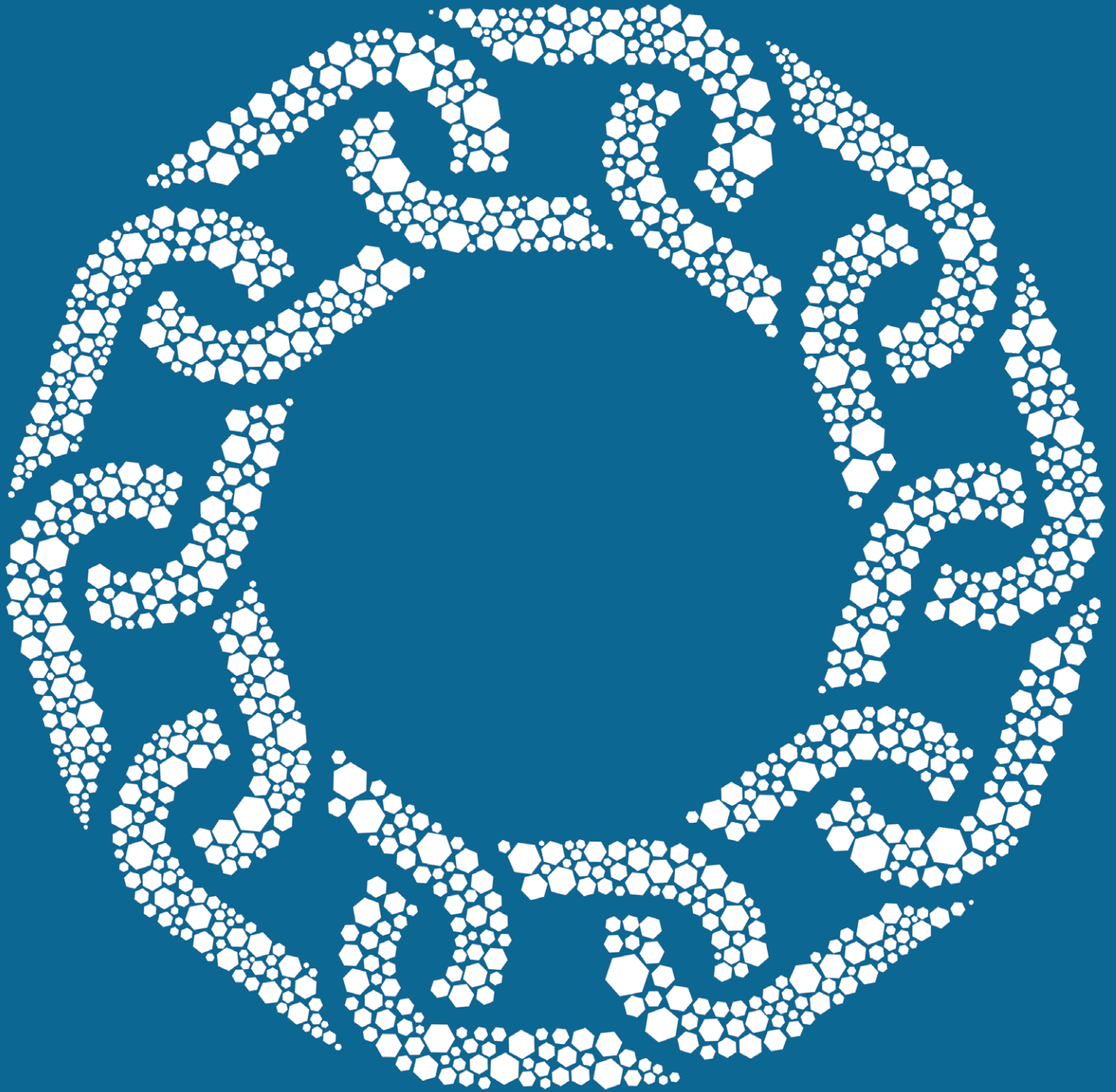


BROTHERHOOD



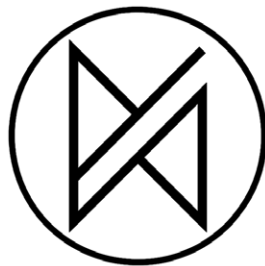
STORMFORGE
PRODUCTIONS

A MOD FOR
THE SIGIL SYSTEM



BROTHERHOOD

DESIGNER: Izak Tait



STORMFORGE PRODUCTIONS

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INTRODUCTION

Welcome to Brotherhood, a mod for the Sigil System that deals with factions, organisations, and other groups of people; and how to use them mechanically in-game.

The main goal of Brotherhood is to get the players into a faction and to start making them think about being part of a larger machine. The more you help your faction, the more your faction will help you; take care of your brothers-in-arms, and they will be there for you when you need it. Having a faction on your side is a powerful thing, but as they say: with great power...

HOW TO USE THIS MOD

This mod is simply an addon to the core Sigil System rules, so you need to have the Sigil System (preferably 1.2 or later) in order to effectively use these rules.

Brotherhood does not change any rules found in the corebook, but it does give you a lot of new options for characters and parties who want to be part of a larger faction; and it will give some rules how to use a faction and make it work for you.

As with any of the Sigil Mods, the content within this mod is entirely optional to use during your games, and you can pick and choose which parts of it to use. The powers and abilities shown in this mod are all balanced with each other, so it is highly recommended that if you use multiple powers in a section that you use them as they appear here.

WHAT'S IN THIS MOD

This mod is split into two distinct parts: *Forging the Chain* and *Chaining Fate*.

Forging the Chain is all about faction generation, from creating a brand new faction, to building your faction's base, to turning your current party into its own faction, it's all found in here. The faction creation in Brotherhood is treated much the same as character creation in Sigil System, in that the personality and history of a faction is generated right alongside the faction's mechanics.

In Chaining Fate, you'll find everything you need

to know about using the factions in game. Here you will find the faction's Skills and Specialisations, what prospects and Specialists are and how to get them, and how to advance your faction.

Then there are also seven sample factions for you to use in your games, all created with the generator in *Forging the Chain*.

