwise.

A Priest faction also gains Training in two additional skills of their choice.

A Priest faction starts the game with the following equipment: Divine Tools, a “Weak” (1D4) Weapon Attack and 50 Guilders.

LEVEL ONE:

“Sword of Faith”: This faction can, instead of adding Strength or Agility, choose to add their Wisdom to the D20 roll when making a Weapon Attack or Counterattack. Such an attack deals 1D6+Wisdom damage to the opponent’s Power and deals an additional 1D6 damage against the opponent if it is unholy (assuming the priest faction is a holy one themselves) or holy (assuming the priest faction is unholy).

“Power of Prayer”: As a Reaction this faction can call upon the gods to bless an endeavour or condemn one. The priests choose a single D20 roll that will be made by themselves or by a different faction. Blessing adds +1D6 to that roll, condemnation subtracts -1D6 from the roll. This has to be chosen before the roll is made.

LEVEL TWO:

“Faithpoints”: This faction gains access to a secondary pool of resources called Faithpoints. The size of said pool is equal to the amount of levels in the Priest class a faction has, plus one. A faction that has four levels in the Priest class would therefore have a maximum amount of five Faithpoints.

The following four special abilities can be activated by spending Faithpoints. All Faithpoints are regained when the faction uses a “Resting” Full Action.

Divine Fury: When this faction successfully uses a Weapon Attack or Sabotage they can, before rolling damage, decide to spend one Faithpoint to deal an additional 1D4 points of damage. Up to two Faithpoints at once can be spent in this way.

Grant Asylum: This faction can use its temples to protect their own members or the members of an allied faction from harm. When all factions have declared their Bonus Actions and Full Actions for the round, but before anyone has declared Reactions, the priestly faction can, as a Free Action, decide to spend one Faithpoint to choose themselves or one other faction. Each successful Weapon Attack or Sabotage against the chosen faction deals 1D6 less damage until the end of the round.

Healing Hands: At the start of a round the faction can, as a Free Action, decide to choose themselves or one other faction and spend up to three Faithpoints. The chosen faction immediately regains 1D4 Power for each Faithpoint spent.

Divine Assistance: At the start of a round the faction can, as a Free Action, decide to spend up to three Faithpoints. For each Faithpoint thus spent the faction can choose a skill check or tool check that they themselves or another faction is attempting during this round. Each chosen check gains an additional bonus equal to the priestly faction’s Wisdom.

LEVEL THREE:

“Divine Reserves”: The faction can, as a Bonus Action, attempt to regain some of its spent divine power. They roll a Religion skill check. A result of 10 or higher allows the faction to regain one Faithpoint. A result of 14 or higher allows the faction to regain two Faithpoints. A result of 18 or higher allows the faction to regain three Faithpoints.

“In God we Trust”: This faction has Advantage on all saving throws to avoid taking Morale Damage (including sabotage) and all saving throws to remove Morale Damage. This Advantage can never be removed or cancelled by any means, unless the Gamemaster deem it appropriate.

LEVEL FOUR:

“Improvement”: The faction chooses one attribute and increases it by +1. Instead of increasing its attribute the faction can choose to learn one new feat.

LEVEL FIVE:

“Veterans of the Great Game”: This faction can from now on use TWO Bonus Actions every round. Should the faction be under the influence of an effect that stops them from using Bonus Actions (like taking five levels of Morale Damage) they can only use one Bonus Action. Should the faction be under more than one such influence they cannot take any Bonus Actions. Note that the faction, when it chooses to take the “Resting” Full Action, forfeits only one of its two Bonus Actions for it.

LEVEL SIX:

“Fanaticism”: This faction can choose to channel the energy of some of its more...reckless followers. At the start of the round, as a Free Action, the faction can choose to lose 1D6 Power. If it does so, it also chooses one D20 roll they are going to make this round. They gain Advantage on that roll.

“Divine Focus”: The priest faction chooses to learn two of the following four special abilities.

Paladin Focus: The faction’s “Sword of Faith” deals 1D10+Wisdom damage to the opponent’s Power and deals an additional 1D8 damage against the opponent if it is unholy (assuming the priest faction is a holy one themselves) or holy (assuming the priest faction is unholy).

Protection Focus: This faction’s Defence Value gains a passive bonus of +1. Furthermore, the “Increased Defences” Full Action can be used as a Bonus Action by this faction. The faction can also, instead of using that action’s merits for itself, decide to grant them to another faction during the round.

Healer Focus: When this faction uses the “Healing” Bonus Action, the outcome is increased by +1D6. Additionally this faction can, at the end of every round as a Free Action, choose itself or one other faction. That faction regains Power equal to the Wisdom of the priestly faction.

Witchhunt Focus: This faction can, as a Free Action, once at the start of the round choose another faction. It incites violence against that faction, making it suffer a multitude of small attacks. For the remainder of this round, every time the chosen faction uses an Action, Bonus Action or Reaction, it must succeed on a Difficulty 12 Strength or Charisma Saving Throw or will lose 1D4 Power.

LEVEL SEVEN:

“Superior Improvement”: The faction chooses two different attributes and increases each of them by +1. Instead of increasing its attributes the faction can choose to learn one new feat.

LEVEL EIGHT:

“Paragons of Faith:” This faction is the chosen vessel of their deity, its patronage allowing them to use their divine powers far more freely. It regains one spent Faithpoint at the end of every round. Additionally, once per round as a Free Action, they can perform a miracle to boost or curse an endeavour. The faction chooses one D20 roll that is about to be rolled by itself or another faction. That roll gains either a bonus of +5 or a penalty of -5.

LEVEL NINE:

“Masters of the Great Game”: This faction can from now on use TWO Full Actions every round. Note that the faction, when it chooses to take the “Resting” Full Action, forfeits BOTH of its Full Actions for it.

LEVEL TEN:

“Perfection:” The faction chooses three different attributes and increases each of them by +1. Alternatively, it can choose to increase one attribute by +1 and one by +2. Note that these bonuses can raise your attribute to a maximum of +6.

Instead of increasing its attributes the faction can choose to learn one new feat.

**6. RANGER**

Factions of this class are comprised of those who shun the main trappings of civilization, preferring to spend most of their time far away from cities and towns, from castles and temples. Instead they are at home in the wilds, the untamed and often dangerous places of the world. A life in such habitats has given rangers an incredible toughness, a strong connection with nature and much knowledge when it comes to both animals and plants. While many such factions still uphold loose connections to places of civilization, they do not hesitate to leave those behind when they deem it necessary or profitable. In areas of conflict the rangers’ familiarities with the land allows them to strike at their enemies in ways that no other faction can compare with.

LEVEL ZERO:

A Ranger faction starts the game with Power equal to 10+ their Constitution.

A Ranger faction has Training in Constitution Saving Throws and one other saving throw (Strength or Wisdom are recommended).

A Ranger faction has Training in Herbalism Tools (allowing for the creation of different potions, medications etc.) and gains Training in three skills from the following list: Beastcraft, Medicine, Muscle, Nature, Perception, Religion, Stealth and Survival.

A Ranger faction also gains Training in two additional skills of their choice.

A Ranger faction starts the game with the following equipment: Herbalism Tools, an “Average” (1D6) Weapon Attack, Improved Defence Value “light” (12+Constitution) and 20 Guilders.

LEVEL ONE:

“Nature’s Bounty”: Every time this faction chooses the Bonus Action “Earn Guilders” and connects it with the Survival skill, they can choose to plunge deep into the most dangerous parts of the wilderness. The faction chooses to lose 1D4, 2D4 or 3D4 Power. A successful Difficulty 12 Constitution Saving Throw halves the damage taken. For each D4 thus lost they earn 2D6 additional Guilders with that Bonus Action.

“Into the Wilds!”: The faction can use a Bonus Action to vanish into the wilderness and break off most of its contacts to other factions by rolling a Survival Check. The outcome of that check sets the Difficulty to find them. For the remainder of the round every other faction that seeks to interact with the rangers in any way (no matter whether to help them or hinder them) must first roll a Survival check themselves. Only if their result is at least equal to the rangers’ result can they proceed, otherwise their attempt is an automatic failure and whatever type of action they committed to it is wasted.

