G.O.L.E.M.S.

Genesys Organizations, Legions, and Enterprises Management System

FACTION SIMULATION AND MANAGEMENT SUPPLEMENT

CREDITS AND ACKNOWLEDGMENTS

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ART

Cover art is "Plattegrond van Béthune" (1710), original from The Rijksmuseum. All other art used in this product is from the Genesys Foundry Art Collection.

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Questions, comments, suggestions, and feedback are not just welcomed, but encouraged! Please provide such by personal message over whichever platform you acquired this product, by direct message on Discord to FatCrab#9257, or email at mkesselm+BigKarkiProducts@gmail.com.

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INTRODUCTION

Your players are running around, causing mayhem and incredible change at a pace that can be considered (and maybe even is) apocalyptic. Towns are saved, villains are obliterated, plans are foiled, and great hoards are revealed. The players are having a great time and the world continues to spin--or tumble or float or something.

But your world includes more than just the PCs. There are NPCs including merchants, peasants, and leaders. There are families (perhaps even for your PCs) and lives being generally lived outside the immediate view of the PCs. Most of these NPCs are part of an organization, either implicitly or explicitly, of some sort. They work for companies, support governments, or live in a society, and those organizations exert great influence on the NPCs. In fact, some of those organizations may even end up becoming a resource or an obstacle to your PCs.

However, in the meantime, the organizations are going about their own plans to achieve their own goals, regardless of the PCs. These activities normally out of sight of the PCs can be incredibly fantastic resources for a GM to create side adventures, shake up plans (both the PCs' and the GM's), and generally weave a more immersive and compelling narrative (and complementary exciting gameplay). That is precisely where GOLEMS (this system) comes in.

GOLEMS provides a framework for simulating the activities of these groups that normally has to be done entirely by the GM out of whole cloth (and often on the spot). In GOLEMS, NPC groups are simply referred to as "Orgs" (for "organizations") and are represented with a succinct but powerful block of statistics including characteristics and assets. In between normal gameplay sessions (referred to as "core sessions"), the GM runs a sequence of updating statistics, choosing one or more actions, and performing those actions for each Org in what is called the "Org Turn." By the end of the Org Turn, a fairly complex set of interactions between and among the Orgs and the rest of the GM's world takes shape and is ready to be used as story hook prompts or simply interesting environmental filler to further immerse the PCs in a living and breathing world.

Ultimately, like much of Genesys, GOLEMS is a collection of intertwined suggestions. It is expected that each GM will tweak the system as needed for their own narrative and gameplay needs. Moreover, GOLEMS (for the time being) is a *living* document. That is, its tables, examples, rules, and more will all continue to be updated as feedback is received from users and as new ideas come to mind and are fleshed out.

WHAT YOU CAN FIND IN HERE...

In here, you will find a step-by-step guide for managing organizations in between core sessions with your players. At the end of each Org Turn, you will have generated a set of robust prompts for writing engaging plot hooks for your next session.

MAKE IT COLLABORATIVE!

While this resource presents numerous examples from the perspective of a GM running Org Turns on their own between core sessions, the Org Turns could be a part of a normal session of gameplay involving the players.

Of course, this ruins the surprise for the players, but it can also give the players more ownership of the story and unfolding narrative.

Every game table is different, so never be afraid to modify this for your particular table!

Additionally, this resource includes tables of Assets and Actions (more on these later), as well as a smattering of example Agents and example ⚔, ⚕, ⊕, and ✦ spend. As with most Genesys resources, GMs are intended to make their own additions to these lists for their own games as seems appropriate rather than slavishly adhere to the example Assets, Actions, and other tables as presented here.

Example Org Turns are provided towards the end of this resource. Once you have skimmed the basic rules, those would be worthwhile to have a look at.

SOME DEFINITIONS...

There are a small number of important terms it is helpful to be familiar with before reviewing this resource.

Agent: a NPC (potentially an adversary) associated with a particular Org, the associated Org may use Agents' characteristics and skills for Org Actions, deploy Agents during core sessions, and even utilize certain Assets in combination with Agents.

Asset: an item, ability, or quality which modifies (or, in some cases, creates altogether new) Org Actions; Assets require certain conditions (thresholds, other Assets, Tier, etc.) to be met before an Org may acquire them through an Org Action.

core session: the portion of the game that necessarily includes the players and their PCs, Org Turns typically occur between core sessions.

Org: an abstraction of NPC entities, Orgs can be a single organization consisting of only one NPC, a massive bureaucratic corporation, a sprawling galactic empire, or anything in between.

Org Action: the phase in each Org Turn when an Org *does* something, Org Actions are selected from a list of options. *N.B.*, some Assets may allow an Org certain Org Actions that would otherwise be unavailable.

Org Turn: generally between core sessions, the Org Turn consists of a sequence of phases and culminates in a handful of story hook prompts.

Resources: neither strictly a currency or a characteristic, Resources are a measure of all the power (be it economic, bureaucratic, general capability, or otherwise) that an Org is able to utilize as it needs; Resources are tied to Org progression (both Assets and Tiers) and all Assets require an Org to achieve a threshold of Resources in order to be acquired, while some Assets and Actions *cost* Resources to use and so result in the respective Resources to be lost.

Special: some Assets have certain standard qualities associated with them, and those qualities are referred to as an Asset's Specials.

Tier: Orgs minimally start at Tier 1 (though they may start at a higher Tier, as is reasonable within the narrative), and may progress up to Tier 5; an Org's Tier is its primary analogue to the characteristics associated with PC and NPC characters and most Actions invoke an Org's Tier in determining the corresponding dice pool.

COMPONENTS

Certain key components comprise G.O.L.E.M.S. Namely, **Orgs**, **Agents**, and **Assets**. This section provides explanation and details for each. Afterwards, how to use these components will be explained.

ORGS

Principally, each Org is represented by a stat block, the "Org block," that abstracts the aspects of the Org that are fundamental to G.O.L.E.M.S. At a very high level, the Org block tells you what the Org is, what the Org can bring to bear, and what the Org wants to do.

An example Org block is provided below, after which explanations of each item are provided. While the example Org block has space for only two of Opposes, Aligns, Agents, and Assets, respectively, additional rows should simply be added to represent more of each item.

NAME	RESOURCES	TIER
The Real Bad Dudes (RBD)	10	5
MISSION: Saving presidents and leaning against brick walls in cutoffs.		
OPPOSES	DragonNinja	
ALIGNS	Good Guys	The Dojo
AGENTS	Striker	Blade
ASSETS	Legendary Weapon (Striker)	Legendary Weapon (Blade)

Name: this is the name of the Org.

Resources: this value is an abstraction of the total material support at the Org's command. This abstraction represents not just material supplies, but also labor, administrative support, size, and other non-fungible items. Org Resources are also a ladder which Orgs climb to acquire Assets and Tiers. The key Org Resources values are known as thresholds and are further elaborated upon in other sections, but Resources can be analogized to a temperature--it measures how hot the Org is running and can also be spent to provide energy to certain Actions and Assets. Resources can be increased using the Accumulate Resources Action.

Tier: this represents the power of the Org. In contrast to Resources, Tier is an abstraction of how effective an Org is in accomplishing tasks. To achieve certain Tiers, an Org must use the Tier Upgrade Action, which can only be taken

at or above certain threshold values of Org Resources, shown below in **Table 1-1: Tiers and Agents Table**. Mechanically, an Org's Tier is equivalent to its, one and only, characteristic score.

Mission: this has no direct mechanical effect. The Mission is meant to guide the GM in selecting the Org's actions and playing the Org Agents as NPCs in the core session. An Org's Mission should succinctly, and with sufficient flavor and tone, describe the driving goal and ambition behind the Org.

Opposes: this is a list providing a handy reference of each other opposed Org. While attack and other aggressive Actions by the Org will generally target Orgs on the Opposes list, this is not *necessarily* the case. For example, pirates and marauders may not be as selective in their targets).

Aligns: this list is the other side of the coin from the Opposes list. Orgs listed under Aligns are Orgs in cooperation with the Org. Generally speaking, Orgs on the Aligns list are in good and friendly standing with the Org (though, not necessarily with each other and the relationship may not necessarily be mutual).

