

## The Qualities of a Company

**Might:** How much your group can accomplish through the application of violence.

**Treasure:** Your group's fiscal wherewithal and fiduciary infrastructure. Also, cash.

**Influence:** Soft influence. Persuasion. The stuff of eavesdropping and smear campaigns.

**Territory:** Land, property and people who do what you say.

**Sovereignty:** The loyalty of your followers and their initiative in pursuing your will.

## Bonuses & Penalties

Catastrophic bungle	-3d
Humiliating failure	-2d
Error	-1d
Washout	+0d
Minor success	+1d
Significant success	+ED
Outstanding success	+2d
Major success	+MD
Spectacular coup!	+3d
Epic Triumph!	+1+MD
Duuuuude!	+2+MD

## Temporary Raises: Methods

**Might:** Surprise, entrenchments, assassination, scare tactics, hire muscle

**Treasure:** Get a loan, debase your currency, shake down a neighbor

**Influence:** Overwhelming charm, bluffs, threats, bribes, blackmail

**Territory:** Work your people mercilessly, like a tyrant.

**Sovereignty:** Holidays, just decisions, benign neglect with high Territory

## The Ten Rolls

**Might + Treasure:** This is a direct, physical attack. It's resisted with Might + Territory.

**Might + Influence:** Unconventional warfare or, if you prefer, terrorism. It's resisted with Might + Sovereignty.

**Might + Territory:** Defends against direct physical assault. Attacker rolls Might + Treasure.

**Might + Sovereignty:** Policing your territory, protecting your citizens, serving and protecting. If you have a concerted gang against you, they resist with Influence + Might.

**Treasure + Influence:** Espionage. As opposed to merely gathering information, this is the active pursuit of secrets desperately concealed. It's rolled against Influence + Territory. It can also be used to plant ideas and influence opinions.

**Treasure + Territory:** Cultural improvement. Rolled against no Difficulty, any success gives a temporary +1 to Sovereignty for the next month. Rolled against Difficulty = current Sovereignty can give a permanent +1. You can only do this once a month and it can't raise Sovereignty above 5.

**Treasure + Sovereignty:** Improves your reputation. Rolled against no Difficulty, any success gives a temporary +1 to Influence the next month. Rolled against Difficulty = current Influence can give a permanent +1. You can only do it once per month and it can't raise Influence above 5.

**Influence + Territory:** Counter-Espionage. Rolled against Influence + Treasure in order to protect your secrets.

**Influence + Sovereignty:** Gather information. It's against a Difficulty, or against Influence + Treasure if you're trying to expose hidden enemies.

**Territory + Sovereignty:** Rally people to your banner who are willing to fight for your cause. It's made against a Difficulty = Might and it gives a permanent +1 increase to Might.