LEVEL TWO:

“Kin of the Land”: The ranger faction chooses to learn two of the following four special abilities.

Master-Hunters: As long as they are acting in a wilderness environment that is familiar to them, this faction gains Advantage to all Beastcraft, Nature and Survival skill checks.

Skirmishers: This faction can choose, when attempting to assault another faction using a Weapon Attack, to turn it into a Skirmishing Attack. Such an attack follows the ordinary Weapon Attack rules, it does however only deal half damage (rounded down) if it is successful. A Skirmishing Attack is immune to the “Weaken Assault” and “Counterattack” Reactions.

Beastmasters: This faction trains a large number of beasts that can assist them in their endeavours. Once per round, before rolling any D20, the faction can choose to

spend 10 Guilders and call upon its beasts. When rolling the check the faction doubles the attribute in use for it. Should the D20 in question be part of a saving throw or Weapon Attack and remain unsuccessful despite the help of the beasts, the faction immediately loses 1D4 Power in addition to all other losses it might suffer.

Elemental Magic: This faction can call upon the spirits of wind, rock, water and flame to assist it, but the services of such beings always come at a price... At the start of the round the faction can, as a Free Action, decide to lose 1D6, 2D6 or 3D6 Power. For each D6 they “sacrifice” they gain one “elemental die” in exchange. Each elemental die is a D6 which is stored until the end of the round. While the faction has any elemental dice left they can choose to add them to any D20 roll that they make. They can choose to add up to two elemental dice to each roll, and decide whether they want to add them after rolling the D20 but before the Gamemaster narrates the outcome of the roll. The faction can also add up to two elemental dice to any damage roll that they make during this round. Each elemental die can only be used once.

LEVEL THREE:

“Pathbreaker”: This faction can, as a Full Action, decide to attack the supply lines of enemy organisations. The rangers choose up to three enemy factions and roll a Survival check. If one faction is chosen, the check is made with Advantage. If three factions are chosen, the check is made with Disadvantage. A total result of 10-14 means that each chosen faction loses 3D6 Guilders. A total result of 15-19 means that each chosen faction loses 4D6 Guilders. A total result of 20 or higher means that each chosen faction loses 5D6 Guilders. This loss can lead a faction to sink below zero Guilders, signifying that it has had to borrow money to keep its operations running.

“Wild Instincts”: Each Strength, Constitution and Agility Saving Throw this faction is forced to make while in a natural environment that is familiar to them is made with Advantage.

LEVEL FOUR:

“Improvement”: The faction chooses one attribute and increases it by +1. Instead of increasing its attribute the faction can choose to learn one new feat.

LEVEL FIVE:

“Veterans of the Great Game”: This faction can from now on use TWO Bonus Actions every round. Should the faction be under the influence of an effect that stops them from using Bonus Actions (like taking five levels of Morale

Damage) they can only use one Bonus Action. Should the faction be under more than one such influence they cannot take any Bonus Actions. Note that the faction, when it chooses to take the “Resting” Full Action, forfeits only one of its two Bonus Actions for it.

LEVEL SIX:

“Herbal Fury”: With the use of specific herbs or similar natural magic some members of this faction have learned to greatly increase their physical capabilities...at a terrible price. Whenever this faction is about to make a Weapon Attack, Strength or Constitution Saving Throw or to use any skill based on Strength or Constitution, it can choose to add a bonus of +1D4, +1D6, +1D8 or +1D10 to the roll. After resolving the roll the faction loses one die worth of Power, equal in value to the die they added to the roll.

“Shape of Beasts”: As a Bonus Action, this faction can call upon animalistic spirits to grant them power. Until the end of the round, they gain Advantage to all Beastcraft, Intimidation, Nature, Perception, Stealth, and Survival skill checks. They further gain Advantage to any Weapon Attack or Counterattack they attempt this round.

LEVEL SEVEN:

“Superior Improvement”: The faction chooses two different attributes and increases each of them by +1. Instead of increasing its attributes the faction can choose to learn one new feat.

LEVEL EIGHT:

“Dominance of Paths”: This faction controls the wilderness in the realm, allowing them to bring their influence to bear on any road, bridge, caravan or ship and also on all people and goods travelling on them. As a Free Action at the start of every round this faction designates up to three other factions. Each of these factions must succeed in a Survival check (Difficulty 18 if one faction was designated, difficulty 15 if two were designated, difficulty 12 if three were designated). Failure in that check means that, for the remainder of the round, whenever that faction gains Guilders, it only gains half the amount and, whenever that faction regains Power (including rolling Regeneration Dice, but not including the “Resting” Full Action), it regains only half the amount (rounded down).

LEVEL NINE:

“Masters of the Great Game”: This faction can from now on use TWO Full Actions every round. Note that the faction, when it chooses to take the “Resting” Full Action, forfeits BOTH of its Full Actions for it.

LEVEL TEN:

“Perfection”: The faction chooses three different attributes and increases each of them by +1. Alternatively, it can choose to increase one attribute by +1 and one by +2. Note that these bonuses can raise your attribute to a maximum of +6.

Instead of increasing its attributes the faction can choose to learn one new feat.



7. SCHOLAR

Factions of this class are assemblies of learned individuals whose highest skill and most common goal is the gathering of information. They are driven by the search for knowledge, a desire to discover secrets and lore that might have been long forgotten by the rest of the world. Such information can be wielded in a variety of ways and factions of scholars are indeed capable of much more than simply gathering it in dusty tomes and libraries. Knowledge is power...and that power can allow one to gather vast riches, to learn an adversary's weaknesses or even to unveil the secrets of the universe itself.

While the ability to gather vast knowledge is common to all scholar factions the differences in how that knowledge is used can be significant indeed.

LEVEL ZERO:

A Scholar faction starts the game with Power equal to 6+ their Constitution.

A Scholar faction has Training in Intelligence Saving Throws and one other saving throw (Agility or Wisdom are recommended).

A Scholar faction gains Training in four skills from the following list: Arcane, Insight, Knowledge, Medicine, Nature, Persuasion, Religion, Research, Streetwise

A Scholar faction also gains Training in three additional skills of their choice.

A Scholar faction starts the game with the following equipment: A “Weak” (1D4) Weapon Attack+40 Guilders.

LEVEL ONE:

“Ways of Wisdom”: At the start of every round, as a Free Action, this faction can choose any tool or skill they are not Trained in that is based on Intelligence, Wisdom or Charisma. They gain a +2 bonus to that tool or skill until the start of the next round.

“Intense Research”: The faction can, when they use their Full Action to do a Research or Streetwise skill check, decide to use their Bonus Action during the same round to roll another one of the same check, focusing on the same topic (thus effectively gaining more information on it) or on another one. When this Bonus Action is used the scholars can also sell some of the knowledge they have gained. They earn an amount of Guilders equal to the total result of the roll of the Bonus Action.

LEVEL TWO:

“Enlightened Mind”: This faction gains access to a secondary pool of resources called Mindpoints. The size of said pool is equal to the faction’s Intelligence. At the start of a round the faction can spend these points to activate one or more of the following four abilities. Note that none of these abilities take up a Full Action or Bonus Action and they happen at the same time as the faction’s Full Action.

All unspent Mindpoints vanish at the end of the round. At the start of the following round the faction fully replenishes its Mindpoints.

Know thy Enemy: The faction spends two Mindpoints and designates another faction. For the remainder of the round the chosen faction has Disadvantage on all rolls made to oppose or assault the scholarly faction.

Selling Secrets: The faction spends up to three Mindpoints. They immediately gain seven Guilders for every point spent.

Ancient Wisdom: The faction spends up to two Mindpoints. For every point spent they designate one skill check or tool check that is based on Intelligence, Wisdom or Charisma and that either the faction itself or another faction will be rolling this round. When that check is rolled it gains a bonus of +1D4.

Forbidden Lore: The faction spends up to two Mindpoints. For each point thus spent they lose 1D4 Power. Then the scholars choose another faction and roll an Opposed Check (Research skill check V.S. Constitution, Intelligence or Wisdom Saving Throw). If the scholarly faction wins their opponents lose 1D6+2 Power for each Mindpoint spent.