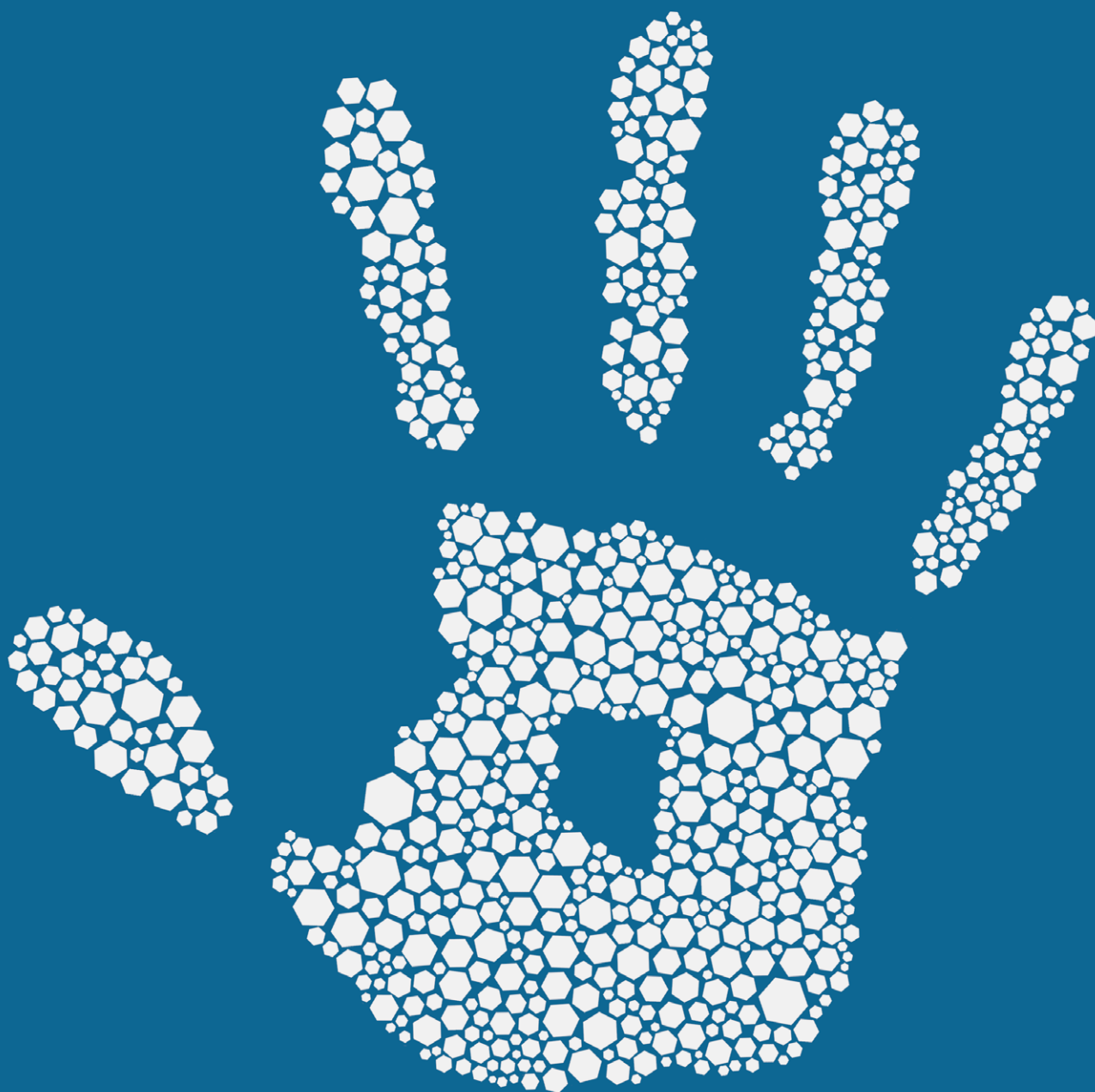
And last but not least is a faction sheet for you to keep track of your faction and what it's been up to.

ALREADY PLAYING?

The beauty of this mod is that you don't need to start a new game to get the most out of it. If you're already in a campaign or a long running game, you can still use this mod as if you were beginning a new adventure. You can choose to turn your current party into a faction and start that long climb to be king of the hill; or if you already have a group or organisation in the game that your party either belongs to or is friendly with, you can turn that group into a faction by going through the faction generation rules and simply picking the options that seem appropriate.



FORGING THE CHAIN



FACTION CREATION

The first step in ruling your own faction (or battling your way up through its ranks) is to create it. The rules in this section will take you through the entire process of creating a faction: from its name, to its history, and to the Skills and mechanics it will use in game. The first, and biggest, section will cover creating existing factions that you can be a part of, and you will find rules for turning your own party into a faction at the end.

If you are creating a faction for the PCs to run and control, **each player** (and the GM) **can re-roll one roll in the creation process**. The player can then pick either the original result or the re-rolled result.

THE NAME

A name is everything. It doesn't just tell people who you are; it tells people what you stand for, what you value, and how much of a chance they may have against you. A faction's name can influence everything about it, from the clothing they wear, the symbols they use, to how they go about doing whatever it is they do. And that's why it is the first thing you discover about your faction.

How to do so is quite simple: just roll 1d100 on each of the Adjectives and Nouns tables to discover your faction's name.

ADJECTIVES			
01-02	Azure	29-30	Dread
03-04	Black	31-32	Drunken
05-06	Blessed	33-34	Fallen
07-08	Blind	35-36	Fiery
09-10	Bloody	37-38	Floral
11-12	Blue	39-40	Forgotten
13-14	Broken	41-42	Golden
15-16	Brutal	43-44	Green
17-18	Burning	45-46	Hidden
19-20	Cold	47-48	Holy
21-22	Crimson	49-50	Jagged
23-24	Cursed	51-52	Lazy
25-26	Dark	53-54	Little
27-28	Defiant	55-56	Lone

ADJECTIVES (CONTINUED)			
57-58	Lost	79-80	Shattered
59-60	Onyx	81-82	Silent
61-62	Patient	83-84	Silver
63-64	Purple	85-86	Spectral
65-66	Red	87-88	Stone
67-68	Righteous	89-90	Swift
69-70	Rotting	91-92	Tarnished
71-72	Runic	93-94	Twisted
73-74	Sacred	95-96	Unholy
75-76	Severed	97-98	Violet
77-78	Shadow	99-100	White

NOUNS			
01-02	Axes	51-52	Masks
03-04	Bears	53-54	Monks
05-06	Blades	55-56	Musketeers
07-08	Crystals	57-58	Pistols
09-10	Daggers	59-60	Priests
11-12	Daughters	61-62	Princes
13-14	Dragons	63-64	Prophets
15-16	Eagles	65-66	Rats
17-18	Fists	67-68	Rifles
19-20	Frogs	69-70	Roses
21-22	Giants	71-72	Saints
23-24	Gryphons	73-74	Saviours
25-26	Guards	75-76	Scions
27-28	Gulls	77-78	Serpents
29-30	Hawks	79-80	Skulls
31-32	Hunters	81-82	Snakes
33-34	Jesters	83-84	Sons
35-36	Killers	85-86	Stalkers
37-38	Kings	87-88	Stallions
39-40	Knights	89-90	Strangers
41-42	Knives	91-92	Swords
43-44	Lanterns	93-94	Tears
45-46	Lillies	95-96	Thorns
47-48	Lions	97-98	Witches
49-50	Martyrs	99-100	Wolves



FACTION CREATION

EXEMPLAR

Throughout the faction creation process, we'll be creating a faction one step at a time to give you an example of how it can be done.

For the name we rolled a **67** and a **63** which means the name of the faction we'll be creating is: the *Righteous Prophets*. Let's see what fate has in store for them.

TYPE

The type of faction you are is clearly one of the most important rolls to make. It is the "what" in "what are you?" and everything else follows on from this. It is also the easiest way to compare and contrast your faction with others. A group of thieves are clearly different to a group of traders or socialites.

