Actions

On your turn you can take a Diplomatic Action and Military Action. You can do the action a number of times equal to your Faction Tier. You cannot act in a region where you do not have a Base. You can take any number of Free Actions on your turn.

Diplomatic Actions.

Conduct Diplomacy

When you pressure another faction for something.

Call in a Debt

When you call on an obligation another faction has to you

Lend Aid

When your faction throws its weight behind seek aid from beyond the veil. another

Conduct Trade

When you enter the market to gain profit.

Uncover Secrets

When you gather your faction's specialists in council

Glimpse Beyond

When you open yourself to the universe and seek aid from beyond the veil.

Military Actions.

Establish Influence

When your faction attempts to gain a foothold in a new region.

Blood the Enemy

When you assault a rival faction.

Covert Operations

When your faction infiltrates another.

Explore the Wilds

When your forces venture out into the unknown in search of fortune

Seize Territory

When you attempt to take control of a region.

Expand Influence

When your faction upgrades its infrastructure.

Invoke Magic

When your faction summons their supernatural forces

Advance a Long Term Project

When you work on a long-term project (either a brand new one, or an already existing one).

Free Actions.

Send a Message

When you want to send a message to another faction

Come to an Agreement

When you and another faction come to terms on.

Abandon a Position

When your faction willingly concedes territory.

Unleash Power

When you boost your actions using a supernatural marvel.

Find a Surplus

When your faction claims or creates a significant resource in the fiction.

Right Tool for the Job

When your faction uses their resources to confront a crisis.

Hold Together

When your faction must resist hardship, temptation, or infighting.

Flush with Resources

If Mood would hit +4.

Fall into Crisis

If Mood would hit -4.