LEVEL THREE:

“Research Masters”: When this faction rolls any skill check based on Intelligence any D20 that is directly connected to that roll and shows a 9 or lower is considered to have rolled a 10.

“Eye of Truth”: This faction can, as a Full Action, choose to investigate one other faction thoroughly.

The scholars roll an Opposed check (Streetwise or Research skill check (depending on whether the faction they are investigating spends more of their time in the mansions of the rich or in the alleys of the common folk) V.S. Stealth or Deception skill check). If the scholars win they gain a “Token of Secrets”. This token can be sold to random NPC merchants for 40 Guilders (and thus cannot be reacquired by any other faction), can be used as a powerful bargaining chip (for intimidation, blackmail etc. but it isn’t necessary to add specific rules to that) or can be put into play as a Free Action by the scholar faction or another faction (if the scholars have given it over willingly). A faction that puts the Token of Secrets into play gains Advantage to all D20 rolls made against the faction whose secrets they have claimed until the end of the round. At the same time that unfortunate faction also has Disadvantage on all rolls against the faction holding their secrets.

LEVEL FOUR:

“Improvement”: The faction chooses one attribute and increases it by +1. Instead of increasing its attribute the faction can choose to learn one new feat.

LEVEL FIVE:

“Veterans of the Great Game”: This faction can from now on use TWO Bonus Actions every round. Should the faction be under the influence of an effect that stops them from using Bonus Actions (like taking five levels of Morale Damage) they can only use one Bonus Action. Should the faction be under more than one such influence they cannot take any Bonus Actions. Note that the faction, when it chooses to take the “Resting” Full Action, forfeits only one of its two Bonus Actions for it.

LEVEL SIX:

“Additional Funding”: Before making an Intelligence Saving Throw, an Arcane, Insight, Knowledge, Nature, Religion, Research or Streetwise skill check, this faction can choose to spend up to fifteen Guilders. If gains a +1 bonus to that roll for every three Guilders spent.

“Unspeakable Knowledge”: As a Bonus Action, this faction can choose to delve into mysteries not well suited to the human mind. The faction gains Advantage to all

D20 rolls it makes until the end of the round. At the start of the next round, even before Free Actions are declared, the faction needs to succeed in a Wisdom Saving Throw or will take one level of Morale Damage. The Difficulty of said saving throw is determined by the amount of power the faction has drawn upon. If it has used the Advantage on one roll, the Difficulty is 12. For every additional use of the Advantage, the Difficulty increases by three.

LEVEL SEVEN:

“Superior Improvement”: The faction chooses two different attributes and increases each of them by +1. Instead of increasing its attributes the faction can choose to learn one new feat.

LEVEL EIGHT:

“Dominant Knowledge”: This faction is present in every circle of learning and has strong ties to every major information broker in the whole realm. There are few things that happen without them hearing about it. This faction automatically gain all benefits of the “Delay” Bonus Action every round, without having to actually spend a Bonus Action to use it. Furthermore, every time another faction uses a Knowledge, Research or Streetwise skill check or rolls an Intelligence Saving Throw, they have to pay the scholars an amount of Guilders equal to half that other faction’s total level (this can lead a faction to sink below zero Guilders). The scholar faction can then choose to impose Advantage or Disadvantage upon that roll.

LEVEL NINE:

“Masters of the Great Game”: This faction can from now on use TWO Full Actions every round. Note that the faction, when it chooses to take the “Resting” Full Action, forfeits BOTH of its Full Actions for it.

LEVEL TEN:

“Perfection”: The faction chooses three different attributes and increases each of them by +1. Alternatively, it can choose to increase one attribute by +1 and one by +2. Note that these bonuses can raise your attribute to a maximum of +6. Instead of increasing its attributes the faction can choose to learn one new feat.



8. WARRIOR

Factions of this class are nearly always military organizations, focused on mastering the art and craft of war. This generally, but not always, includes a precise command structure, the existence of a fairly sophisticated logistical infrastructure and a significant amount of physical manpower.

Warriors are generally both skilled and well equipped when it comes to combat, with strong offensive and defensive capabilities. They excel in direct confrontations where they seek to solve problems with the application of different quantities of violence.

In times of relative peace warriors can be used as mercenary guards or physical labourers, but some of them tend to stir up trouble when they find that there isn’t enough demand for their fighting skills.

LEVEL ZERO:

A Warrior faction starts the game with Power equal to 10+ their Constitution.

A Warrior faction has Training in Strength Saving Throws and one other saving throw (Constitution or Agility are recommended).

A Warrior faction gains Training in three skills from the following list: Beastcraft, Crime, Intimidation, Muscle, Knowledge, Perception, Streetwise, Survival

A Warrior faction also gains Training in two additional skills of their choice.

A Warrior faction starts the game with the following equipment: An “Average” (1D6) Weapon Attack, Improved Defence Value “medium” (14+Constitution) and 30 Guilders.

LEVEL ONE:

“Improved Logistics”: This faction can, when they use their Full Action to make a Weapon Attack, use their Bonus Action during the same round to make another Weapon Attack against the same or a different foe. This secondary attack, if successful, does not add Strength nor Agility to the amount of damage it deals.

“Language of Violence”: This faction can, when using their Full Action to make a Weapon Attack, choose, before rolling the D20, to turn it into an Intimidating Strike. Such a strike, if successful, does not add Strength nor Agility to the amount of damage it deals, but it instead forces the enemy to make a Strength Saving Throw with a Difficulty of 10+ the amount of levels in the Warrior class the attacking faction has. If this saving throw is a failure the defending faction will also take one level of Morale Damage.

LEVEL TWO:

“Ways of War”: The warrior faction chooses to learn two of the following four special abilities.

Reckless: At the start of every round, as a Free Action, this faction can declare to fully focus on the offensive and therefore lower its defences for this whole round. Until the end of the round it gains Advantage on all Weapon Attacks it makes, but all enemies that launch Weapon Attacks, Counterattacks or Sabotage against it also gain Advantage on their rolls.

Skirmishers: This faction can choose, when attempting to assault another faction using a Weapon Attack, to turn it into a Skirmishing Attack. Such an attack follows the ordinary Weapon Attack rules, it does however only deal half damage (rounded down) if it is successful. A Skirmishing Attack is immune to the “Weaken Assault” and “Counterattack” Reactions.

Defensive: This faction passively increases its Defence Value by +1. At the end of every round it regains Power equal to its total levels in the Warrior class.

Mercenaries: This faction can, as a Reaction, choose another faction that is either currently making a Weapon Attack or is defending itself against a Weapon Attack. If the mercenaries choose to support a Weapon Attack, their Strength or Agility is added to the attack roll and the damage roll. The faction being attacked can, however, choose to use their Counterattack against the warrior faction, just as if that faction had made a Weapon Attack against them. If the mercenaries choose to support another faction's defensive capabilities, they can use their own Defence Value against the attack instead of the Defence Value of the original target. Should the attack nonetheless be successful the mercenary faction takes half the damage (rounded down), while the original target takes the full damage.

LEVEL THREE:

“Overwhelming Attack:” This faction can, when making a successful Weapon Attack but before rolling damage, choose to give up 1D4 or 2D4 Power. For each D4 thus spent, the damage of the attack increases by 1D6. Additionally or alternatively the faction can decide to spend 2D4 Power to attempt to damage the enemy's infrastructure in the long term. In that case the enemy faction must make an Opposed Check (Constitution Saving Throw V.S. the warrior faction's attack roll). If the warriors win the enemy cannot use its Bonus Action during the upcoming round.

“Riposte”: No enemy messes with a warrior faction without paying the price in blood! One each round, when another faction makes a successful Weapon Attack or a successful Sabotage against this faction, the attacker immediately loses 1D4 Power. This ability cannot be used against Counterattacks.

LEVEL FOUR:

“Improvement”: The faction chooses one attribute and increases it by +1. Instead of increasing its attribute the faction can choose to learn one new feat.

LEVEL FIVE:

“Veterans of the Great Game”: This faction can from now on use TWO Bonus Actions every round. Should the faction be under the influence of an effect that stops them from using Bonus Actions (like taking five levels of Morale Damage) they can only use one Bonus Action. Should the faction be under more than one such influence they cannot take any Bonus Actions. Note that the faction, when it chooses to take the “Resting” Full Action, forfeits only one of its two Bonus Actions for it.