Each roll on the table also gives you two thematic options. You can either choose between them (e.g.: if you want either thieves or smugglers) or you can use them both to make your faction a bit broader in scope (e.g.: not only are you a bunch of thieves, but you are smuggle goods to and from clients/fences).

TYPE	
01-10	Academics/Scholars
11-20	Adventurers/Mercenaries
21-30	Assassins/Contractors
31-40	Bureaucrats/Officials
41-50	Entertainers/Bards
51-60	Socialites/Bourgeois
61-70	Thieves/Smugglers
71-80	Traders/Craftsmen
81-90	Vigilantes/Lawmen
91-100	Warriors/Soldiers

THEME

This is where we start to drill down into what sort of area your faction does whatever it does best. You might have a group of Academics/Scholars, but what sort of thing are they studying? Are they philosophers of politics or law professors? Are your Warriors/Soldiers fanatical warriors of a cult or religion, or do they fight the good fight for nature and the environment?

The theme allows you to differentiate factions of the same type into different areas of interest. More importantly, however, it gives you the nuance of having a group of devout, god-fearing lawmen and craftsmen dealing in weapons, armour and all sorts of materiel for war.

THEME	
01-10	Criminal/Underworld
11-20	Espionage/Subterfuge
21-30	Law/Justice
31-40	Money/Trade
41-50	Nature/Environmentalism
51-60	Politics/Influence
61-70	Religion/Cult
71-80	Supernatural/Occultism
81-90	Technology/Science
91-100	War/Combat

RULERSHIP

How a faction is ruled, governed and led will shape its entire outlook on the world outside, and on its members inside the faction. A faction ruled by an autocrat will act and feel far quite different to a faction governed by direct democracy. The twenty options below will further serve to make your faction unique as well as to start crafting the mood and feel of the members.

RULERSHIP	
01-05	Appointed Merito/Geniocrats
06-10	Caste System
11-15	Democratic Council
16-20	Democratic Single Ruler
21-25	Direct Democracy
26-30	Divinely Ordained King
31-35	Elected-For-Life Autocrat
36-40	Elected Oligarchy
41-45	Inherited Oligarchy
46-50	Master-Apprentice Diumvirate
51-55	Might-Makes-Right Autocrat
56-60	Military Rank Hierarchy
61-65	Monarchical Heir
66-70	Priest Ruler By-Divine-Right



FACTION CREATION

THEME (CONTINUED)

71-75	Priestly Conclave
76-80	Seniority of Service
81-85	Sortition (Council)
86-90	Sortition (Single Ruler)
91-95	Spokesman For The Masses
95-100	Tetrarchy/Triumvirate

EXEMPLAR

We rolled a **61**, a **26**, and a **57**. This means that the Prophets are a group of *Thieves/Smugglers*, with a theme of *Law/Justice*, and their rulership is a *Military Rank Hierarchy*. It's an interesting combination, being thieves but with a theme of law/justice. What this could be is that the Righteous Prophets are a smuggling ring inside a police force. Their rank and hierarchy are carried over from their work in the police force, and the name Righteous Prophets is a bit dramatically ironic.

RECRUITMENT OFFERS

Every faction needs to get its members one way or the other. Whether your faction actively goes out to recruit new members, or people hear of your faction's reputation and come wanting to join, there will always be something that your faction offers potential recruits as an incentive. If your faction goes out recruiting, this offer is what they will use to entice people to join; or if people come of their own volition, then they will hear about this offer and that can be what brings them on board.

RECRUITMENT OFFERS

01-10	Brotherhood	51-60	Might
11-20	Entrapment	61-70	Mysticism
21-30	Faith	71-80	Safety
31-40	Goal/Cause	81-90	Vengeance
41-50	Knowledge	91-100	Wealth

ODDITIES

We're all a little bit strange in our own way, and your faction won't be any different. The table below will give your faction its own distinct quirk or oddity that will shape how your faction interacts with its

own members, and also with the world outside. A faction whose members are only of a single sex or race will look and act quite different than one who is extremely iconophilic or has distinctive clothing.

Bear in mind that just because you are rolling for one oddity doesn't mean that your faction can't have as many oddities as you want. Just because your faction didn't get the Tattoos/Scarification/Piercings option doesn't mean that they can't enjoy a good tattoo now and again. If you want more than oddity for your faction, just make sure one oddity is its main quirk, the one that truly characterises it.

ODDITIES

01-04	Anonymity among members
05-08	Arduous joining/initiation rituals
09-12	Communicates chiefly in code
13-16	Cut off prior friend/family contact
17-20	Distinctive clothing
21-24	Distinctive methodology
25-28	Distinctive weapon/tool
29-32	Enforced code of conduct/honour
33-36	Extensive ritualistic practices
37-40	Has a high level of bureaucracy
41-44	Has a specific colour theme/style
45-48	Hatred for specific group
49-52	Iconoclastic
53-56	Iconophiles
57-60	Is stigmatised by society
61-64	Masquerades as another faction
65-68	Requires payment to join
69-72	Restricted to specific bloodline
73-76	Secret society to the world
77-80	Single race faction
81-84	Single sex faction
85-88	Specific age restriction
89-92	Specific social class restriction
93-96	Tattoos/Scarification/Piercings
97-100	Tech-conservatives/luddites

EXEMPLAR

Let's see what the Prophets offer new recruits, and what oddity they have. With a **20** and a **78** we have a *single race faction* that *entraps new members* into its ranks. Well we knew the Prophets were a bunch of



FACTION CREATION

corrupt cops to begin with, organising a smuggling ring and all, but they really have gone all out on the villain checklist this time.

FACTION SKILLS

Each Faction has five core Skills that can range from 1 - 100. These are: **Might**, **Notoriety**, **Reputation**, **Treachery**, and **Wealth**. How each Skill works during the game and in relation to the faction's Specialisations will be explained in another section, but now is the time to generate them.

Roll once on the table below for each of the five Skills. Each result of a roll will you give a multiple of 10, ranging from 0 - 90. And that's it; it's that simple.

SKILL LEVELS	
01-19	1
20-36	10
37-51	20
52-64	30
65-75	40
76-84	50
85-91	60
92-96	70
97-99	80
100	90

EXEMPLAR

Easy enough rolls to make, so let's see how the Righteous Prophets stack up. With rolls of **39**, **82**, **36**, **75**, and **30** we get the following:

RIGHTEOUS PROPHETS			
Might	20	Treachery	40
Notoriety	50	Wealth	10
Reputation	10		

The Prophets are living up to their ideal of corrupt cops with those Notoriety and Treachery Skill Levels. With everything else, however, they will have a struggle on their hands.

FACTION AGE

A faction doesn't just pop up out of nowhere, fully formed. It has a beginning, it has a birth, it has its own origin story of how it got to where it is now.

A faction's age is important for more than just lore or story reasons. The age of a faction will determine how many Historical Events a faction, each of which will modify the faction's Skill Levels.

