

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.