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 Sovereignty for 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.