The names of the ages your faction can be are intentionally kept vague. What constitutes an "Old" faction or a "Recent" one will depend on a lot of factors, many unique to your setting. If your setting has a recorded history spanning tens of thousands of years, then an Ancient faction might be millennia old, whereas if the people in your setting only really care about the past couple of centuries, then anything older than 200 years or so will be considered "ancient". Similarly, an Ancient faction of cyber-vigilantes could only ever be a few decades old in a modern-type setting since cyberspace is a fairly recent phenomenon, while a Young faction of swordsmen could be a century old or more. At the end of the day, the GM is ultimately responsible for making the final call on how old a given faction is.

With regard to the number of events next to each age, you can never have less than 1 event. Since the number of events is pseudo-random, it can mean that a Recent faction has more significant events than an Ancient faction, but remember that these are *significant* events, not just any old event.

FACTION AGE		
1 - 10	Ancient	1d10 events
11 - 25	Old	1d10-1 events
26 - 40	Vintage	1d10-2 events
41 - 55	Established	1d10-3 events
56 - 70	Young	1d10-4 events
71 - 85	Recent	1d10-5 events
86 - 100	New	Only 1 event

HISTORICAL EVENTS

Now that you know how old (or young) your faction is, it's time to see how what Historical Events it has been involved in. To determine this, roll on the table below once for each Historical Event your faction has. Next to each event type is a change to one or more of the faction's Skills. Whenever you get an event, follow the change next to it to see if you are adding or subtracting a d10 from one or more of the Skills.



FACTION CREATION

Each type of event has its own description after this table that will give you a broad idea of what it is about, but it is up to you to put names and dates and faces to the events.

Keep in mind that the Historical Events you roll for here are not the only events the faction has ever been involved in, they are merely the most significant. An Ancient faction may have only one Historical Event, while a Recent faction may have five. All this means is that little of significance happened to the Ancient faction, and it mostly kept the status quo for its whole time.

HISTORICAL EVENTS

01-05	Rise	+1d10 Reputation
06-10	Fall	-1d10 Reputation
11-15	Champion	-1d10 Notoriety
16-20	Fiend	+1d10 Notoriety
21-25	Battle Won	-1d10 Might, + 1d10 Rep
26-30	Battle Lost	-1d10 Might and Rep
31-35	Creation	+1d10 Wealth
36-40	Destruction	-1d10 Wealth
41-45	Ally	+1 Allied Faction
46-50	Rival	+1 Rival Faction
51-55	Wisdom	+1d10 Wea, -1d10 Trea
56-60	Lunacy	+1d10 Treachery and Might
61-65	Miracle	+1d10 Rep, Wea, Mig, -1d10 Not, Tre
66-70	Cataclysm	-1d10 Rep, Wea, Mig, +1d10 Not, Tre
71-75	Loyalty	-1d10 Treachery
76-80	Betrayal	+1d10 Treachery
81-85	Bribery	-1d10 Wealth and Notoriety
86-90	Blackmail	+1d10 Might and Notoriety
91-95	Sprout	+1d10 Might
96-100	Shrivel	-1d10 Might

RISE

Your faction rose the ranks of society, or found a way to increase its diplomatic influence and reputation.

If this is the first event then your faction made it to here from nothing. It pulled itself up by its own bootstraps to make a name for itself that live on to this day.

FALL

Your faction lost face, lost influence and lost reputation.

If this is the first event then your faction is actually far older than it says it is. Something happened that brought such shame on your faction, that it renamed itself and scrubbed its history clean, forever hiding what it once was.

CHAMPION

The leader(s) of your faction were great and noble heroes to the world at large, to only a few people, or just to your faction.

If this is the first event then it was a singular figure that rallied the rest of the members around himself to create the faction. He is the founding hero of your faction, a legend and a saint.

FIEND

Your faction's leader(s) were villains of the highest order, and your faction is still notorious for their actions.

If this is the first event then a monster drew to him cultists and sycophants to create a scourge against man and god. It is a wonder your faction survived after him, and you might be hiding his very existence from the outside world.

BATTLE WON

Your faction won a great battle (physically, socially, diplomatically, magically, spiritually?) that is talked about throughout the setting.

If this is the first event then the camaraderie and heroism displayed by the members in the that battle brought them together. They wished to stay together beyond one war and so they did.

BATTLE LOST

Your faction lost a battle and still bear the scars and the shame.

If this is the first event then the loss of the battle drove the warriors into hiding, fearing for their lives. They banded together not out of friendship or faith, but as a way to protect themselves.

CREATION

Your faction was involved in a significant endeavour that resulted in the creation of something spectacular.



FACTION CREATION

If this is the first event then someone or something much bigger than your faction created it. Maybe it was another faction, a king, or even a god that brought the members together and proclaimed them a faction.

DESTRUCTION

Your faction destroyed something valuable and important to a lot of people.

If this is the first event then there was no glory in your faction's creation. Your founders were tasked to destroy something specific, and once this horrible deed was done, they liked the taste of it and stayed together.

ALLY

Your faction found a friend in another group or organisation.

If this is the first event then it was the connections of the friendly organisation that helped the first few founders put their faction together.

RIVAL

Your faction made a lasting enemy out of another organisation.

If this is the first event then it was the fear of a common enemy that brought the founders of your faction together.

WISDOM

It was a golden age of philosophy, strategy, poetry, science or anything else scholarly for your faction.

If this is the first event then your faction was formed under the guidance of the greatest minds in the setting, for the noblest of all goals. Let's hope they live up to it.

LUNACY

Your faction descended into lunacy and degeneracy that would make Nero proud.

If this is the first event then your faction's creation was an act of madness. Whether it was one lunatic or many, the idea of your faction was like a worm in their brain and they were compelled to do it.

MIRACLE

Your faction was at rock bottom when something spectacular and explainable brought them back from the brink.

If this is the first event then the stars aligned to create your faction. The right people, the right events, everything was perfect. Choirs of angels sang as your faction came into being.

CATAclysm

Like a meteor from outer space (maybe literally), something came along and ruined everything for everyone in your faction.

If this is the first event then your faction came together in the wake of a terrible disaster. After banding together to try and fix what was broken, they stayed together (broken and beaten themselves) to try and create something for themselves.

LOYALTY

It was a trying time for your faction, but the loyalty of the members are still remembered to this day.

If this is the first event then your faction are the last loyal remnants of a faction that turned in on itself, now re-branded to put the past behind them.

BETRAYAL

It was high time for mutiny and your faction was turned on its head.

If this is the first event then your faction were attempted mutineers, wishing to take over the old faction, but failing. Now you are on your own, making your own way.

BRIBERY

Wheels needed to be greased and money had to be spent. Was your faction bribed or did they do the bribing?

If this is the first event then your founders bribed their way into becoming a faction. A lot of money was paid out, and now you have to make that investment worth it.

BLACKMAIL

Was your faction involved in a scandal or did they exploit someone else's to bring fortune to themselves?

If this is the first event then either your founders blackmailed someone to give them a faction, or they were blackmailed into creating one.

SPROUT

Your faction had an influx of new members.



FACTION CREATION

If this is the first event then your faction is an offshoot of an older, larger faction. It had too many members to handle, so created a subordinate faction to house them. Whether you still kneel to another faction is up to you.

SHRIVEL

There was an exodus of members fleeing your faction.

If this is the first event then your faction are the scattered remains of several older factions that were too small to continue on their own.