Agents: this list includes key NPCs representing the Org. These NPCs should have full statistics and are NPCs that are basically the face of the Org to your PCs. "Key" is used here in a narrative sense for your game. For example, a megacorp may have a mid-level manager Agent that has it out for the PCs and this Agent would be a fully represented NPC and on the Agents list. However, the same megacorp almost certainly has a CEO, who may not be on the Agents list as the PCs are far too "smalltime" for the CEO to ever so much as take notice (at least for the time being).

Assets: this lists noteworthy resources controlled by the Org. Assets can include anything from a network of spies to a trained dragon, or even a legendary weapon wielded by one of the Org's Agents. Each Asset has a respective Org Resources threshold that must be attained or surpassed in order to perform an Acquire Asset Action to gain the Asset. GMs can create their own Assets, and are in fact encouraged to do so, but lists of Assets are provided in this resource.

In addition to the block listing, having a sheet of notes for each Org is a strongly recommended tool. As with the Mission, this doesn't have a direct mechanical effect, but is useful in helping the GM to organize their thoughts and plan an Org's turn in a way that makes sense for the core gameplay sessions.

AGENTS

Each Org *must* have at least one Agent. If an Agent's death or destruction would leave an Org without an Agent, the Org should consider taking the Recruit Agent Action right away. While there is no hard and fast rule, **if the Org is unable to find at least one representative Agent after a number of Org Turns (*e.g.*, two (2) or three (3) Org Turns), the GM should consider destroying the Org**.

Under the default rules (which do not require the **EXPANDED PLAYERS GUIDE**), Agents can be upgraded from Minion to Rival or Rival to Nemesis as an Action. Tier 1 Orgs can only recruit Minions. Tier 2 and Tier 3 Orgs can only recruit Minions or Rivals. Tier 4 and Tier 5 Orgs may recruit any kind of Agent—Minions, Rivals, or Nemeses. Agents do not change in type if an Org loses a Tier.

Alternatively, the **alternative Agent rules** utilize the **EXPANDED PLAYERS GUIDE**. Usage of the the default Agent rules and the alternative Agent rules are exclusive. GMs should use one or the other and stick with it.

TABLE 1-1: TIERS AND AGENTS TABLE

TIER	RESOURCES	AVAILABLE AGENT RANKS	AVAILABLE POWER TOTALS
I	1	Minion	6
I	2	Minion	8
II	3	Minion, Rival	10
II	4	Minion, Rival	12
III	5	Minion, Rival	15
III	6	Minion, Rival	18
IV	7	Minion, Rival, Nemesis	20
IV	8	Minion, Rival, Nemesis	22
IV	9	Minion, Rival, Nemesis	24
IV	10	Minion, Rival, Nemesis	26
IV	11	Minion, Rival, Nemesis	28
V	12	Minion, Rival, Nemesis	30

When using the alternative Agent rules, look to the Resources threshold *as well as* the Tier to determine the total available Agent power allotment. Agent power total can be distributed however makes sense, but the Org must have *both* the corresponding Resources threshold and the Tier threshold.

Similarly to the default rules, an Org must utilize the Train Agent Action to increase a particular Agent's overall power level (look to the **EXPANDED PLAYERS GUIDE** and other **Foundry** resources for more detailed guidance on how NPC stats interact with power levels). Rather than train an existing an Agent, an Org may always utilize the Recruit Agent Action to create an altogether new Agent. However, the summed power levels across all Agents should not exceed the corresponding power total allotment listed in **Table 1-1: Tiers and Agents Table**.

If the Org is reduced in Tier or Resources, it does not immediately lose Agents and its Agents do not lose power. Rather, the Org may not utilize the Recruit Agent or the Train Agent Actions unless it is below its current threshold values.

Agents also require supporting Agents. For example, to recruit or train a Rival, an Org must have at least one Minion (and likewise with Nemeses and Rivals). If using the alternative rules, an Agent instead cannot individually take up over half of the Org's power total. This limitation can be offset by certain Assets.

ASSETS

Org Assets can be used by an organization to assist in achieving its ends. Some Org Assets only have a mechanical effect during the possessing Org's Action phase. Others may appear in, or affect, core sessions with the PCs.

Table 1-2: Assets Sample Table below gives a sample list of Org Assets, ordered by their Org Resources acquisition threshold. However, this table is provided for explanatory purposes and to provide a general idea of the approximate level of impact of the Org Assets available at respective Org Resources thresholds. GMs are encouraged to create (and share!) their own Assets based on the guidelines in tables throughout this resource.

More detailed and expansive lists of Assets are provided in **Appendix A: Asset Tables** (and setting specific lists will likely be added in additional appendices in the future, as well). These additional tables will be, at least for a time, regularly updated (so make sure to check back for the latest version of this resource on a regular basis).

TABLE 1-2: ASSETS SAMPLE TABLE

ASSET	RESOURCES THRESHOLD
Legendary Weapon: One Agent has a legendary weapon—the GM may decide the specifics of the weapon—that they carry with them everywhere they go. The Org receives a ⬡ (or a ⬜ if no upgrades are available) to Assault Actions. If, during core gameplay the Agent loses this Legendary Weapon for some reason, the Asset is destroyed (and, likewise, the Asset is restored if the Agent, or any other Agent of the Org, regains the Legendary Weapon). *Specials*: Soulbound.	1
Vandalism: The Org may use this Asset to either (a) double the amount of Resources destroyed when performing an Espionage Action, or (b) destroy an Asset which *has a threshold for which the Attacking Org qualifies*. While the Org has this Asset, the Org's Espionage Action will *always* reduce the target Org's Resources by at least 1, whether or not the Org is successful. *Specials*: Fire and Forget, Easily Found.	2
Garage: The Org may provide an Agent with access to one vehicle crewed by a small crew for one core session. The Agent loses access to the vehicle after the core session (or when narratively appropriate). *Specials*: Regular Maintenance.	3
Astroturf: The Org receives a ⬡ (or a ⬜ if no upgrades are available) to an Espionage Action. If the defending Org's Resources falls below its respective Tier threshold, the attacking Org gains the lost resources. This Asset also gives the Org the Upgrade Astroturf to Astrosurf and Astroturf Action. This Action destroys Astroturf when performed. *Specials*: Regular Maintenance.	4
Astrosurf and Astroturf: The Org receives ⬡ ⬡ (or ⬜ ⬜ if no upgrades are available) to its Espionage Actions. The attacking Org always gains the Resources lost by the defending Org. *Specials*: Regular Maintenance.	5
Mercenary: The Org may add a ⬡ (or a ⬜ if no upgrade is available) to any aggressive Action (*e.g.*, Assault, Espionage, etc.). *Specials*: Fire and Forget.	6
Administrative Protocols: When the Org is the target of an Espionage Action, it may add 🔴 🔴 (or give ⬛ ⬛ if no difficulty upgrades are available, or a mix of the two as appropriate). *Specials*: Reactionary.	7
Administrative Supports: When the Org is the target of an Espionage Action, it may add a 🔴 (or give a ⬛ if no difficulty upgrades are available). *Special*: Regular Maintenance.	8
Barracks: The Org can ignore the limitations for Agent types. That is, the Org may now acquire as many Nemeses or Rivals as it can, regardless of how many Rivals or Minions it has, respectively. Under the alternative Agent rules, the Org may now ignore the power allotments when using the Train Agent Action.	9
Recruitment Network: The Org always receives 1 Org Resource each turn. *Specials*: Constantly Maintained.	10
Fleet: The Org has access to a fleet and may provide its Agents with access to a large crew sized vehicle for one core session. The Agent loses access to the vehicle after the core session (or when narratively appropriate). *Specials*: Regular Maintenance.	11
Institutional Inertia: The Org is an utter behemoth. Actions against the Org automatically receive at least 1 difficulty upgrade (or 1 setback die if no difficulty upgrades are available) before any other Assets or Agent skills are applied. *Specials*: Constantly Maintained.	12

SPECIALS

Org Assets generally are not destroyed when an organization falls below their respective Org Resources threshold. However, some Org Assets may be destroyed or their use may be otherwise impacted, either immediately, over a number of rounds, or as a result of a trigger, according to their respective *Specials*, as detailed in **Table 1-3: Specials Table** below).

In some cases, an Org's Assets may be destroyed by other attacking Orgs or based on PC actions during core session gameplay. Org Assets (and Resources) should always comport with the narrative and core session gameplay. That is, if the PCs engage in activities not directly related to the Org Turn that nonetheless impact (destructively or otherwise) the Org's Assets and/or Resources, that should be reflected during the phase determining the Orgs' Resources.