LEVEL SIX:

“Mobile Forces”: This faction can, as a Bonus Action, choose to gain two additional Reactions for this round. These two Reactions can only be used for “Counterattacks” or “Weaken Assault” or for the special “Mercenaries” Reaction. When using this ability, no more than two “Weaken Assault” Reactions can be used against the same attack.

“Siege Equipment”: This faction has access to specialized equipment that is constructed to tear down walls and barricades. Whenever they are making a Weapon Attack this faction can choose to spend ten Guilders. If it does so, all bonuses to the defender's Defence Value that come from fortifications (as explained in chapter six) and from the equipment “Defence Focus” are ignored. If they spend the Guilders, the warriors further ignore all effects of the “Increased Defences” Full Action that the Defenders might have undertaken.

LEVEL SEVEN:

“Superior Improvement”: The faction chooses two different attributes and increases each of them by +1. Instead of increasing its attributes the faction can choose to learn one new feat.

LEVEL EIGHT:

“Lord of War”: This faction has gathered a massive fighting force, gaining the ability to send well-armed patrols through the realm and leap into the fray wherever trouble is brewing. Once per round, this faction can, when another faction is about to roll a Weapon Attack, choose to become involved as a Free Action. The warriors make a Weapon Attack against the original attacker, the defender, or against both. If they choose to attack both sides then both the rolls are made with Disadvantage. Note that the warrior faction cannot use any equipment other than Strikeforce and Weapon Attack improvements for all attacks made while using this ability.

LEVEL NINE:

“Masters of the Great Game”: This faction can from now on use TWO Full Actions every round. Note that the faction, when it chooses to take the “Resting” Full Action, forfeits BOTH of its Full Actions for it.

LEVEL TEN:

“Perfection:” The faction chooses three different attributes and increases each of them by +1. Alternatively, it can choose to increase one attribute by +1 and one by +2. Note that these bonuses can raise your attribute to a maximum of +6.

Instead of increasing its attributes the faction can choose to learn one new feat.



CHAPTER TEN: FEATS

In addition to the special abilities acquired by gaining levels in one or several classes, each faction can, if they so choose, gain one special ability at fourth, seventh and tenth level. These are called “feats”, special talents that allow a faction to hopefully gain some sort of advantage over their competition. When attempting to learn such a feat the faction can only obtain it if the Gamemaster agrees to it. Feats that story-wise do not make sense for a faction to have should not be permitted.

In addition to the Gamemaster’s permission some feats also have a prerequisite that a faction has to fulfil if they are trying to obtain it. Many other feats however are open to all factions.

With the possible exception of multiclassing, feats are the best way to make a faction stand out and feel more unique. Thus they allow even two factions of low level and the same class to feel significantly different from one another. Players and Gamemasters alike should feel free to design their own feats and add them to the list presented here.

BEASTS OF WAR

Prerequisite: Training in the “Beastcraft” skill

This faction has tamed a variety of animals (horses, hounds or other, more exotic creatures) and uses them to support their soldiers in combat. Once per round, when making a successful Weapon Attack or Counterattack against another faction, the users of the war beasts deal an additional 1D4 damage. Alternatively, once per round, when taking damage from a successful Weapon Attack or Counterattack against them, the users of the war beasts lose 1D4 less Power.

Only one of these two different uses can be activated during the same round.

BLOODMAGIC

Prerequisite: One or more levels in the Mage and/or Priest class.

This faction uses the power of blood sacrifice, considered forbidden in many places, to boost its magic.

At the start of each round, as a Free Action, the faction can decide to lose 1D4, 2D4 or 3D4 Power. For every D4 lost in this way the faction regains one depleted Spellpoint or Faithpoint.

BRUTAL ATTACK

The soldiers of this faction are considered extremely dangerous, capable of unleashing devastating offensives against their enemies. When this faction makes a Weapon Attack, before the attack is rolled, it can decide to take a -3 penalty to the roll. Should the attack nonetheless be successful, it deals an additional 5 damage.

CHARISMATIC LEADER

Prerequisite: Charisma +2 or better

The leaders of this faction have the nearly mystical ability to motivate their followers, frequently resulting in acts of selfless heroism and incredible effort. This faction gains a special Bonus Action called **“Fiery Speech”**: When using this Bonus Action the faction gains the ability to, until the start of the next round, add 1D6 to each D20 roll that they make. The use of this ability can be announced after the roll has been made but before the Gamemaster reveals the outcome. Each time such a D6 is used the faction automatically loses one Power.

CHILD OF POWER

This faction is just a local part of a much larger, more dangerous faction. While acting independently most of the time, every now and then they can call upon their “parent” for help. At the start of a round the faction can choose to do so, gaining one of two abilities: either the faction immediately regains an amount of Power equal to 1D8 plus the faction’s total level in all classes OR the faction can take TWO Full Actions during this round. No matter which of the two options they pick, the faction cannot use this feat again until it has performed a “Resting” Full Action during a subsequent round.

CLERICS OF COIN

This faction has many contacts and contracts amongst the merchant classes. Its money – making never stops. Every time this faction uses the “Earn Guilders” Bonus Action it gains an additional ten Guilders. Also, at the end of each round, the faction gains a number of Guilders equal to three times its level in all classes.

CRIPPLING SABOTAGE

This faction’s agents know exactly how to find an opponent’s weak point and strike it in a way that leaves the enemy reeling, their operations paralysed for a short amount of time. Each time this faction uses the Full Action “Sabotage” they can declare (before rolling any dice) that they will activate this feat. Should the sabotage

be successful the damage it deals is halved (rounded down), the opposing faction however will not be able to use a Bonus Action during the next round.

DABBLERS IN MAGIC

Prerequisite: No levels in the Mage or Priest Class

This faction has obtained some minor skill in the arcane or divine arts of magic. When learning this skill, the faction chooses either the mage or priest class. If the mage class is chosen, the faction gains three Spellpoints and the use of the following abilities, just as if they had two levels in the mage class: Battlemagic, Protective Magic and Arcane Assistance. If the priest class is chosen, the faction gains three Faithpoints and the use of the following abilities, just as if they had two levels in the priest class: Divine Fury, Healing Hands and Divine Assistance.

The dabblers regain their three Spellpoints/Faithpoints every time they use the Full Action “Resting”.

DANGEROUS DEFENDERS

This faction has a significant amount of skilled guards who are ready to answer any attack upon their masters in kind. When this faction uses the “Counterattack” Reaction it does not gain Disadvantage. Furthermore each successful Counterattack that it makes deals an additional 1D4 damage.

DEFENSIVE MASTERS

Prerequisite: Defence Value 15 or better

This faction is highly skilled in defending, using choke points, walls and other terrain with great effectiveness to weaken any attack focused on them. Every time this faction loses Power from a Weapon Attack, Sabotage or similar enemy action it loses two Power less than it should.

FATE - TOUCHED

This faction seems to have acquired the blessing of a divine force or has otherwise obtained an incredible amount of luck. Once in every round the faction can add 1D4 to the outcome of a single D20 that they roll. The use of this D4 is announced after the roll has been made but before the Gamemaster reveals the outcome.

HEALERS

Prerequisite: Training in the “Medicine” skill

This faction employs some of the best herbalists and doctors in the land. Each time the faction uses the “Healing” Bonus Action it heals an additional amount of Power equal to their total level in all classes. Additionally

the faction gains a passive income, which provides them with a number of Guilders equal to double their total level in all classes at the end of each round.

ELITE WARRIORS

Prerequisite: Weapon Attack that deals 1D6 or more damage

This faction boasts of having some of the most dangerous warriors in the land within their ranks. Each time this faction makes a successful Weapon Attack against another faction it rolls its weapon damage die twice, choosing the higher result of the two.

LORDS OF MASKS

Prerequisite: Charisma +2 or better

This faction has the ability to cloud the senses of their opponents, hiding their own endeavours in a vast sea of false rumours and feints. The “Delay” Bonus Action can be used as a Free Action by this faction. However, should they choose to use it as a Free Action, they will not be able to use the Hardwork or Purchase Free Actions during the same round.

