

*“A company’s bones is only as strong as the unity. One man can’t shift a boulder, but a well organized party can make it a pebble. When the fighting gets rough, that’s where and when you find yourself, and when you’ve fought with friends, you’ll find yourselves moving mountains...”*

~ Tomas “Broken-Nose” Edling, *The Gallivanting Protectors*

The party level is increased by adventuring together, performing selfless acts within the party, cooperating and working towards a common goal. Unlike other levels in D&D, the party level can *decrease*. This reflects uncertainty and distrust in the party. Reckless acts or behaviour affected by the stress table can decrease the level of unity. When one piece of a clockwork breaks, the clock stops working. A member who for instance might have rolled **Narcissist** on the **Affliction table** can come to lower the party level as someone obviously is putting themselves before the rest. The DM can ask a member to make a Wisdom saving throw to measure failed insight checks, as the party might run the risk of misunderstanding each other.

On the other hand, mending *each other’s* stress level can actually increase the party level as you bond over shared perils.

### **Party Reactions**

**Party Reactions** are apart from regular reactions that might be part of a class, such as the Fighter Class’ **Protection** Reaction. A **Party Reaction** can only be used once per turn before it resets for the next turn. The **Party Reaction** can be used outside of Initiative order, but *always* needs something to react to. This means that any engagement relying on Initiative Order can *never* start with a **Party Reaction** - you ain’t clairvoyant!

For instance: *Eymond the bard gets blasted by a magic missile. Villia the Rogue uses her reaction to jump in front of the magic missile, taking the hit. The attack roll result instead being measured against her AC.*

Another Example: *Villia the Rogue runs up to attack the half-orc zealot. The party have a strong bond and their party level is higher, granting them far more powerful reactions. This can be explained as them for instance being willing to spend resources on each others well-being. As Villia starts to run, Blurbendorf the Druid spends this round’s reaction to sling the Guidance cantrip at Villia, increasing her chance of success.*

**Party Levels** - All effects are cumulative. In total you will only have one reaction, however, it’s just the choice of reactions that increases. Every member has *one* reaction every round. A member part of a group of **Party Level 2** may for instance move ca 15 feet *and* shout. The higher levels are completely intended to be harder to reach, while the lower ones are easier.

**Level 0** - Every member of the party gains a single Party Reaction that essentially constitutes a vocal response, for example; “Look out!” “Behind you!” “Take the other one!” “Keep your shield up, Steve!”

**Level 1** - You now gain the ability to move half your movement as part of any Party Reaction. This can be used to for instance flank an opponent or move closer as you follow the cues of your party's movement. This also allows you to draw an object or weapon as you move.

**Level 2** - The Party Reaction increases to simple physical actions such as shoving a friend out of harm's way, trading places, throwing them an object like a healing potion. Results often result in members being knocked prone, get moved out of the way or gain some type of disadvantage.

**Level 3** - The Party Reaction increases to more advanced actions. Using non-lethal abilities, such as inspiring effects or protective actions that might help the party less recklessly than tackling a friend out of harm's way. Healing and non-damage spells up to level 1 can be used as part of this Party Reaction.

**Level 4** - The group is at its peak! You're a well oiled fighting machine, or maybe a complete bunch of thugs, ganging up on the unfortunate. The Party Reaction increases to throwing an offensive spell up to level 2 or making a single attack. All the effects of the action are exactly as normal. Sneak attack damage is for instance added.