Specials detail certain special rules that apply to Org Assets that are marked as including a respective *Special*. **Table 1-3: Specials Tables** provides a list of *Specials* and, like **Appendix A: Asset Tables**, will also be updated regularly and as needed.

TABLE 1-3: SPECIALS TABLE

SPECIAL	DETAILS
Regular Maintenance	This Org Asset *cannot be used* unless the Org has at least the threshold Org Resources.
Constantly Maintained	This Org Asset *is destroyed* if the Org Resources ever fall below its threshold.
Fire and Forget	This Org Asset may be used in executing an Attack Action. *Once used in an Attack Action, this Org Asset is destroyed.*
Reactionary	This Org Asset is used in response to an Attack Action. *Once used in response to an Attack Action, this Org Asset is destroyed.*
Soulbound	Select an Org Agent. *This Org Asset is directly bound to that NPC.* If the Org Agent is killed, that Org Asset is kept by the Org or lost, according to common sense; however, if the Org Asset is kept, it must be reassigned to a new Org Agent as soon as possible.
Easily Found	This Org Asset is fairly common or it is otherwise rudimentary to obtain it. *On acquiring this Asset, the Org can acquire a second Asset for which they are qualified.* This Special can take effect only once per turn.
Tier Locked	This Org Asset is locked to the Tier associated with its respective Resources threshold as per **Table 1-1: Tiers and Agents Table**. If the Org Tier changes, either upwards or downwards, the Asset is *destroyed*.
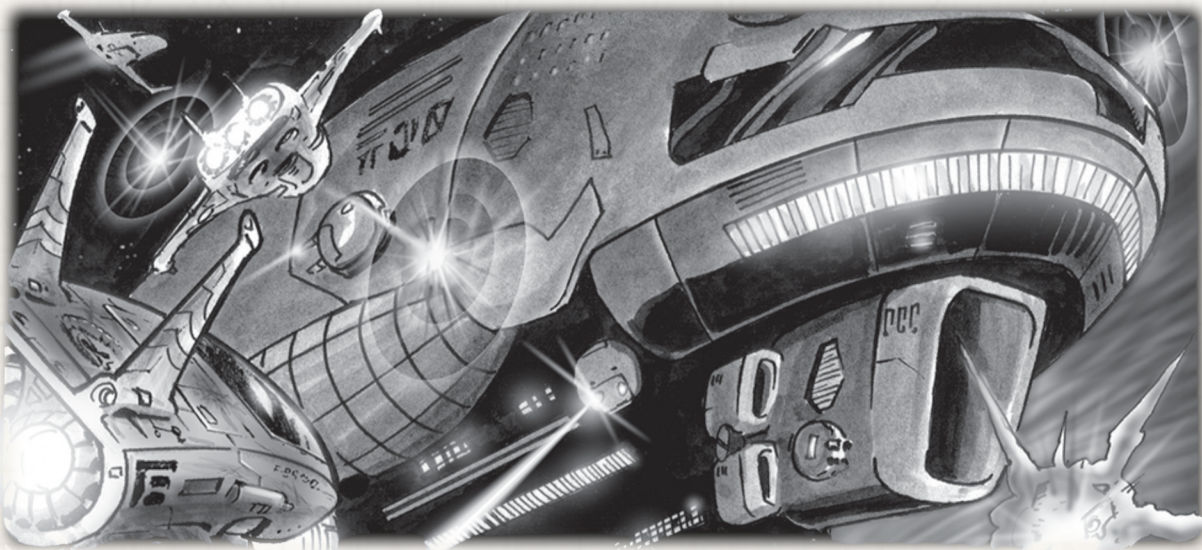
Org Turn Summary

BEFORE THE ORG TURN BEGINS, COMPLETE A CORE SESSION. HOWEVER, ORG BLOCKS MAY BE GENERATED BEFORE THE FIRST CORE SESSION.

1. DETERMINE EACH ORG'S UPDATED RESOURCES BASED ON THE PRECEDING CORE SESSION AND THE PRECEDING ORG TURN (IF ANY)

2. SELECT ONE OR MORE ORG ACTIONS, AS ASSETS ALLOW, FOR A SINGLE ORG

3. EXECUTE EACH OF THE SELECTED ORG ACTIONS, ONE AT A TIME

4. REPEAT STEPS 2-3 FOR EACH ORG

5. CREATE ENSUING STORY HOOK(S), IF ANY, USING THE COMBINED OUTCOMES OF THE SELECTED ORG ACTIONS
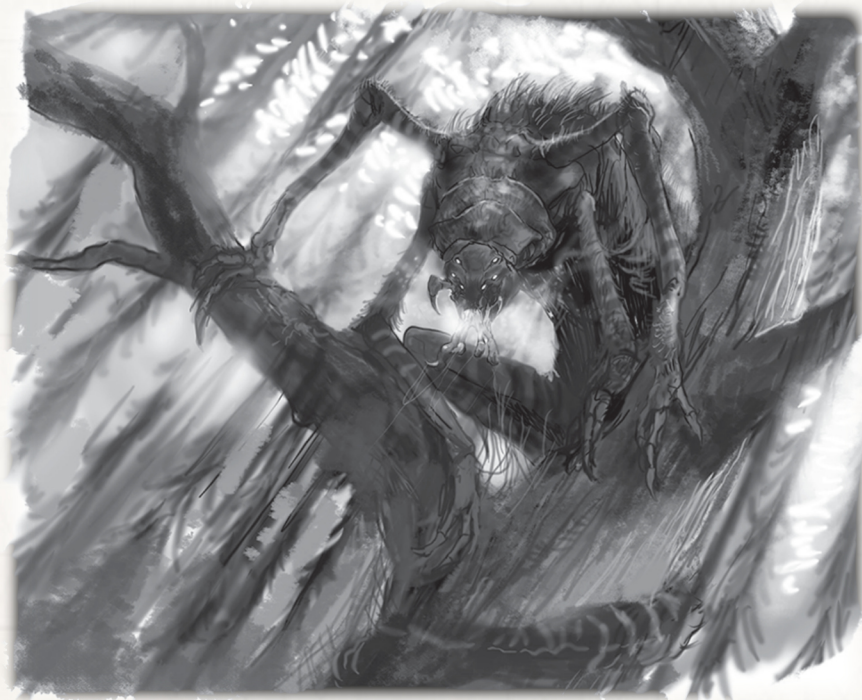
Org Turn Phases

While the Org Turn phases happen in sequence, each Org's Action(s) should take place at relatively the same time within the narrative, or where appropriate as common sense and GM discretion dictate. As a result, Orgs generally should not react to other Orgs' "earlier" Actions within the same Org Turn.

Moreover, the Org Turn occurs between core sessions and so should reflect the PCs' activities, especially specifically in relation to the Orgs,. For example, if the PCs spend a session performing a very destructive raid on a particular Org, that Org should probably lose multiple Resources at a minimum.

This is not to say that all PC activities must be destructive. In some cases, the PCs could succeed beyond expectation in doing work for an Org. For example, an Org may gain a Legendary Weapon due to the PCs' activities, irrespective of the Org's previous Action(s).

Orgs may almost always interact with the PCs. Aside from the effect of certain Actions, an Org *can always deploy,*

BE FLEXIBLE

This is highly case-by-case and so the GM must decide what feels right in the context. Some example results include: losing Resources, losing one or more Agents, losing one or more Assets, losing a Legendary Weapon.

without spending an Action, a number of Minions equal to its Tier. These Minions are basically thugs sent out to respond to the PCs and should be used accordingly (*e.g.*, a surprise encounter). At Tiers 4 and 5, the Org can instead deploy up to an equivalent number of Minion groups or swarms.

1. DETERMINE ORG RESOURCES FOR EACH ORG

Org Actions generally do not affect Resources until the following Org Turn. For example, if an Org took the Accumulate Resources Action (discussed below) during the last Org Turn, then the Org gains the resultant Resources from that Action in the current turn and during this phase. Likewise, if an Org lost Resources due to another Org's Action during the last Org Turn, then that loss would be reflected in the current turn and during this phase.

This tracks the idea that, while there is no specific rule for narrative timing of the Org Turn in relation to the core sessions, Org Actions usually occur at least partially in tandem with the core session events.

Obviously, common sense and narrative necessity still always take precedence.

2. SELECT ORG ACTION(S)

Org Actions should be selected in consideration of the immediately preceding core session (and may be selected directly in reaction to the actions of the PCs), as well as earlier Org Turns (if any).