MAGE - HATERS

Prerequisite: The faction may not have the ability to use magic itself

This faction harbours a significant grudge against all those who use the arcane or divine arts of magic and has developed specific techniques to defeat such opponents. Against all attacks that involve the use of magic this faction's Defence Value is increased by two. Every Weapon Attack, Sabotage or Counterattack that this faction successfully uses against a magic-using faction, deals an additional three points of damage.

MASTERS OF X

Prerequisite: Training in the chosen skill

This faction's members include some of the greatest masters in a specific field or ability. When learning this feat the faction chooses one skill. They gain a bonus of +3 to all rolls on that skill. Every time this skill is used against them, the opponent suffers a -3 to all rolls on that skill.

MURDEROUS CHARGE

Prerequisite: Agility at least +2 OR Strength at least +2

This faction has gathered a group of elite killers under their banner. Every time this faction makes a Weapon Attack against another faction they can declare the attack a Murderous Charge by using their Bonus Action for that. The attack gains a +3 bonus to the attack roll and deals an additional 2D4 damage if it hits.

MASTER POACHERS

This faction is particularly skilled in enticing the members of other factions to switch sides and come over to work for them. The faction gains access to a special Full Action called “Poaching”. When using it the faction makes an Opposed Check (usually Persuasion or Intimidation, but others could apply) against a Wisdom Saving Throw by the other faction. Should the poachers win the other faction loses Power while the poacher gains an equal amount of Power. Note that this can temporarily allow the poaching faction to increase their current Power beyond their maximum amount. All Power beyond the maximum however vanishes at the end of the round. The exact amount of power that is transferred is determined by the result of the Opposed Check. Should the poachers win by 5 or less, the amount is 1D4+1. Should the poachers win by more than 5, the amount is 2D4+2.

PRECISE RIPOSTE

This faction's guards are extremely dangerous, capable of crippling any who dare attack their masters. Each time this faction causes any damage to an opponent while using the “Counterattack” Reaction that opponent also loses the ability to use their own Reaction during the next round.

QUICK REINFORCEMENTS

Prerequisite: Constitution +2 or better

This faction has mastered the ability to quickly shift their resources and manpower around, thus filling gaps in their ranks nearly as quickly as they appear. At the end of each round this faction automatically regains 1D6 Power in addition to all Regeneration Dice they might roll. Once the faction has gained a total of six levels in one or more classes this improves to 2D6 Power regained.

RANGED COMBAT EXPERTS

This faction relies on archers, crossbowmen or slingers with great skill to fight their battles for them, making them difficult to retaliate against. Their Defence Value against Counterattacks is increased by two. Whenever this faction is successfully hit by an enemy's “Counterattack” it loses only half as much Power (rounded down) as it should. In addition the equipment “Ranged Battalion” only costs five Guilders for them.

RESILIENCE

This faction has focused on training its members in additional ways to avoid harm. The faction gains Training with one saving throw of their choice in addition to the ones it has already obtained by taking levels in their “main” class. It also gains a +1 bonus to all Saving Throws.

SPECIALISTS

This faction has hired tutors for their members, striving to give them better training in a wide variety of abilities. The faction gains Training with two skills of their choice in addition to those given to them by their class or classes. Alternatively they gain Training with one skill and two tools of their choice.

TOUGH AS NAILS

Prerequisite: Constitution +1 or better

This faction is especially tenacious, able to continue functioning even under heavy assault. The faction increases their maximum Power by two for every level in any class that they have. When they gain new class levels after obtaining this feat they gain two more Power for every level gained.

WAR MAGES

Prerequisite: Ability to use some type of magic

This faction has trained its magic users in the ability to unleash particularly devastating spells upon the battlefield. Each time the faction makes a Weapon Attack or Counterattack that involves magic they add +2 to their attack roll and their damage roll.

WARRIORS OF THE GODS

Prerequisite: Training in the "Religion" skill

The members of this faction believe that they have been chosen by one or more gods to destroy a specific foe. When learning this feat, the faction chooses one specific faction as their adversary. From this moment onwards, all sabotage attempts and Weapon Attacks against this adversary are made with Advantage, but all "positive" checks when interacting with this faction (attempting to heal it, negotiate with it etc.) are made with Disadvantage.



The following feats are intended to be used only by factions that have reached the highest level of mastery in their chosen field. You will notice that these feats are much stronger than the ones available to factions of a level below ten. That is fully intentional. Note that several of these feats change the way in which the game works fairly significantly, so a Gamemaster should always consider carefully before allowing a faction to learn one of them. Then again, we are talking about high level gameplay here, and some would say that things are supposed to be a bit crazy when you reach such powers...

Depending on what type of game you wish to play, you could even go so far as to allow your factions to take these feats before they reach level ten, maybe at level seven or even as early as level four.

APEX DEFENCES

Prerequisite: level ten or higher in any class

This faction has gained the services of a legion of superb guardians who stand ready to repel any attack that threatens their masters. The faction can, as a Reaction, declare one Weapon Attack made against them during this round. That Weapon Attack automatically fails and the attackers immediately lose 1D4 Power. Alternatively this faction can, as a Reaction, choose one Strength, Agility or Constitution Saving Throw that it will have to roll this round. That saving throw is an automatic success and the faction regains 1D4 Power.

ARCH ENEMY OF X

Prerequisite: level ten or higher in any class

This faction has waged a long war against a specific type of enemy and have invested an incredible amount of resources into becoming as proficient in fighting that enemy as they can be. When acquiring this feat, the faction chooses one of the eight classes. From that moment onwards, they gain a +3 bonus to all D20 rolls made to interact with any faction that has at least 50% of its levels in that class. All successfully used damaging abilities of the faction against their chosen arch enemies furthermore always deal an additional 1D6 damage.

FONT OF POWER

Prerequisite: level ten or higher in any class

This faction draws upon a wellspring of power, gathering vast resources and huge crowds of supporters to it. Both its current and maximum Power increase by 20, in addition to any Power the faction has gained by levelling up.

PAWNMASTER

Prerequisite: level ten or higher in any class

This faction has become extremely skilled in manipulating minor groups, using both the carrot and the stick to much success. It is capable of producing small groups of fanatical supporters at a speed that seems nearly supernatural.

This faction can, as a Full Action, create a new Minor Faction (see chapter eight on how Minor Factions work). The attributes of the new faction are determined normally, but it has no class levels, feats, Guilders or equipment, with the exception of a "Weak" (1D4) Weapon Attack. Each faction created by this feat has Power equal to 6+ the Charisma of its creators. The minor faction is fully controlled by its creator and will use its Free Actions, Full Actions, Bonus Actions and Reactions exactly as commanded. They can also freely trade any resources and equipment with their creators. It is recommended that the maximum amount of minor factions the Pawnmasters can control at the same time is two (meaning that, if they choose to create another, one of the two they are already controlling will give all its resources to their creators and then vanish), but the Gamemaster can choose to allow for a higher maximum, if they desire a more complex game.

POWERBREAKER

Prerequisite: level ten or higher in any class

This faction has learned how to damage their enemies in a way that is particularly hard to recover from, dealing out assaults upon the most vulnerable points the adversary has. Whenever this faction forces another faction to lose Power (through sabotage, a Weapon Attack or other means), that other faction's maximum Power is lowered by half the amount of Power lost (rounded down). The maximum Power returns to its original number at the start of the following round.

QUICKSILVER AGENTS

Prerequisite: level ten or higher in any class

This faction has learned to move extremely quickly and efficiently, acting faster than any of their competition, making them nearly impossible to react to. This faction is immune to the effects of the following Reactions:

Counterattack, Weaken Assault, Misinformation, Master Spies, Cutting Speech, Fake Facts, Power of Prayer and the defensive part of the Mercenaries Reaction. It is also immune to the use of the "Lord of War" ability when it is the attacker.

Furthermore, whenever another faction uses the "Delay" Bonus Action, this faction's actions are not unveiled to it.

SUPPLYMASTERS

Prerequisite: level ten or higher in any class

This faction owns vast warehouses filled with different types of equipment. When it uses any equipment that is usually depleted after one use (e.g. Defensive Upgrades, Healing Devices etc.) that equipment is not immediately depleted but can be used one more time before finally being used up.