EXEMPLAR

With a roll of **11** we know our Prophets are *Old*, so we can say that while they weren't around from the very beginning of the police force's creation, it didn't take long for them to set up shop. That means we get **1d10-1** events and we rolled a **5**, so **4** events it is. A **20**, a **68**, a **74**, and a **94** tell us that we have *Fiend*, *Cataclysm*, *Loyalty* and *Sprout*. Now let's put them together to see what the history of the Righteous Prophets was.

The first event tells us how the faction was founded, and ours was founded by a *Fiend*, which makes total sense with what we've seen of the Prophets. An utterly corrupt and degenerate policeman decided police-life didn't offer enough, and so started his own criminal enterprise. Then, however, we get to *Cataclysm* and it all nearly fell apart. Since they are inside a police force, we can say that this was when the police discovered there was a criminal syndicate operating right under their noses and arrested nearly all of them. The faction looked like it was on its last legs. Eventually, however, the police would have moved onto other matters and decided they had gotten all the Prophets. With time to rebuild, it would have taken great *Loyalty* from its members to stand together and recreate the smuggling ring... but here we run into a problem, why would there be loyalty if they all were recruited by entrapment? The key thing to remember here is that the options we have been rolling for in past posts is what the faction looks like when they enter the story, not how they started. So we can say that the Prophets didn't always start by recruiting its members by entrapment, that could have come later... which neatly segues into the final event that happens just before the Righteous Prophets enter the story: *Sprout*. They suddenly gained a lot of new

recruits when the old guard rebuilt the faction. This is where we can say they decided to use entrapment in an effort to quickly build themselves back up again to a point where they could be a force to be reckoned with.

So with all their history now collated, here is what their Skill Levels look like now:

RIGHTEOUS PROPHETS			
Might	28	Treachery	39
Notoriety	56	Wealth	4
Reputation	3		

SPECIALISATIONS

Now that you know your faction's true Skills, it's time to work out its Specialisations. The use of these in game will be covered later on in the book, but in short their most powerful use is for when your faction's members are rolling Checks to accomplish the deeds the faction wants done. In situations where it is faction vs. faction, then the entire faction can use the Specialisations as well as if it was a character.

The Specialisations gain their initial Levels from their parent Skills, so simply look on the chart below to determine what your Specialisations' Levels look like at the outset. Remember, that after this point, the Skill Levels and Specialisation Levels do not interact with one another. Raising or lowering a Skill will not raise or lower its Specialisations.

INITIAL SPECIALISATION LEVELS		
Might	Athletics	Combat
Notoriety	Drive	Perception
Reputation	Negotiate	Special
Treachery	Stealth	Coercion
Wealth	Craft	Mental

EXEMPLAR

With the table above, and the Prophet's Skill levels on the previous section, we have everything we need to see the Prophet's Specialisations:

RIGHTEOUS PROPHETS			
Athletics	28	Perception	56
Combat	28	Negotiate	3
Craft	4	Special	3
Drive	56	Stealth	39
Mental	4	Coercion	39



FACTION CREATION

ALLIES AND RIVALS

No faction exists in isolation. It will always have ties with the outside world in some form or fashion. This also means that it will start making friends and enemies. In game-terms, this means that every faction will start off with at least one Allied Faction, and one Rival Faction. How far you want to go in detailing these factions is up to you. You can do this entire faction creation process for your Ally and Rival, and in turn do it for their Ally and Rival, and so on and so forth until your whole world is interconnected. Alternatively, if you want to leave it vague for the mean time, you can simply roll on the Faction Type table earlier to just get a general sense of who they are, so your faction's relationship to them at least is clearer. If you do that, roll once for an Allied Faction, and once for a Rival Faction.

Remember that if you've rolled an Ally or Rival Event on the Historical Events table, then you will gain additional Rivals or Allies on top of the default 1 Ally and 1 Rival that every faction gets.

FACTION GOALS

The second-to-last roll to make is to determine what your faction's current goal is. This isn't an overarching mission statement. This isn't what the faction is all about. Instead this is very clear cut goal with a definite end point. It is something that the faction is trying to accomplish right now, and afterwards it will move on to something else.

This will give your faction a clear direction and motivation when it enters the story, so it won't flounder around looking for a purpose. When you roll a Goal and need to think about what it can be,

GOALS

01-10	Acquire more assets (eg land, property, goods).
11-20	Become better at what they specialise in.
21-30	Build up and expand their offensive power.
31-40	Defend themselves/something else from a faction.
41-50	Engage in a philanthropic endeavour.
51-60	Increase their influence over an area/faction.
61-70	Gain more usable, spendable money.
71-80	Grow the number of members, contacts, specialists.
81-90	Increase their fame/infamy.
91-100	Take vengeance upon another faction.

remember to make it achievable. Taking over the world isn't a Goal, it's a life-ambition.

Once they've finished with this Goal in the story, you can always come back and roll for another Goal if you can't think of one.

EXEMPLAR

Before we see what our exemplar faction looks as a whole, let's quickly see what their goal is and who their ally/rival is.

The rolls were **95**, **72**, and **33**. So the Righteous Prophets' Ally is a group of *Warriors/Soldiers*, its rival is a bunch of *Traders/Craftsmen* and its current goal is to *defend themselves or something else from a faction*.

THE MOTTO

It's the very last piece of the puzzle, but it is one that symbolically unifies it all. The motto takes everything that is your faction and rolls it up into one neat saying. It will be your faction's battle-cry and its mantra; it will sit underneath its coat-of-arms and on its logo. The motto can become as important as your faction's name.

To create your own motto, all you need to do is roll 3d100. Take your first result from the Word List (it continues on the next page), your second result from the Joiners, and your third result from the Word List again.

That's it, you got your own motto now that you can use for any character, faction, organisation or who-knows-what in your settings and games.

JOINERS

01-10	and
11-20	comes before
21-30	creates
31-40	from
41-50	gives us
51-60	is
61-70	in
71-80	over
81-90	through
91-100	thus

WORD LIST

1	Advancement
2	Adversity
3	Authority
4	Beauty
5	Blood
6	Boldness
7	Bravery
8	Brotherhood
9	Charity
10	Compassion



FACTION CREATION

WORD LIST (CONTINUED)

11	Courage	41	Joy	71	Sincerity
12	Damnation	42	Justice	72	Solidarity
13	Danger	43	Kindness	73	Sorrow
14	Darkness	44	Knowledge	74	Sovereignty
15	Death	45	Labour	75	Splendour
16	Destiny	46	Laughter	76	Steadfastness
17	Devotion	47	Life	77	Strength
18	Dignity	48	Love	78	Success
19	Dishonour	49	Loyalty	79	Suffering
20	Duty	50	Luck	80	Technology
21	Equality	51	Madness	81	the Law
22	Eternity	52	Magic	82	the Spirit
23	Everything	53	Might	83	the State
24	Excellence	54	Misery	84	the Throne
25	Faith	55	Nothing	85	the World
26	Fame	56	Order	86	Time
27	Family	57	Pain	87	Triumph
28	Fear	58	Peace	88	Trust
29	Fortune	59	Perfection	89	Truth
30	Freedom	60	Perseverance	90	Unity
31	Glory	61	Pleasure	91	Valour
32	Gluttony	62	Power	92	Vengeance
33	Greed	63	Precision	93	Victory
34	Haste	64	Pride	94	Vigilance
35	Health	65	Prosperity	95	Virtue
36	Honour	66	Protection	96	War
37	Hope	67	Sacrifice	97	Wealth
38	Humility	68	Service	98	Wisdom
39	Humour	69	Silence	99	Worship
40	Independence	70	Sin	100	Wrath

EXEMPLAR

With three rolls of **47**, **45**, and **31** the Righteous Prophets' motto is: *Life gives us Glory*. For a group that loves being in dangerous situations and living on the edge, what could be a better motto?