For example, the PCs may have defeated one of the Org's Agents in the preceding core session. As a result, the Org may search out and acquire a legendary weapon for its defeated Agent, or perhaps spend an Action upgrading the Agent to a higher rank of adversary (or using the optional alternative rules based on the Adversary Creation rules of the **Expanded Players Guide**).

Likewise, the Org may select an Action primarily in response to another Org's Action in the preceding Org Turn. This is not to say that the choice is binary and it may make quite a bit of sense to attempt to kill two (or more!) birds with one stone/Action.

Accumulate Resources

The Org gains 1 Resource as well as an additional number of Resources determined by the Accumulate Resources roll.

The Org rolls a check on *any relevant skill* of one of its Agents, as the GM sees fit. Difficulty dice are determined by the Org's Tier upgraded by *the difference between the Org's Resources and its Tier* (adding a ■ for each excess upgrade). For example, a Tier 3 Org with 7 Resources (*n.b.*, this is sufficient Resources to simply upgrade to a new Tier) and a single Agent with a Leadership skill of 1 and Presence of 3, rolls ◆◆◯, against ⬤⬤⬤■(*i.e.*, ◆◆◆ and 4 upgrades, one of which converts into a ■).

The Org gains 1 Resource plus 1 additional Resource for each ✦, does not lose any Resources for ✗, and always gains at least the 1 Resource.

Ensuing story hooks should be reflective of the Agent and skill used to perform the check. For example, if Leadership was used, then a story hook involving organizing the Org to be more effective may be appropriate; if Skullduggery was used, then the Org may be attempting a heist; etc.

ACQUIRE ASSET

The Org gains an Asset so long as it meets the Asset's Resources threshold and any other requirements (*e.g.*, Astrosurf and Astroturf requires Astroturf).

There is no roll for this Action and it succeeds or fails based on the PC actions. This Action should heavily factor into the next core session. If the PCs do not choose to pursue the resultant plot hook, the Org simply succeeds with no additional consequence.

ASSAULT

The Org attacks any other Org through a physical assault. The Org rolls an attack using its Tier and one respective Agent's fighting skills (or 1/2 Brawn or Agility, rounded down to a minimum of 1) as its dice pool, along with any relevant Assets, and a ▣ for each additional Agent used. The defending Org's Tier and one respective Agent's relevant fighting skills (or 1/2 Brawn, rounded down to a minimum of 1) determine the difficulty dice. Cancel out ▣, or add ■, for each additional Agent used.

For each ✦, the defending Org's Resources is reduced by 1. Additionally, for each ✦, a Wound (ignoring any Soak) or a Strain is suffered by an Agent of the Org's choice and that Wound or Strain is carried into the next core session (for example, should the PCs encounter the Agent during gameplay). ⩘ and/or ⊛ can be spent to steal an Asset from the defending Org.

The attacking Org must meet threshold requirements to use the stolen Asset; however, it may be held in an inactive state until the Org meets relevant threshold requirements.

The Org must pay 1 Resource to execute this Action.

ESPIONAGE

The Org attacks any other Org through subterfuge and social engineering. The Org rolls an attack using its Tier and one respective Agent's Charm or Coercion skills (or 1/2 Presence, rounded down to a minimum of 1), and any relevant Assets, to generate its dice pool.

The defending Org's Tier and one respective Agent's Leadership or Intimidate skill (or 1/2 Presence, rounded down to a minimum of 1), and any relevant Assets, determines the difficulty dice.

For each ✦, the defending Org's Resources is reduced by 1. This does not immediately destroy the defending Org if it is reduced to 0 Resources unless a ⊛ is rolled.

The Org must pay 1 Resource to execute this Action.

RECRUIT AGENT

The Org recruits a new Agent at the highest rank allotted to its Tier (or according to the Resources thresholds in **Table 1-1: Tiers and Agents Table**).

There is generally no roll directly associated with this.

However, where appropriate (at the GM's discretion), the Org can couple this Action with Espionage. Instead of destroying Resources, the Org steals an opposed Agent.

TIER UPGRADE

The Org upgrades to the next immediate Tier. A Tier 1 Org upgrades to a Tier 2, a Tier 2 to a Tier 3, etc.

There is neither roll nor cost for this action, unless an Asset includes any relevant effect. The GM is encouraged to come up with an effect on the core session, but this Action will often merely result in some flavor description (e.g., "You walk by a tavern with a 'Now Hiring!' poster in its window. It appears the Real Bad Dudes is hiring administrative and adventuring staff!" etc.).

TRAIN AGENT

The Org may select an Agent to upgrade from Minion to Rival or Rival to Nemesis. Alternatively, if using the Adversary Creation rules in the **EXPANDED PLAYERS GUIDE**, the Agent is instead upgraded as the GM sees fit, in accordance with the Resources thresholds for Agents in **Table 1-1: Tiers and Agents Table**.

The Agent's stats are upgraded accordingly. Alternatively, using the base rule, the Org may upgrade one skill held by one Agent (or train a new skill). There is no roll for this Action. Ideally, this should factor into the next core session.

Sometimes, especially in "sandbox" or "simulation" style campaigns, the GM may want to randomly select Org

Actions. **Table 2-1: Random Actions Table** below offers precisely that functionality.

To use the **Random Action Table**, roll **1d10** and follow the corresponding Action listed below in **Table 2-1:**

Random Actions Table. If the corresponding Action is unavailable to the Org (*e.g.*, Asset Action, etc.) or just does not make sense for some reason, simply roll again.

TABLE 2-1: RANDOM ACTION TABLE

| RESULT	ACTION
[1-2]	Accumulate Resources
[3]	Acquire Asset
[4]	Assault
[5-6]	Espionage
[7-8]	Tier Upgrade
[9]	Train Agent
[0]/[10]	Asset Action

3. PERFORM THE SELECTED ACTION(S)

Each Action that includes a roll has an associated table of outcome spenders. These are primarily suggestions and guidance. The GM (or players!) is encouraged to come up with their own appropriate uses for ⌃, ⟳, ✦, and ⊗ that suits their particular narrative.

ACCUMULATE RESOURCES

The Org gains 1 Resource plus a number of Resources equal to the number of ✦ from the Accumulate Resources roll.

Ability pool: Any relevant Agent skill.

Challenge pool: Org Tier upgraded by the difference between Org Resources and Tier.

ACQUIRE ASSET

This Action has no roll and is accomplished automatically or based on core session gameplay, as common sense and narrative dictate.

TABLE 2-2: ACCUMULATE RESOURCES SPEND

RESULT	EFFECT
⌃	The Org offers the PCs a small sum of money to assist.
⌃ ⌃	The Org offers the PCs more than mere money for their assistance--some sort of item, special knowledge, or similar boon is given to the PCs in return for their aid.
⌃ ⌃ ⌃; ✦	The Org has a strong, positive interaction with at least some of the PCs, creating a lasting bond
⟳	The Org demands the PCs assist or calls in a favor.
⟳ ⟳	The Org threatens the PCs if they do not assist--depending on the Org, an ally or someone of interest to the PC may be held hostage to motivate assistance from the PCs.
⟳ ⟳ ⟳; ⊗	The Org has a strong, negative interaction with at least some of the PCs, creating a lasting rift.

Assault

For each ☼, reduce the defending Org's Resources by 1 and apply a Wound (ignoring any Soak) or a Strain to an Agent of the defending Org.

Ability pool: Org Tier, an Agent's fighting skill or 1/2 Brawn or Agility rounded down to a minimum of 1, relevant Asset modifiers, a ■ for each additional Agent used.

Challenge pool: Defending Org Tier, an Agent's relevant fighting skill or 1/2 Brawn rounded down to a minimum of 1, each additional Agent used cancels a ■ or adds a ■.

Cost: 1 Resource.

TABLE 2-3: ASSAULT SPEND

RESULT	EFFECT
⋀	An Org Agent receives a ■ to spend on a Combat Encounter in the next core session. The Org offers the PCs a small sum of money to assist.
⋀ ⋀	The defending Org receives a ■ on the next Combat Encounter undergone by one of its Agents; OR the defending Org suffers a ■ on its next Assault action. The Org offers the PCs more than mere money for their assistance--some sort of item, special knowledge, or similar boon is given to the PCs in return for their aid.
⋀ ⋀ ⋀ ; ✷	The attacking Org steals an Asset from the defending Org. The defending Org cannot perform Assault its next turn and the attacking Org receives the Resources lost by the defending Org.
⊙	An Org Agent receives a ■ on its next Combat Encounter or the first PC to engage in a Combat Encounter with an Agent of the Org receives a ■. The Org demands the PCs assist or calls in a favor.
⊙ ⊙	The attacking Org suffers a ■ on its next Assault action. The Org threatens the PCs if they do not assist--depending on the Org, an ally or someone of interest to the PC may be held hostage to motivate assistance from the PCs.
⊙ ⊙ ⊙ ; ✸	The Org has a strong, negative interaction with at least some of the PCs, creating a lasting rift.