TERRIFYING REPUTATION

Prerequisite: level ten or higher in any class

This faction is feared across the land. Even the mere thought of crossing it is enough to make strong warriors shake in their boots. Every time another faction attempts to declare a Weapon Attack, Sabotage or similar endeavour against this faction it must succeed on a Difficulty 15 Strength or Wisdom Saving Throw. If they fail the faction cannot declare this endeavour. They must choose another Full Action (or Bonus Action, if the attempt was one such) instead. They are not allowed to choose any Full Action (or Bonus Action) that would directly harm the faction with the terrifying reputation.

TREASURER

Prerequisite: level ten or higher in any class

This faction has gained a steady flow of money that brings them wealth beyond imagination. At the end of every round the faction gains 50 Guilders.

CHAPTER ELEVEN: EQUIPMENT

Just like player characters in most RPGs out there, faction can spend their hard earned money (called “**Guilders**” in this rule system) to acquire a whole range of different types of equipment. Unlike most other RPGs, the equipment and its cost presented herein does not symbolise a single sword, shield, piece of armour, tool etc, but a large quantity of them, enough to equip significant parts of a faction. The names of the equipment here are really just placeholders: improved weapon attacks, for instance, can mean actual swords, axes or spears, but it can also mean improved training facilities for a faction’s soldiers, the hiring of a more elite fighting force or even just spending money to gather larger amounts of warriors. Feel free to flavour any individual equipment as you see fit story wise, to make it more suitable for your faction, as long as the rules for it stay more or less the same.

The name “Guilders” are also used as a placeholder for a specific (but unspecified) amount of resources. This can mean literal gold coins, but could also stand for land that is being sold, raw materials, infrastructure, even a faction’s members who sell their services. Whether one guilder is an equal to fifty coins in your campaign, or a hundred, or a thousand, is up to you. Most times there should be no need to specify it precisely, as long as it is the same amount of resources for every faction.

The list presented on the next page is by no means complete. If Gamemaster or players have additional ideas for equipment rules they want to add to their games, please feel free to do so!

Should a faction wish to sell some of its equipment, it can do so at half of said equipment’s original price as a Free Action during the start of that faction’s round.

The following text is an explanation on how the different types of equipment work in the game:

Alarm Devices: By hiring additional watchmen, guard animals etc. this faction attempts to detect and stop enemy agents before they can harm them. For each alarm device a faction owns, which can be up to three, it gains +2 to all Saving Throws to resist Sabotage and similar actions taken against it.

Defence Focus: The faction spends additional resources to increase its defences against direct attacks. The faction’s

Defence Value increases by +2. This can only be acquired if the faction already has at least Light Improved Defence Value. While possessing a Defence Focus the best Weapon Attack a faction can use is Skilled Weapon Attack (1D8 damage).

Defensive Upgrade: By the use of additional bodyguards, barricades and other measures the faction temporarily improves its capabilities to survive assaults. Each Defensive Upgrade can only be used once and is then depleted. When the faction has suffered a successful Weapon Attack, Sabotage or Counterattack it can, before damage is rolled, choose to add up to three Defensive Upgrades to its defences. Each Upgrade reduces the damage it takes to its Power by 1D4.

Healing Devices: This magical or alchemical healing equipment can be used as a Free Action at the start or the end of a round. The faction using it immediately regains 2D4+1 Power. Healing Devices can only be used once and are then depleted.

Improved Defence Value: The faction increases its capabilities to withstand direct attacks. Its Defence Value is no longer 10+Constitution but is instead determined by the quality of the Improved Defence Value it has acquired. Note that a faction needs to have at least +1 Strength to buy medium improvement and at least +2 Strength to buy heavy improvement.

Improved Regeneration: The faction masters the more efficient use of its power, focusing on the ability to regain lost assets more quickly. All factions begin the game with weak regeneration (D6) but can buy better amounts. A faction can only buy a certain quality of regeneration if it has the quality immediately below that one. No level of Improved Regeneration can ever be sold but instead simply disappears when a better quality one is acquired. Improved Regeneration means that a faction regains more Power at the end of each round. It also means that a faction will gain more Power whenever they level up.

Loyalty Bonus: The faction spends significant amounts of money to improve the motivation of their members. When acquiring a Loyalty Bonus is immediately spent and the faction removes one level of Morale Damage from itself. This comes at a varied price, for a large faction is more difficult to motivate than a small one: Loyalty Bonus costs an amount of Guilders equal to twelve times the total level of the faction.

Offensive Upgrade: By the use of poison, acid, spells etc. the faction temporarily increases the amount of damage it can cause. Each Offensive Upgrade can only be used once and is then depleted. When the faction has made a successful Weapon Attack, Counterattack or Sabotage it can, before rolling damage dice, choose to add up to three Offensive Upgrades to the strike. Each Upgrade adds 1D4 to the damage that is dealt to the defending faction's Power.

Ranged Battalion: The faction temporarily grants part of its soldiers the ability to make effective attacks from a significant distance. When making a Weapon Attack, before the roll itself, a faction can choose to use their Ranged Battalion, which is then depleted and needs to be reacquired. Any Counterattacks against this Weapon Attack automatically fail.

Skill Booster: This specialized equipment is created to temporarily improve a faction's mastery of a specific skill. When buying a Booster the faction must immediately determine what skill it is connected to. Before rolling a check of that specific skill the faction can declare the use of the Booster. They gain Advantage on the skill check, but the Booster is then depleted.

Skill Equipment: Any type of equipment used by a faction to improve its abilities when it comes to a specific skill. This can be theoretical equipment (e.g. books that hold knowledge about how to accomplish a specific task), practical equipment (e.g. climbing gear, survival gear, specific clothing, magical items etc) and even new hirelings. When buying skill equipment a faction has to define which skill the equipment is focused on. While you can make skill checks without any skill equipment (unlike the rules for tools), the bonus that it provides to said check depends on its quality.

Strikeforce: The faction improves its capabilities to overcome its' opponents' Defence Values. It adds an additional bonus to all Weapon Attacks and Counterattacks. The size of said bonus is determined by the quality of the Strikeforce the faction has acquired. Only the bonus of the best Strikeforce a faction has is added to a roll.

Tools: A faction uses tools to craft equipment, to earn money (basically by crafting small pieces of equipment for non-faction NPCs) and to potentially activate story effects. They are never used to help with skill checks, Weapon Attacks or Saving Throws. Anything that creates products or can be used to earn money directly can count as a tool. Examples include a smithy, a forgery station, a mine, brewery, jewellery maker, butcher, brothel, gambling den, theatre etc. Basic tools simply allow a faction to make tool checks (without them you cannot even attempt the check). The bonus more advanced tools provide depends on their quality. Mastercrafted tools additionally provide Advantage.

Trade Goods: Fashioned by different types of crafts and tools, Trade Goods can be anything from livestock, precious metals, different types of cloth to spices, food & drink, jewellery and works of art. Trade Goods are determined solely by its worth (e.g. "silver bars worth 25 Guilders", "barrels of mead worth 10 Guilders") and do not add anything specific to a faction rules-wise. Trade Goods are however an exception to the general rule when it comes to selling equipment. Unlike other equipment, when Trade Goods are sold the faction doing the selling

EQUIPMENT NAME	COST
Alarm Devices	60
Defence Focus	40
Defensive Upgrade (one use only)	15
Healing Devices (one use only)	30
Improved Defence Value: "light" (12+Con)	40
Improved Defence Value: "medium" (14+Con)	80
Improved Defence Value: "heavy" (16+Con)	120
Improved Regeneration: "average" (D8)	60
Improved Regeneration: "strong" (D10)	80
Improved Regeneration: "masterful" (D12)	100
Loyalty Bonus	varies
Offensive Upgrade (one use only)	15
Ranged Battalion (one use only)	10
Skill Booster (one use only)	25
Skill Equipment: "basic" (+1 to every check)	30
Skill Equipment: "master" (+2 to every check)	60
Strikeforce: "strong" (+1)	40
Strikeforce: "masterful" (+2)	80
Tools: "basic" (allow the usage)	25
Tools: "advanced" (+2 to all checks)	50
Tools: "mastercrafted" (+2, Adv to all checks)	100
Trade Goods	varies
Traps	50
Weapon Attack: "average" (D6)	30
Weapon Attack: "skilled" (D8)	40
Weapon Attack: "strong" (D10)	60
Weapon Attack: "masterful" (D12)	90

rolls a Persuasion check. A result of 5 or less means the goods are sold at half their value. A result of 6 to 10 means the goods are sold at three quarters of their value. A result of 11 to 15 means the goods are sold at exactly their value. A result of 16 to 20 means the goods are sold at five quarters of their value. A result of 21 to 25 means the goods are sold at one and a half times their value. A result of 26 or higher means that the goods are sold at double their value. All these values are rounded down to the next full Guilder. The Gamemaster can, depending on the availability of a large market or significant amounts of merchants, decide that only a certain amount of Trade Goods (e.g. "up to fifty Guilders worth") can be bought or sold by a faction in any given round.