Now let's put it all together and see what sort of faction we've discovered with this generator:

The Righteous Prophets are a smuggling ring operating inside a police force. They are deeply entrenched within this police force, having

been founded not long after the force itself was commissioned. It's original creator was a villain of the highest order, a corrupt and degenerate policeman who wanted a little extra in his paycheck every month, and he set the tone for what the Righteous Prophets would become. Their racial supremacy is the nicest thing you can say about them.

Everything wasn't moonshine and roses, however, and when the Prophets were at their peak, a catastrophe happened that nearly destroyed them. The police force in which they were hiding discovered them, and arrested almost all of them.

Only a small handful Prophets remained undetected, and they had to stay in hiding for years, waiting for the heat to die down. Eventually, they could start operating again, but the Prophets were a shadow of their former selves, and it was only the loyalty of the members (loyalty to each other, to the Prophets, and to the money they were making) that pulled the Prophets back from the brink of extinction.

Changes had to be made, though. Trust was in short supply, and they could not gamble on the loyalty of new members. A strict hierarchy was enforced, and a new means of acquiring members was developed. They wouldn't bribe and cajole people to join them anymore. Instead, they would entrap them and blackmail them. They would force a bond of trust between every member and the Prophets, because if the Prophets goes down, so does every member inside. Everyone lives, or everyone dies.

The plan worked, and the Prophets have again become a force to be reckoned with. Recovering their strength and reputation hasn't been easy, however, and many enemies have been made along the way. A trade union has become a particularly sharp thorn in their side, as the Prophets' smuggling business has been undercutting the union's. Even now, the Prophets are expecting an attack from the union, but they won't stand alone. The police force isn't the only organisation corrupt enough to house a smuggling ring. The Prophets have made contact with a group inside the army, and relations are going well. The Prophets hope that with the army-smugglers' help, they can survive this latest assault.

And that's where the Righteous Prophets enter the story...



FACTION CREATION

MEMBER NUMBERS

The absolute last thing to do before moving onto base building is to find out how many members your faction starts off with. Doing so is quite easy. Simply take the **first digit of the Might Skill Level** (e.g. 3 for Level 34), **add 1 to it and roll that many d10s** (so 4d10 for Level 34). That's how many members your faction starts off with.

PLAYER CENTRED HIERARCHY

Now that you have your faction made, it's time to see where you and your player character(s) fit into it.

As the player, you and the rest of the party can always choose (with permission of the GM of course) to control and lead the faction that you have created. However, if you want to simply be part of the faction, or leave it all up to chance, you can roll on the table below to see where in the hierarchy of your newly created faction you stand.

You can roll once for the entire party if you all want to have an equal rank, or you can roll once per player to make for a more dynamic player hierarchy within the faction.

PLAYER FACTION RANK	
01-30	Prospect
31-55	Committed
56-75	Veteran
76-90	Officer
91-100	Leader

The names of the ranks on the table are only there to give you an indication of how high up (or low down) the ladder you are standing. Your faction can call its ranks whatever you feel is appropriate.

For example: if you are playing in a Mafia faction, you could have *Capo* instead of Officer.



PARTY FACTIONS

Factions don't always have to be created wholesale. They can start from the very bottom and work their way up to fame and fortune.

If you want to try your hand at building an empire from scratch, you can turn your party of PCs into its own little faction to kickstart that process. This can be done before a campaign or game begins, or even during one. The party-to-faction transformation works the same in either case.

FROM PARTY TO FACTION

SKILLS

The first thing to figure out is what your new faction's Skills will be. Luckily that's quite easy:

- Your newly made faction's **Notoriety** and **Treachery** Skills will be **1** by default.
- Your **Might** Skill will be the **number of PCs** in the party.
- For the **Wealth** Skill, add together the **first digit of each PC's Wealth Skill Levels** (so a 3 for a Level of 34).
- For **Reputation**, each player chooses a **Social Skill** for their PCs; add together the **first digit of these**.

And there you are, you've turned your party into a faction. It probably won't be the grandest of factions, but then it is only the few of you thus far.

SPECIALISATIONS

Until you get another member (that isn't a PC), there is no need for Specialisations, since you as players won't be using them. However, you can already work them out beforehand to make life easier in the long run.

Much like Wealth and Reputation, for each Specialisation you will **add together the first digit of each PC's assigned Skill Level** to create the Specialisation Level. Each Specialisation is tied to a character Skill (or sometimes more than one, and you can choose one of the Skills to use), so just have a look at the table below for which Specialisation goes with which Skill.

ASSIGNED SKILLS	
SPECIALISATION	PC SKILL
Athletics	Athletics
Combat	Fight/Shoot
Craft	Broad/Fine-Craft
Drive	Drive
Mental	Logic
Perception	Perception
Negotiate	Diplomacy
Special	Special
Stealth	Stealth/Burglary
Coercion	Intimidate

As an example: say you have three player characters with Logic Skill Levels of 39, 37 and 41. To work out their faction's Mental Specialisation Level, add together 3, 3, and 4 to get 10.

USING A PARTY FACTION

In nearly all respects, a faction created from a party works exactly the same way as a faction created through the faction generator. The main difference will come from the lack of members. If the faction only consists of player characters, then you won't be able to take advantage of the mechanics that function off of the NPCs in your faction. There are many mechanics that will be discussed later in the book such as Treachery Events, Faction Missions and Calling for Aid that require NPCs.

If you start a faction as a party, the first goal is to get more members into your faction in order to get the most out of these benefits out of your new faction.



BASE BUILDING

Now that you have a faction, it's time to give them a home. This section will show you how to go about creating a base for your newly created faction and fill it with everything you need, and it is all based off of your faction's Wealth Skill. In all the tables in this section, you will see a **Cost** listed next to each entry. This is because you will **"buy" each entry with your Wealth Skill**. Between the level of Luxuriousness of your base and the acquisitions within in, the **total Cost cannot be higher than your faction's Wealth Skill**.

Remember also that the rules don't end at faction generation. Throughout the game, as your faction's Wealth Skill increases, you can continue to build and improve on your base.

LUXURIOUSNESS

Now that you know how much you have in the bank to spend, the first thing to decide is how fancy, luxurious, and opulent you want your faction's base to be. The fancier you want it, the more you will have to spend, which means you will have less left over for buying the parts of your base. However, the more luxurious your base, the higher your reputation will be and the happier your members will be. Happier members are less likely to start mutinies and other acts of treachery, and a higher reputation will get you more jobs/missions and help out your PCs on the field, but more acquisitions will strengthen your faction.