Espionage

For each ✳, reduce the defending Org's Resources by 1.

Ability pool: attacking Org Tier, an Agent's Charm or Coercion skills or 1/2 Presence, rounded down to a minimum of 1, relevant Asset modifiers.

Challenge pool: defending Org Tier, an Agent's Leadership or Intimidate skill or 1/2 Presence rounded down to a minimum of 1, relevant Asset modifiers.

Cost: 1 Resource.

TABLE 2-4: ESPIONAGE SPEND

RESULT	EFFECT
⋀	An Org Agent receives a 🟦 to spend on a Social Encounter in the next core session. The Org offers the PCs a small sum of money to assist.
⋀ ⋀	The defending Org receives a ⬛ on the next Social Encounter undergone by one of its Agents; OR the defending Org suffers a ⬛ on its next Espionage action. The Org offers the PCs more than mere money for their assistance--some sort of item, special knowledge, or similar boon is given to the PCs in return for their aid.
⋀ ⋀ ⋀; ✪	The defending Org cannot perform Espionage its next turn and the attacking Org receives the Resources lost by the defending Org, regardless of whether the defending Org fell below its Tier threshold.
⟠	An Org Agent receives a ⬛ on its next Social Encounter or the first PC to engage in a Social Encounter with an Agent of the Org receives a 🟦 . The Org demands the PCs assist or calls in a favor.
⟠ ⟠	The attacking Org suffers a ⬛ on its next Espionage action. The Org threatens the PCs if they do not assist--depending on the Org, an ally or someone of interest to the PC may be held hostage to motivate assistance from the PCs.
⟠ ⟠ ⟠; ⊗	The defending Org can perform a free Train Agent action its next turn and receives a 🟦 to its next Espionage action.

Tier Upgrade

This Action has no roll and is accomplished automatically or based on core session gameplay, as common sense and the narrative dictate.

At Tiers 1, 2, and 4, the Org automatically recruits a generic adversary of the accordant rank (Minion, Rival, and Nemesis, respectively) or power level (if using the alternative Agent rules).

This represents that, regardless of the PCs' activities, the Org has advanced to a state where its own plans outside the campaign are being realized and the Org is becoming more of a force in the world/universe/cosmos/etc.

Train Agent

This Action has no roll and is accomplished automatically or based on core session gameplay, as common sense and the narrative dictate.

4. REPEAT STEPS 2-3 FOR EACH ORG

There is no strict or rigid rule for when Org Actions occur relative to each other. Generally, the Org Actions probably all happen fairly concurrently to help generate an interesting core session, but it is entirely up to the GM to determine the specifics.

5. GENERATE STORY HOOKS BASED ON THE OUTCOMES OF STEPS 1-4

The GM should use the Org Actions and the respective roll outcomes to generate interesting story hooks.

For example, imagine an Org Turn in which MegaCorp A and MegaCorp B both performed Espionage Actions against MegaCorp C. Meanwhile, Shadow Organization is Embedded in MegaCorp C and performs a simple Accumulate Resources Action, while MegaCorp C performs an Espionage Action on MegaCorp A.

At the end the Org Turn, MegaCorp A failed its Espionage Action roll and MegaCorp B succeeded, barely, on its Espionage Action roll. However, both accrued ♻. As a result, MegaCorp A and MegaCorp B each have respective negative interactions with the PCs.

MegaCorp C succeeded its roll and accrued ⋀ ⋀ and a �. As a result, MegaCorp C steals the three Resources it destroyed of MegaCorp A's and also can offer something significant to the PCs for their assistance. Also, because Shadow Organization is Embedded in MegaCorp C, it receives a bonus Resource from MegaCorp C's success in addition to what it accumulates through its own Accumulate Resources Action.

The GM might interpret these results to be that MegaCorps A and B attempt to bully the PCs into assisting them with their Espionage by threatening a beloved NPC. However, MegaCorp C hears of this and offers to assist them if they double-cross MegaCorps A and B. MegaCorp C also offers the PCs a substantial monetary reward if they actually retrieve certain information from MegaCorp A. When the PCs turn over the requested information, they notice something strange about the NPC accepting it and, upon some investigation, are able to discern that he is in fact part of a secret organization within MegaCorp C! This information may lead to further opportunities (or trouble) down the road.

This is just one example of how a GM may interpret the Org Turn results. GMs are encouraged to push the boundaries of the dice results to weave the best stories they can!

Example Org Turns

An example of a series of Org Turns is provided in this section in order to reify all of the concepts discussed throughout this resource. For this example, we follow the journey of the following Orgs: The Real Bad Dudes (RBD), DragonNinja, and The G-Men. RBD and DragonNinja oppose each other, while The G-Men and RBD align to each other. The first Org Turn begins with the Orgs according to the stat blocks of **Table 3-1: Org Cards**. Each Org's respective Agents' stat blocks are as below.

Resources will be assumed to be up -to-date. DragonNinja will go "first" during the Org Turn and takes the Assault Action, targeting the G-Men. DragonNinja uses its Tier 5 and Dragon Ninja's Melee 1 skill for ⬡◆◆◆◆. The G-Men are also Tier 5, but The Man in Black has no relevant combat skill; however, he is able to use half his Brawn instead and the Institutional Inertia Asset upgrades difficulty once. As a result, DragonNinja rolls

STRIKER (RIVAL)

4	2	2	2	3	4
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE

SOAK VALUE	WOUND THRESHOLD	STRAIN THRESHOLD	M/R DEFENSE
4	14	-	1 | 1

Skills: Athletics 2, Brawl 2, Coercion 2, Coordination 3, Discipline 3, Melee 2.
Talents: Adversary 1 (upgrade difficulty of all combat checks against this target once).
Abilities: Momentum (If this character performed a move maneuver, they add 3 to the damage of one hit of any successful Brawl or Melee combat checks they make during the same turn).
Equipment: Furious Fists (add ✸✸ to all Brawl combat checks).

BLADE (RIVAL)

2	4	2	2	4	3
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE

SOAK VALUE	WOUND THRESHOLD	STRAIN THRESHOLD	M/R DEFENSE
2	14	-	2 | 2

Skills: Athletics 1, Cool 1, Discipline 3, Melee 3, Ranged 3, Vigilance 3.
Talents: Adversary 1 (upgrade difficulty of all combat checks against this target once).
Abilities: Momentum (If this character performed a move maneuver, they add 3 to the damage of one hit of any successful Range or Melee combat checks they make during the same turn).
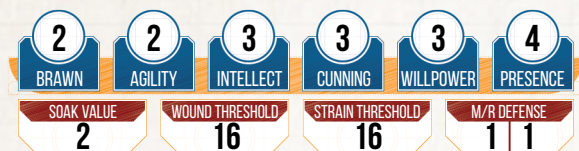**Equipment**: Deadly Throwing Knives (add ✸✸ to all Range combat checks).

TABLE 3-1: ORG CARDS

NAME	RESOURCES	TIER
The Real Bad Dudes (RBD)	6	3
MISSION: Saving presidents and leaning against brick walls in cutoffs.		
OPPOSES	DragonNinja	
ALIGNS	The G-Men	
AGENTS	Striker	Blade
ASSETS	Legendary Weapon (Striker)	Legendary Weapon (Blade)

NAME	RESOURCES	TIER
DragonNinja	11	5
MISSION: Kidnapping presidents and dying.		
OPPOSES	RBD	The G-Men
ALIGNS		
AGENTS	Dragon Ninja	
ASSETS	Lair	Signature Weapon (Ninja Star)

NAME	RESOURCES	TIER
The G-Men	15	5
MISSION: Saving presidents and leaning against brick walls in cutoffs.		
OPPOSES	DragonNinja	
ALIGNS		
AGENTS	The Man in Black	
ASSETS	Institutional Inertia	Social Hooks

DRAGON NINJA (NEMESIS)

2	2	3	3	3	4
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE

SOAK VALUE	WOUND THRESHOLD	STRAIN THRESHOLD	M/R DEFENSE
2	16	16	1 | 1

Skills: Coercion 4, Cool 2, Knowledge 3, Leadership 5, Melee 1, Ranged 1.