Traps: For some factions a purely defensive defence isn't enough and they use traps to hurt those who try to harm

them. When a trap is bought the faction must declare the type of the trap and what saving throw it requires. From that moment onward each other faction that attempts to do a Weapon Attack, Sabotage or similar action against the owners of the traps must, even before rolling for an attack, make a Difficulty 12 saving throw. The Difficulty increases to 15 once the "owner" of the traps has a total of five levels. Failure leads to a loss of 1D4 Power for that faction. A single faction can have up to three different types of traps, each of which requires its own saving throw.

Weapon Attack: The faction improves its capabilities to damage its opponents' Power. Its weapon attacks will from now on deal a specific dice worth of damage, as determined by the quality of the Weapon Attack the faction has acquired.

PART THREE: INVISIBLE HANDS

how to represent the twenty factions from the first book of our series, *Invisible Hands*, with the rules presented herein

Note that these stats only depict the factions themselves, without taking into account their allies and other factions that they might hire as assistance. Some of the factions presented in "Invisible Hands" have vast riches or even vaster influence at their disposal and could probably hire/persuade several weaker factions at once to do their bidding. This is where the true power lies for some of these factions, and that truth needs to be considered carefully.

Note that all these factions have been created by using the StoryCentered Approach, explained in Chapter 8.

Should you not have "Invisible Hands" yet, you can find a link to it on the very last page of this booklet.

1. The Eye of God:

Level 3 Scholar, Level 5 Politician

Strength -1, Agility +2, Constitution +1,

Intelligence +4, Wisdom +2, Charisma +3

Training in Crime, Deception, Impression, Insight, Persuasion, Research, Stealth and Streetwise.

Equipment: Weak Weapon Attack, Improved Defence Value: light, Basic level skill equipment for Crime, Religion, Medicine and Intimidation; Master level skill equipment for Knowledge, Stealth, Streetwise,

Research, Insight, Deception, Persuasion and Impression.

Feats: Lords of Masks



2. The Sceptre:

Level 5 Mage, Level 2 Politician

Strength +0, Agility +2, Constitution +1,

Intelligence +5, Wisdom +1, Charisma +2

Training in Arcane, Impression, Insight, Knowledge, Nature, Persuasion and Research

Equipment: Strong Weapon Attack, Improved

Defence Value: medium, Improved Regeneration:

average, Mastercrafted Arcane Tools, Basic level

Alchemy Tools, Basic level skill equipment for

Survival, Knowledge, Streetwise and Nature, Master

level skill equipment for Arcane and Impression

Feats: War Mages

3. Knights of Custodia:

Level 5 Fighter, Level 1 Priest, Level 2 Scholar
 Strength +4, Agility +1, Constitution +3,
 Intelligence +2, Wisdom +2, Charisma +0
 Training in Arcane, Beastcraft, Knowledge, Nature,
 Perception, Research and Survival
 Equipment: Strong Weapon Attack, Strikeforce:
 strong, Improved Defence Value: heavy, Improved
 Regeneration: average, Basic level skill equipment for
 Religion, Research, Streetwise, Survival and Arcane
 Feats: Masters of Survival

4. The Meritorium:

Level 10 Artisan, Level 3 Politician
 Strength +1, Agility +2, Constitution +2,
 Intelligence +3, Wisdom +3, Charisma +4
 Training in Deception, Impression, Insight,
 Knowledge, Persuasion and Streetwise
 Equipment: Skilled Weapon Attack, Improved
 Defence Value: medium, Improved Regeneration:
 strong, Defence Focus, Traps x2, Alarm Devices,
 Many Mastercrafted Tools, Master level skill
 equipment for Crime, Knowledge, Research,
 Streetwise, Nature, Beastcraft, Insight, Deception,
 Intimidation, Impression and Persuasion; a massive
 amount of trade goods
 Feats: Clerics of Coin, Master Poachers, Supplymaster

5. The Silver Hounds:

Level 3 Warrior
 Strength +3, Agility +2, Constitution +2,
 Intelligence -1, Wisdom +1, Charisma 0
 Training in Beastcraft, Intimidation, Muscle,
 Streetwise and Survival
 Equipment: Strong Weapon Attack, Improved
 Defence Value: medium, Improved Regeneration:
 average
 Feats: Tough as Nails

6. Children of Aksum:

Level 2 Mage, Level 6 Politician
 Strength +1, Agility +2, Constitution +1,
 Intelligence +3, Wisdom +2, Charisma +4
 Training in Arcane, Deception, Impression, Medicine,
 Nature, Persuasion and Religion
 Equipment: Average Weapon Attack, Improved
 Defence Value: light, Alarm Devices, Mastercrafted

Alchemy Tools, Master level skill equipment for
 Impression, Persuasion, Deception and Nature
 Feats: Charismatic Leaders

7. Bladesorrow:

Level 3 Outlaw, Level 3 Warrior
 Strength +2, Agility +4, Constitution +1,
 Intelligence +1, Wisdom +2, Charisma +1
 Training in Crime, Deception, Intimidation,
 Perception, Stealth and Streetwise
 Equipment: Strong Weapon Attack, Strikeforce:
 strong, Improved Defence Value: light, Improved
 Regeneration: average, Advanced Poisoner Tools,
 Basic level skill equipment for Insight, Streetwise and
 Survival, Master level skill equipment for Crime and
 Stealth
 Feats: Warriors of the Gods (Children of Aksum)

8. One Family of the Road:

Level 1 Artisan, Level 1 Outlaw
 Strength -1, Agility +1, Constitution +1,
 Intelligence +1, Wisdom +2, Charisma +3
 Training in Beastcraft, Impression, Insight, Medicine,
 Streetwise and Survival
 Equipment: Weak Weapon Attack, Many Basic Tools,
 Basic level skill equipment for Knowledge, Streetwise,
 Beastcraft and Impression
 Feats: Fate - Touched

9. The Preservers:

Level 3 Outlaw, Level 3 Politician, Level 3 Scholar
 Strength -1, Agility +3, Constitution +2,
 Intelligence +3, Wisdom +2, Charisma +4
 Training in Crime, Deception, Impression,
 Intimidation, Persuasion and Stealth
 Equipment: Weak Weapon Attack, Improved Defence
 Value: light, Improved Regeneration: average,
 Advanced Art Tools, Master level skill equipment for
 Persuasion, Crime, Deception and Impression
 Feats: Crippling Sabotage

10. Five Dragons:

Level 7 Warrior
 Strength +5, Agility +2, Constitution +4,
 Intelligence +1, Wisdom +2, Charisma -1
 Training in Crime, Intimidation, Medicine, Muscle,

Perception, Stealth and Survival

Equipment: Masterful Weapon Attack, Strikeforce: masterful, Improved Defence Value: medium, Improved Regeneration: strong, Basic level skill equipment for Intimidation and Muscle

Feats: Elite Warriors, Murderous Charge

11. The Dreambringers:

Level 2 Artisan, Level 1 Outlaw

Strength +1, Agility +2, Constitution +1, Intelligence +3, Wisdom +1, Charisma +3

Training in Crime, Deception, Impression, Nature, Persuasion and Streetwise

Equipment: Weak Weapon Attack, Improved Defence Value: light, Advanced level Alchemy Tools, Basic level skill equipment for Impression and Nature