It's a balancing act, so choose carefully:

LUXURIOUSNESS		
COST	LUXURY	EFFECT
0	Wretched	+10 Tre, -10 Rep
10	Poor	+5 Tre, -5 Rep
20	Average	+0 Tre, -0 Rep
30	Rich	-5 Tre, +5 Rep
40	Lavish	-10 Tre, +10 Rep
50	Palatial	-15 Tre, +15 Rep

ACQUISITIONS

The final part of base building is actually building the base. You start off with a **basic "base structure" for free**, but this is little better than a large, empty room. Everything else you will need to buy.

LUXURIOUSNESS		
COST	ACQUISITION	AFFECTS
3	Armoury	Craft
10	Base structure	Reputation
3	Camouflage	Stealth
3	Crew quarters	Might
5	Dock/Garage	Vehicles
3	Entertainment space	Negotiate
3	Hygiene/bathing	Treachery
3	Jail	Coercion
3	Kitchen/dining	Special
3	Office space	Mental
3	Safehouse	Notoriety
5	Specialist quarters	Specialist
1	Misc (e.g. storage)	None
3	Training grounds	Combat
3	Secret passageway	Athletics
3	Vehicles	Drive
3	Defensive structures	Perception

You will see on the table above that you can buy additional "Base structures" as well as "Safehouses". If you decide to purchase these, you can choose to allocate acquisitions to them rather than your home base.

Regardless of where you allocate the acquisitions, they will all have an effect on your faction's Skills and Specialisations. When you buy an acquisition, **increase the Skill or Specialisation associated with it by 1 Level**.

You'll notice a three odd entries in the table above: Dock/Garage, Specialist quarters, and Misc.

The Misc section is there not because we ran out of ideas, but because each of the 14 other options has a direct mechanical impact on your faction's Skills and Specialisations. By purchasing these acquisitions,



BASE BUILDING

your faction will promptly and permanently become better at doing certain things. Thus, if you want to do anything else for your base that is more lore based, it can go under the Misc section.

The Dock/Garage does exactly what its name implies: it allows you to park your vehicles inside your base rather than out on the street. Normally each type of vehicles (flying, sailing, driving) will require its own Dock/Garage, but your GM will make the final decision on this based off the setting you are playing in.

The Specialist quarters allow you to recruit (wait for it) Specialists. Specialists are powerful NPC members that will help your faction grow and become powerful. The quarters aren't just special bedrooms for them, but also their offices, workshops, and whatever else they need in order to do the work they're hired to do. We'll cover how Specialists function further in the book, but the key take-home message here is that you need a Specialist quarters for every Specialist you want, and you can't get any more Specialists until you have room for them.

EXEMPLAR

Now that the Righteous Prophets are a complete faction, let's see where they call home:

With a Wealth Skill of 4, the Prophets are as poor as they are corrupt. The only Luxury Level we can afford is *Wretched*, so we will have to live with the drop in Reputation and boost in Treachery.

With 4 points we can really only buy 1 acquisition and then a *Misc* option, so we gotta choose carefully. The Prophets are in a lot of trouble and don't want any more, so let's give them *Camouflage* to boost their Stealth, and then that's it. So after base building, the Prophet's Skills and Specialisations look like this:

PROPHETS' SKILLS

Might	28	Treachery	49
Notoriety	56	Wealth	4
Reputation	1		

PROPHETS' SPECIALISATIONS

Athletics	28	Perception	56
Combat	28	Negotiate	3
Craft	4	Special	3
Drive	56	Stealth	40
Mental	4	Coercion	39

ROOM FOR EXPANSION

You are not limited to having one of each type of acquisition per base/safehouse. You can have as many as you want. This works quite well in order to improve your faction's Skills and Specialisations, but think of it also as having the facilities to house and cater to your entire faction.

One *Crew Quarters* clearly can't house both 1 faction member and 100 members with equal capacity, and neither can one *Kitchen/Dining* cater to 1 member and 100 the same. It's logical to think that the larger a faction gets, the more facilities it will require.

The exact number of members each acquisition can cater to will depend on a number of factors that your GM will arbitrate (such as the setting, the type of base your faction has, the type of faction it is, etc), but a good rule of thumb is that **an acquisition can comfortably cater to 10 members**. The keyword here is "comfortably", so having more than 10 members in a given acquisition means they'll have to squeeze in, but having fewer means they can stretch out and enjoy themselves.

For example: using this rule of thumb, you can say that each *Crew Quarters* has 10 beds, and each *Kitchen/Dining* has seating for 10 members. Clearly, if you have more members, they can eat standing up and sleep on the floor, but it's always nice to have a seat and bed of your own.

MOVING HOUSE

While a base with all its acquisitions are presumed to be part of the same structure or complex, that doesn't mean it has to be a stationary structure.

If your GM allows it, you can have a large vehicle be your faction's base. This can take the form of a ship, a train, an airship or spaceship, or any other forms of fantastical locomotion available to your setting.

If you want a vehicular base, then there could be a few additional acquisitions that you need to purchase. Your choice in vehicle will affect what your GM may require you to purchase, but broadly speaking they fall into two categories: *Propulsion* and *Locomotion*. **Both of these acquisitions cost 2 points of Wealth**, and both can be purchased as often as you want.



BASE BUILDING

A *Propulsion* acquisition can be thought of as the engine of a vehicle, the thing that makes the power to propel it forward. A pirate sailing ship would have no need of this, but an airship would fall completely out of the sky without it.

A *Locomotion* acquisition on the other hand is the physical part of the base that moves it forward. The sails on a ship, the wings and thrusters on an airship or starship, or the wheels on a land-based vehicle.

For each 10 acquisitions your base or safehouse has, you will need one of each of the *Propulsion* and *Locomotion* acquisitions (if applicable) to keep your vehicular base moving at a comfortable speed. You can always add more to make it go faster, but any less and your base will be more of a tortoise than hare.

acquisitions). However, if you fail the Craft Check, then your faction is doing quite the job you hoped they would do, and the acquisition instead costs 1 point of Wealth more than normal.

If you roll exactly on your Craft Check, then the entire acquisition costs only 1 point of Wealth in total.

IN-GAME PURCHASES

During gameplay, as your faction's Wealth Skill increases, you can come back to this section and purchase more acquisitions (if you can afford them, of course). Depending on the setting and the context, they might not instantly appear in your base, and your GM may have a lengthy amount of time go by as the new acquisitions are constructed/delivered.

However, it isn't only acquisitions you can keep on buying, but also luxury. The state of your base does not have to remain permanently at the luxury level you started the game with. Over time, as your faction gets richer, you may want to have that wealth reflected in the opulence of your base.

To increase the luxuriousness of your base, you simply need to **pay the difference between your base's current level and the level you want**. For example: if you are currently at Poor and you want to get to Rich, you need to pay 20 points of Wealth.