Talents: Adversary 2 (upgrade difficulty of all combat checks against this target twice), Coordinated Assault 4 (once per turn, may spend a maneuver to add ⋏ to the results of all combat checks made by five allies within long range until the end of this character's next turn).

Abilities: Strategic Coordination (once per encounter, may make a **Daunting** [◆◆◆◆] **Leadership check**; if successful, until the end of the encounter, all allies in the encounter may perform an additional move maneuver on their turn without downgrading their action or suffering strain--but they still may only perform two maneuvers during their turn).

Equipment: Uniform.

THE MAN IN BLACK (NEMESIS)

2	2	3	3	4	4
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE

SOAK VALUE	WOUND THRESHOLD	STRAIN THRESHOLD	M/R DEFENSE
2	12	15	0 | 0

Skills: Charm 3, Cool 2, Deception 2, Discipline 2, Knowledge 3, Leadership 3, Vigilance 1.

Talents: Adversary 1 (upgrade difficulty of all combat checks against this target once), Clever Retort (once per encounter, add ⚄⚄ to another character's social skill check), Ruinous Repartee (once per encounter, may make an **opposed Charm versus Discipline check** against a character within medium range; if successful, target suffers 8 strain, plus 1 per ✹, and this character heals strain equal to strain inflicted).

Abilities: Let's Make a Deal (if this character knows an opponent's Desire Motivation, when this character inflicts strain on the opponent, the opponent suffers 4 additional strain).

Equipment: Black Suit.

⬡◆◆◆◆◆◆◆◆◆◆, resulting in ✹✹✹⚄⚄⚄⚄⚄. Performing this Action also costs 1 Resource.

This result automatically causes *3 wounds* to the Man in Black, and *reduces the G-Men's Resources by 3*. However, all that ⚄ is spent to *grant the G-Men a free Train Agent Action* on the *next* Org Turn and a ⬚ on their next Assault Action, and also *force DragonNinja to threaten the PCs if they do not assist* them.

Moving on to RBD's turn, because they have not yet been pushed into action (though, this is likely to happen next Org Turn in response to DragonNinja's actions), they will simply Accumulate Resources this Org Turn. Blade's Discipline (Willpower) 3 makes sense for this roll, giving RBD ⬡⬡⬡◆. RBD is Tier 3 with 7 Resources, resulting in a dice pool of ⬡⬡⬡◆⬣⬣⬣. The result of the roll is ✗✗⋏⋏ and so RBD only *gains 1 Resource* but is able to

TABLE 3-2: ORG CARDS

NAME	RESOURCES	TIER
The Real Bad Dudes (RBD)	7	3
MISSION: Saving presidents and leaning against brick walls in cutoffs.		
OPPOSES	DragonNinja	
ALIGNS	The G-Men	
AGENTS	Striker	Blade
ASSETS	Legendary Weapon (Striker)	Legendary Weapon (Blade)

NAME	RESOURCES	TIER
DragonNinja	10	5
MISSION: Kidnapping presidents and dying.		
OPPOSES	RBD	The G-Men
ALIGNS		
AGENTS		
ASSETS	Lair	Signature Weapon (Ninja Star)

NAME	RESOURCES	TIER
The G-Men	11	5
MISSION: Saving presidents and leaning against brick walls in cutoffs.		
OPPOSES	DragonNinja	
ALIGNS	The G-Men	
AGENTS	The Man in Black	
ASSETS	Institutional Inertia	Social Hooks

offer the PCs something of particularly noteworthy value for their assistance in however RBD is acquiring more Resources.

The G-Men would Assault DragonNinja if they could, but DragonNinja has the <u>Lair</u> Asset and so the G-Men must first succeed at an Espionage Action. The G-Men is Tier 5 and the Man in Black has Charm 3, so they are able to bring ⬡⬡⬡◆◆ to the dice pool. DragonNinja is Tier 5 and Dragon Ninja has Leadership 5, so ⬣⬣⬣⬣⬣ are added to the dice pool--it looks like tracking down DragonNinja will be difficult for the Orgs alone! The pool is thus ⬡⬡⬡◆⬣⬣⬣⬣⬣ for a resulting ⋏⊗. Looks like it was pretty close, but the G-Men just couldn't pull it off this Org Turn.

The Espionage Action *costs the G-Men 1 Resource* to perform. The G-Men's <u>Social Hooks</u> Asset allows them to *offer the PCs a small sum of money* for assistance automatically. The G-Men use the ⋏ to *receive a* ◻ *on the next social encounter* (possibly with the PCs) that the Man in Black is in. The ⊗ *grants DragonNinja a free Train Agent Action* next Org Turn as well as *a* ◻ *on their next Espionage Action*.

Time to make some story hooks! This step can require some thought when in the middle of a campaign, or can be just applied relatively naively if nothing strikes the GM as particularly engaging. These outcomes seem like they could open up a good side adventure, if not small campaign in its own right.

DragonNinja attempted to kidnap the president (again!), but this time they tried to force the PCs to help out by threatening one of the PCs family members. The PCs will receive a threatening note at the top of the core session. Meanwhile, RBD is trying to expand their dojo and, knowing one of the PCs, asks them for assistance. At some point, RBD will learn of the PCs' predicament with DragonNinja and offer to assist them in tracking down whomever with DragonNinja is responsible for the threats (to make the narrative easier, it is not Dragon Ninja himself threatening the PCs --he is as of yet ignorant of them--but is instead some lower ranking lieutenant). The G-Men learn about this and also attempt to recruit the PCs , likely in connection to RBD's offer to assist. The Man in Black himself shows up at the RBD dojo to ask the PCs and RBD for assistance (this is the scene where that ◻ for social encounters may come in handy), offering a small sum of money for their help. The G-Men also requests intelligence on DragonNinja's location if possible. No matter what, the PCs are unable to provide actionable intelligence (either due to a failure to retrieve it, or because it is corrupted, a red herring, or whatever).

Now all that's left is to bring this into the core session and see how it plays out with the players! Every GM runs games

their own way, but if there is one thing that is universal, it's that the players will always ruin the GM's plans. Plans assisted by GOLEMS are no different.

In this example, the players follow the expected plot beats for the most part; however, they track down Dragon Ninja directly and manage to kill him. In addition, the abducted president was in the adjacent room during the encounter with Dragon Ninja, but the players assumed they were in imminent danger and fled the compound rather than investigate and save the president. Finally, they forgot, and thus failed, to acquire the information asked for by the Man in Black. The first phase of the next Org Turn, when Org Resources and updates are determined, will need to reflect these deviations.

Moving on to the next Org Turn, each Org's respective Resources are first determined according to the preceding Org Turn roll results. **Table 3-2: Org Cards** reflects the Resources updates and the consequences of the intervening core session. RBD gains 1 Resources. DragonNinja loses their Agent Dragon Ninja as consequence of the core session and then the 1 Resources to pay for the Assault Action last Org Turn. DragonNinja also receives a free Train Agent Action and a ◻ for their next Espionage Action. The G-Men lose 1 Resource to pay for the Espionage Action and then 3 Resources as a consequence of the Assault Action by DragonNinja. The G-Men also receive the free Train Agent Action and still

have the ◼ for the Man in Black, as it was not consumed during the core session.

DragonNinja, now short an Agent, takes the Recruit Agent Action to replace the lost Dragon Ninja. The new Dragon Ninja will have similar stats to the old Dragon Ninja, but DragonNinja also uses its free Train Agent Action to improve the combat stats. Taking on the mantle of the former leader of DragonNinja, the new Dragon Ninja is stronger than her predecessor and is absolutely pissed at the PCs! It sounds like it will make sense for future DragonNinja Org Turns to focus on antagonizing the PCs and perhaps a major plot arc will emerge from this. Mechanically, neither of these Actions require rolling, however, they should make some sort of foreshadowing appearance in the background of the next core session.

RBD takes the Tier Upgrade Action, realizing that their current set up is not conducive to running the growing dojo. RBD needs to really work on its organizational principles. Again, this is not an Action requiring a roll, but should still provide narrative backdrop in the upcoming core session.