Feats: none

12. God's Riders:

Level 3 Warrior, Level 1 Ranger

Strength +3, Agility +3, Constitution +1, Intelligence 0, Wisdom +1, Charisma 0

Training in Beastcraft, Intimidation, Muscle, Religion, Stealth and Survival

Equipment: Strong Weapon Attack, Improved Defence Value: medium, Basic level skill equipment for Religion, Stealth and Survival

Feats: Defensive Masters



13. Shadovar:

Level 3 Priest, Level 3 Ranger

Strength +1, Agility +1, Constitution +3, Intelligence +2, Wisdom +4, Charisma +2

Training in: Arcane, Beastcraft, Impression, Nature,

Intimidation, Religion and Survival

Equipment: Average Weapon Attack, Improved Defence Value: light, Improved Regeneration: strong, Advanced level Herbalism Tools, Basic level skill equipment for Animal Handling, Survival, Nature, Religion and Intimidation

Feats: Healer

14. The Sculptors:

Level 1 Scholar, Level 5 Artisan

Strength +1, Agility +3, Constitution +1, Intelligence +2, Wisdom +3, Charisma +4

Training in Crime, Insight, Intimidation, Medicine and Persuasion

Equipment: Weak Weapon Attack, Improved Defence Value: light, Defence Focus, Alarm Devices, Traps, Several Mastercrafted Tools, Master level skill equipment for Insight, Persuasion, Medicine and Intimidation

Feats: Expert (Insight)

15. Lords of the Waves:

Level 8 Warrior

Strength +5, Agility +1, Constitution +3, Intelligence +1, Wisdom +1, Charisma +1

Training in Intimidation, Muscle, Perception, Streetwise and Survival

Equipment: Masterful Weapon Attack, Strikeforce: masterful, Improved Defence Value: heavy, Defence Focus, Improved Regeneration (medium), Advanced level Ship Building Tools, Basic level skill equipment for Muscle and Survival (on water)

Feats: Dangerous Defenders, Brutal Attack

16. Unity:

Level 5 Priest, Level 2 Politician

Strength +2, Agility +1, Constitution +4, Intelligence +2, Wisdom +2, Charisma +2

Training in Impression, Insight, Muscle, Knowledge and Religion

Equipment: Strong Weapon Attack, Strikeforce: strong, Improved Defence Value: light, Improved Regeneration: strong, Advanced Divine Tools, Master level skill equipment for Religion and Performance

Feats: Tough as Nails, Quick Reinforcements

17. Raven Brothers:

Level 1 Mage, Level 1 Ranger, Level 3 Warrior
 Strength +3, Agility +1, Constitution +2,
 Intelligence +1, Wisdom +2, Charisma -2

Training in Arcane, Beastcraft, Intimidation, Muscle,
 Perception and Survival

Equipment: Strong Weapon Attack, Improved
 Defence Value: medium, Improved Regeneration:
 average, Basic level skill equipment for Survival and
 Perception

Feats: Elite Warriors

18. Society of the Rooster:

Level 1 Outlaw, Level 4 Politician

Strength +1, Agility +1, Constitution +2,
 Intelligence +2, Wisdom +1, Charisma +4

Training in Crime, Impression, Insight, Muscle,
 Persuasion and Streetwise

Equipment: Weak Weapon Attack, Improved Defence
 Value: light, Improved Regeneration: average, Basic
 level skill equipment for Insight, Deception and
 Persuasion, Master level skill equipment for
 Impression

Feats: Charismatic Leaders

19. The Guild of High Arts:

Level 2 Scholar, Level 2 Artisan, Level 9 Mage
 Strength +3, Agility +2, Constitution +3,
 Intelligence +5, Wisdom +2, Charisma +2

Training in Arcane, Beastcraft, Crime, Intimidation,
 Knowledge, Medicine, Muscle, Nature, Research and
 Streetwise

Equipment: Strong Weapon Attack, Strikeforce:
 strong, Improved Defence Value: medium, Improved
 Regeneration: masterful, Many Mastercrafted Tools,
 Master level skill equipment for Arcane, Knowledge,
 Research, Nature, Beastcraft, Medicine and
 Intimidation

Feats: Masters of Arcane, Blood Magic, Beasts of War

20. Little Spiders:

Level 1 Scholar, Level 3 Outlaw

Strength -1, Agility +3, Constitution +1,
 Intelligence +1, Wisdom 0, Charisma +2

Training in Crime, Knowledge, Perception, Stealth
 and Streetwise

Equipment: Skilled Weapon Attack, Improved
 Defence Value: medium, Traps, Master level skill
 Equipment for Streetwise, Stealth and Crime

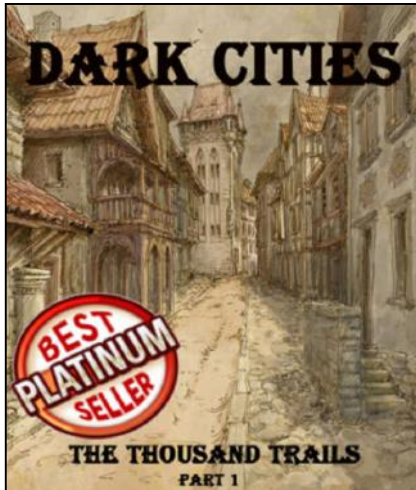
Feats: Ranged Combat Experts



AFTERWORD

Greetings once again and thank you for your purchase! We at True Mask Games hope that you enjoyed "Pawns in a Greater Game" and that you will use some of its contents to make your own roleplaying sessions, no matter what system or setting you might play, more enjoyable for everyone involved! If you have any questions, suggestions or general feedback please do not hesitate to reach out to us on social media, discord or e-mail. We are always happy to hear from you!

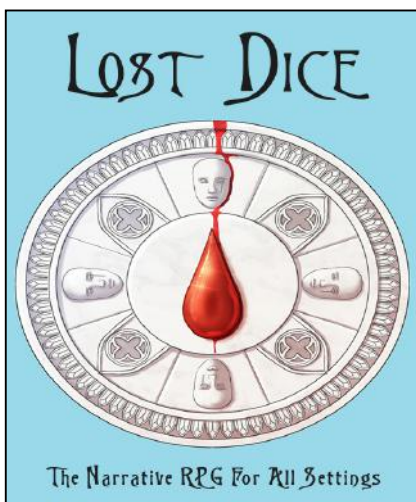
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The first part of our "Thousand Trails" series gives you over 100 plothooks and storyseeds for urban fantasy adventures. Sometimes the greatest monsters can be found in the most civilized of places... Most of the plothooks in this book can be adjusted to a fit into a horror, modern even sci fi game.

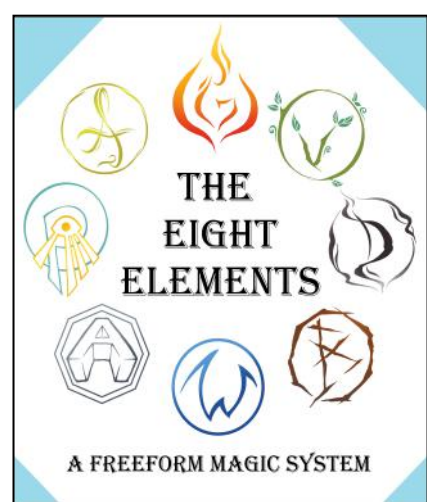


There are powers in the shadows of every good RPG world, secret societies whispering in the ears of rich and poor alike. "Invisible Hands" gives you 20 detailed organizations to use as friends and foes in any RPG campaign. It also includes an in-depth guide on how to create interesting factions and use them in your game.



This freeform rulesystem is designed to be used with many different settings, from dark and gritty survival to high magical fantasy and even sci – fi games.

Lost Dice has two core principles: narrative gameplay and risk management. It uses an action -packed dice-pool mechanic involving everything from a D4 to a D12. Every single roll is narrative and supported by story decisions and descriptions.



A magic system designed for the use in any RPG setting, the Eight Elements can be combined with many other rulesets. This freeform system seeks to keep magic "magical", allowing for nearly countless combinations and rewarding rich imagination, clever thinking and inventive problem solving. Play a tune of your own devising...and watch Creation dance to it!