The G-Men again takes the Acquire Asset Action to gain the Organizational Momentum, because the ability to reroll blank die results could have made the difference in their Org Turn. The G-Men also use their free Train Agent Action to improve the Man in Black's Charm to rank 5-- using the alternative Agent rules, this increases the utilized Agent power levels within the Org's limits and so is allowed even though it adds 2 ranks to the skill. The Man in Black will be incredibly charming by next Org Turn. Yet again, these Actions do not require any rolls and are automatically successful, but should still provide narrative backdrop in the next core session.

The second Org Turn highlights that there is often an ebb and flow that the Org Turns are likely to fall into. This can be a useful pacing technique for the campaign itself if the GM has a larger story they are seeking to tell but want to have the simulationist aspect of GOLEMS make the world a little more alive. This also conveniently follows the typical pacing of many television serials.

The next core session can now focus on the larger plot at hand and/or give the PCs a session to have an in-between episode with perhaps some montage sequences or the like. For example, if the PCs became particularly attached to RBD, they might engage in some narrative gameplay sequences to help RBD upgrade their Org Tier, effectively building out RBD's network and improving their management strategy.

They also could assist the Man in Black in improving his Charm skill. This may take the form of a series of social encounters between the PCs and the Man in Black, or where the Man in Black works with the PCs in navigating a government bureaucracy (perhaps there is paperwork that needs to be done to account for the destruction associated with the previous core session's excursion into DragonNinja's territory).

This concludes the example sequence. At the end of the

day, GOLEMS is designed to provide the GM with *prompts* that help streamline and orient the creative process. However, this still demands creative interaction from the GM in interpreting the prompts (and deciding/ interpreting the Org Actions).

CONCLUSION

In conclusion, I hope this resource helps you to either generate immersive environments for your players out of whole cloth, or create riveting stories, with the assistance of some key prompts as you need them. Also, not for naught, this is intended to be a living document. Following this section is a series of Asset tables, which will continue to be updated based on reviewer/player feedback and as new ideas come to me. It is my hope that these will eventually be as robust as a card game--I would like to the Org Turn to be a fun game for the GM with some degree of deep decision making.

This is also my first **GENESYS** product. While this product is priced as "Pay What You Want," any funds received from this product will go towards towards next project(s) and pay for art and/or sound files. Regardless of funds, this resource will be updated. At a minimum, the Asset Tables and Spend Tables will be updated and expanded, though setting specific (Android, Terrinoth, etc.) Asset and/or Spend Tables aren't out of the question either.

I hope you're able to use this to great effect. I also really, really, hope that you will leave a review, direct message feedback, or something. I want to continue to improve this (and any other) product, and I can only do that with guidance from the people that end up using it.

Appendix A: Asset Tables

This Appendix consists of Asset threshold tables. These tables will be updated on a (hopefully) regular basis. As a result, you should make sure to check back regularly to get the latest version. As has been mentioned multiple times, these tables are guidelines and GMs should feel free, and encourage, to create their own Assets that are approximately similar in effect and result.

Table 4-1: Asset Resources Threshold 1

AVAILABLE ASSETS
Legendary Weapon: One Agent has a legendary weapon—the GM may decide the specifics of the weapon—that they carry with them everywhere they go. The Org receives a ⬡ (or a ◻, if no upgrades are available) to the Assault Action. If, during a core session, the Agent loses this Legendary Weapon for some reason, this Asset is destroyed (and, likewise, the Asset is restored if the Agent, or any other Agent of the Org, regains the Legendary Weapon). *Specials:* Soulbound.
Embedded: The Org is embedded in another, larger Org. This may be part of a deep cover operation, growing internal disillusionment, an expression of political intrigue, or anything else that makes sense. Nevertheless, the Org selects a larger Org of Tier 3 or above. Agents of this Org can be used by the selected Org as its own Agents, and whenever the selected Org gains Resources, the Embedded Org also receives a number of Resources equal to 1/3 (one third), rounded up, of that gained by the selected Org. The Org cannot change its selection. If the Org ever achieves an equal number of Resources to the selected Org, this Asset is destroyed and the Org and the selected Org immediately become Opposed. *n.b.*, this is a good story hook opportunity for the GM.
Just Getting Started: The Org is just getting started and is ready to take on the world. While the Org possesses Just Getting Started, it may add a ◻ to one roll it performs during the Org Turn. The Org may also add a ◼ to *one* attack roll against it during the Org Turn. *Specials*: Tier Locked.
False Flag: The Org may select an attack Action (e.g., Assault, Espionage, etc.) and specify one other Org. The defending Org of the attack Action will believe the specified Org to be the responsible culprite. *N.B.*, this Asset is highly narrative focused and it is up to the GM to appropriately play out the repercussions of its use. *Specials*: Fire and Forget.
Runway: The Org immediately gains 5 Resources in the same Org Turn during which this Asset was acquired. Associate a counter with Runway starting at 5. At the *start* of each Org Turn, decrement the counter by 1 and the Org immediately loses 1 Resource; however, if the counter is already at 0, this Asset is instead destroyed. *When this Asset is destroyed, remove an amount of Resources equal to the value of the counter at that time. Specials*: Tier Locked.

TABLE 4-2: ASSET RESOURCES THRESHOLD 2

AVAILABLE ASSETS

Vandalism: The Org may use this Asset to either (a) double the amount of Resources destroyed when performing an Espionage Action, or (b) destroy an Asset which *has a threshold for which the Attacking Org qualifies*. While the Org has this Asset, Espionage Action will always reduce the defending Org's Resources by at least one, whether or not the attacking Org is successful. *Specials*: Fire and Forget, Easily Found.

Commercial Lending: The Org gains 4 Resources upon acquiring this Asset. When the Org acquires this Asset, associate a counter starting at 4 with it. The counter decrements at the start of each Org Turn going forward. Once the counter decrements to 0, the Org loses 5 Resources.

TABLE 4-3: ASSET RESOURCES THRESHOLD 3

AVAILABLE ASSETS
<u>Garage</u>: The Org may provide its Agents with access to one vehicle crewed by a small crew for one core session. The Agent loses access to the vehicle after the core session (or when narratively appropriate). *Specials*: Regular Maintenance.
<u>You Thought You Could Defeat Me?!</u>: This Asset is associated with one of the Org's Agents. When the associated Agent would be defeated, it is instead returned to full health before the next core session. The GM should decide the appropriate mechanism for the Agent's return (*e.g.*, clones, robots, resurrection machine, magic, etc.). This Asset is destroyed upon use. *Specials*: Regular Maintenance.

TABLE 4-4: ASSET RESOURCES THRESHOLD 4

AVAILABLE ASSETS

Astroturf: The Org receives a ⬡ (or a 🟦 if no upgrades are available) to the Espionage Action. If the defending Org's Resources fall below its Tier threshold, the attacking Org gains the lost resources. This Asset also gives the Org the Upgrade Astroturf to Astrosurf and Astroturf Action (destroy Astroturf to perform this Action). *Specials*: Regular Maintenance.

Compartmentalized Teams: The Org may spend a number of Resources based on its Tier to perform an additional Action this turn (*i.e.*, multiple Compartmentalized Teams may be used at the same time by an Org). This Asset is destroyed upon use and multiple Compartmentalized Teams can be acquired through the Acquire Asset Action.

Leaner Orgs are typically more nimble than their more expansive cohorts, and so it is typically cheaper to perform multiple Actions for smaller Orgs. Costs are:

Tier 1 -- 1 Resources

Tier 2 -- 2 Resources

Tier 3 -- 3 Resources

Tier 4 -- 5 Resources

Tier 5 -- 6 Resources.

From the Ashes: When the Org would otherwise be destroyed, by another Org's action or the PCs' actions, it instead goes dormant for a complete Org Turn and then returns the Org Turn after with 4 Resources and at Tier 2. If possible, the Org should also acquire as an Agent an NPC with which the PCs have recently interacted. Otherwise, the first Action the returned Org may select and perform is the Recruit Agent Action.

From the Ashes is destroyed upon use.

TABLE 4-5: ASSET RESOURCES THRESHOLD 5

AVAILABLE ASSETS
Astrosurf and Astroturf: The Org receives ⬡⬡ (or ◻◻ if no upgrades are available) to the Espionage Action. The attacking Org gains the Resources lost by the defending Org. *Specials*: Regular Maintenance.
Signature Weapon: All Org Agents and fielded foot soldiers equip a particular weapon or call sign. For example, a group of ninjas might have a signature throwing star, hackers/sysops might use a particular ICE breaker/ICE, arms dealer might equip its employees with a particular plasma cannon, etc. The GM should determine this appropriately.   In addition, if Org Agents or foot soldiers win (up to GM's discretion) an encounter with the PCs, the Org automatically gains one Resource. *Specials*: Easily Found.

TABLE 4-6: ASSET RESOURCES THRESHOLD 6

| AVAILABLE ASSETS |
|---|
| <u>Mercenary</u>: The Org may add a ⬡ (or a ◼ if no upgrades are available) to any aggressive Action (*e.g.*, Assault, Espionage, etc.). *Specials*: Fire and Forget. |
| <u>Tier Downgrade</u>: If the Org succeeds an Espionage or Assault Action and the defending Org has less Resources than its Tier threshold, the attacking Org may spend ⋀ to force the defending Org to drop one Tier. This Asset is destroyed after use. *Specials*: Fire and Forget. |

# TABLE 4-7: ASSET RESOURCES THRESHOLD 7

AVAILABLE ASSETS
<u>Administrative Protocols</u>: When the Org is the target of an Espionage Action, it may add ⬡⬡ to the difficulty pool (or give ■■ if no difficulty upgrades are available). *Specials*: Reactionary.
<u>Organizational Momentum:</u> The Org may reroll up to two blank results, of any type, per roll. During core session gameplay, the Org's Agents may reroll one blank result per roll.
<u>Extortion</u>: The Org targets an Agent of another Org. The targeted Agent must be within the Org's Tier limitations. The Org may pay 1 Resource to use the targeted Agent's characteristics and/or skills for its own attack Actions, unless the same Agent would be used by its own Org to defend against the attack Action. *Specials*: Regular Maintenance.

TABLE 4-8: ASSET RESOURCES THRESHOLD 8

| AVAILABLE ASSETS |
| --- |
| <u>Administrative Supports</u>: When the Org is the target of an Espionage Action, it may add a ⬡ to the difficulty pool (or add a ■ if no difficulty upgrades are available). *Special*: Regular Maintenance. |
| <u>Lair</u>: The Org has a lair, actual or metaphorical, and so is difficult to track down for Assault actions.

    Assault Actions on this Org must now be preceded by an Espionage Action, on the same Org Turn or before. Once an Espionage Action has occurred against this Org, mark it on this Org with the attacking Org's name (*i.e.*, espiedBy(Attacking Org)). The attacking Org may now spend the mark to Assault this Org.

    In addition, while the Org has the Lair Asset, the Org gains the Relocate Action. The Relocate Action costs 1 Resource to perform and removes all Espionage (*i.e.*, espiedBy()) marks. *Specials*: Constantly Maintained. |

TABLE 4-9: ASSET RESOURCES THRESHOLD 9

AVAILABLE ASSETS
<u>Barracks</u>: The Org can ignore the limitations on Agent types and power levels. That is, the Org may now acquire as many Nemeses or Rivals as it can, regardless of how many Rivals or Minions it has, respectively.
<u>Cleaning House</u>: The Org gains the Purge Ranks Action. When performing Purge Ranks, the Org purges its ranks of any <u>Embedded</u> Orgs. The Purge Ranks Action costs as much Resources as the Tier of the targeted <u>Embedded</u> Org and is an aggressive action (for purposes of other Assets and Actions). The Org rolls its Tier in ◊ against ◆◆. The targeted <u>Embedded</u> Org loses a Tier for each ✸ and, if it would be reduced to Tier 0, it instead remains at Tier 1 but is fully purged from its host Org.
<u>Dynamic Entropy</u>: The Org causes an event that throws certain parts of the world into utter disarray. Dynamic Entropy costs 2 Resources to use and forces all Orgs this Org Turn to select their actions using **Table 2-1: Random Action Table**, including the Org using this Asset. An Org using <u>Dynamic Entropy</u> *should be the first Org to go during the respective Org Turn. Specials*: Fire and Forget.

TABLE 4-10: ASSET RESOURCES THRESHOLD 10

AVAILABLE ASSETS
<u>Fleet</u>: The Org has access to a fleet and may provide its Agents with access to a large crew sized vehicle for one core session. The Agent loses access to the vehicle after the core session (or when narratively appropriate). *Specials*: Regular Maintenance.
<u>Social Hooks</u>: The Org can always offer the PCs a small reward for assistance with any Action, regardless of roll results. This can be stacked with any rolled ⋀ spend. *Specials*: Constantly Maintained.

TABLE 4-11: ASSET RESOURCES THRESHOLD 11

AVAILABLE ASSETS
<u>Recruitment Network</u>: The Org always receives 1 Resource each Org Turn. *Specials*: Constantly Maintained.
<u>Skunkworks</u>: The Org gains the Spin Off Action. The Spin Off Action costs 1 Resource and allows the Org to create an altogether new Tier 2 Org that is Aligned with the Org.   Typically, the spun off Org has a very focused Mission that is strongly in the interest of the parent Org. The spun off Org gets an immediate Action on the same Org Turn during which it was created.
<u>Legion</u>: The Org gains the Deep Cover Action. The Deep Cover Action costs 1 Resource and allows the Org to recruit any unaffiliated (or affiliated, at the GM's discretion) NPC encountered by the PCs in the preceding core session. The Org may perform another Action immediately following the Deep Cover Action in the same Org Turn. *Specials*: Constantly Maintained.

TABLE 4-12: ASSET RESOURCES THRESHOLD 12

AVAILABLE ASSETS
Institutional Inertia: The Org is an utter behemoth. Actions against the Org automatically receive a ⬡ (or a ■ if no difficulty upgrades are available) before any other Assets or Agent skills are applied. *Specials*: Constantly Maintained.
Inflection Points: The Org may reroll up to ✗✗ results (*e.g.*, a single double ✗, or two single ✗, etc.) per roll. During core session gameplay, the Org's Agents may reroll a ✗ result per roll.
Power Broker: The Org forces all other Orgs *aligned to it* to perform either the Assault Action or the Espionage Action on the *next* Org Turn against the target of the Org's attack Action this Org Turn. *Specials*: Fire and Forget.

APPENDIX B: MISCELLANEOUS TABLES

This Appendix consists of various assorted tables which may be helpful to use with GOLEMS.

ACCUMULATE RESOURCES DIFFICULTY TABLE

Legend: ◆ = purple diamond (Difficulty), ⬡ = red hexagon (Challenge), ■ = black square (Setback)

RESOURCES	TIER I	TIER II	TIER III	TIER IV	TIER V
1	◆	◆◆	◆◆◆	◆◆◆◆	◆◆◆◆◆
2	⬡	◆◆	◆◆◆	◆◆◆◆	◆◆◆◆◆
3	⬡■	⬡◆	◆◆◆	◆◆◆◆	◆◆◆◆◆
4	⬡■■	⬡⬡	⬡◆◆	◆◆◆◆	◆◆◆◆◆
5	⬡■■■	⬡⬡■	⬡⬡◆	⬡◆◆◆	◆◆◆◆◆
6	⬡■■■■	⬡⬡■■	⬡⬡⬡	⬡⬡◆◆	⬡◆◆◆◆
7	⬡■■■■■	⬡⬡■■■	⬡⬡⬡■	⬡⬡⬡◆	⬡⬡◆◆◆
8	⬡■■■■■■	⬡⬡■■■■	⬡⬡⬡■■	⬡⬡⬡⬡	⬡⬡⬡◆◆
9	⬡■■■■■■■	⬡⬡■■■■■	⬡⬡⬡■■■	⬡⬡⬡⬡■	⬡⬡⬡⬡◆
10	⬡■■■■■■■■	⬡⬡■■■■■■	⬡⬡⬡■■■■	⬡⬡⬡⬡■■	⬡⬡⬡⬡⬡
11	⬡■■■■■■■■■	⬡⬡■■■■■■■	⬡⬡⬡■■■■■	⬡⬡⬡⬡■■■	⬡⬡⬡⬡⬡■
12	⬡■■■■■■■■■■	⬡⬡■■■■■■■■	⬡⬡⬡■■■■■■	⬡⬡⬡⬡■■■■	⬡⬡⬡⬡⬡■■

*For each Resource more than 12, continue adding ■ to the difficulty pool. Hoarding Resources beyond Tier and without specialized Assets is intentionally very difficult, especially if done passively.