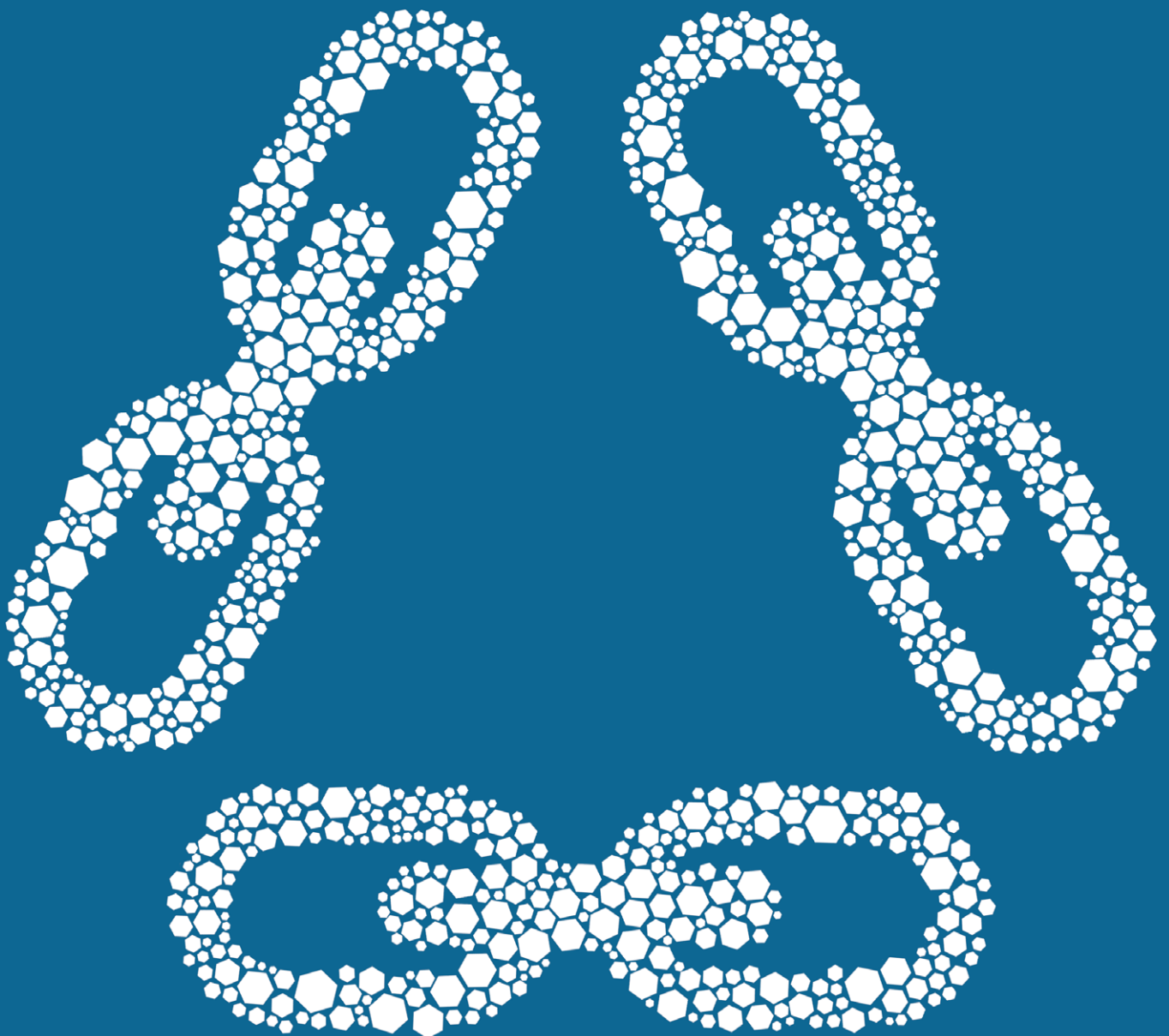
Similarly, the changes in Treachery and Reputation will also be the difference between your current level and the one you are aiming for. So going from Poor to Rich will give you -10 to Treachery, and +10 to Reputation.

BUILD, NOT BUY

During the game, you can decide that your faction will build a new acquisition instead of paying someone else to do it. If you want to do this, simply roll a Craft Check. If you succeed, reduce the cost of the acquisition by 1 point of Wealth (down to a minimum of 1, so don't think that you'll get free Misc



CHAINING FATE



SKILLS & SPECIALISATIONS

The faction doesn't just exist within the fiction and narrative of the game, but also in the mechanics. By creating your faction, you have already seen that there are Skills and Specialisations aplenty that you and the faction can use, and in this section we will show how they can be used for the good or ill of your faction.

THE FIVE FACTION SKILLS

As the heading says, each faction has five main Skills that it, the players, and the GM can use during gaming sessions.

- **Reputation:** This is the main social skill for the faction. Think of it as the Diplomacy Skill sized up.
- **Notoriety:** If Reputation is Diplomacy, then Notoriety is Intimidate. High Notoriety can also trigger events.
- **Treachery:** This is mainly used for Treachery events, but players can use this to stir up mutinies and the like inside the faction.
- **Wealth:** Other than the base building, this works much like a player's Wealth Skill.
- **Might:** How offensively powerful your faction is and how well it would fare in a conflict.

The key thing to keep in mind with these Skills, is that the players will be able to use all of them for their own PCs, and not just for the faction. Do you need a bit of extra cash to buy something? Well then, dip into the faction's Wealth Skill. Need some extra muscle on a mission? Then that's why the Might skill is there. Not the greatest talker, but your faction's notoriety is high? Then use the Notoriety Skill and bully your opposition into doing what you want. In this way, the better the faction is, the more useful it will be to the players. Keep your faction strong and you yourself will get stronger.

REPUTATION

The most straightforward of the five Skills. At its most basic, Reputation is the faction's Diplomacy Skill and represents how famous the faction is being able to do what it claims it can. If the faction (as

a whole) wants to negotiate and deal with other factions and organisations, it uses its Reputation Skill. The higher its Reputation, the more easily it will deal with other factions.

For the majority of gameplay, however, **Reputation will become an added Social Skill for the PCs.** Whenever a PC wants to deal with a character, or group there-of, in a non-aggressive and non-threatening manner, **they can use their faction's Reputation Skill** instead. This simulates that even if a person's social skills aren't up to scratch, the very fact that they represent a larger faction with a good reputation, they can still get away with quite a lot.

But just because you can get away with a lot doesn't mean you can get away with everything. The key phrase above was "*non-aggressive and non-threatening*". If a PC wants to threaten another character with the might and power of their faction, then you use Notoriety. The other key thing to note is that using Reputation as a PC automatically makes that PC become a type of ambassador for their faction. They are representing their faction each time they use Reputation. This means that if you aren't in control of your faction, the boss might not be too keen on you using the faction's name each time you want a discount at a store, or bribe a guard. In the same vein, overusing Reputation for trivial things will eventually do your faction's name some real harm, causing its reputation to sour and the Reputation Skill to decrease. It's a powerful tool, so use it wisely.

Another way to use Reputation is to **get jobs/missions for the PCs.** Rather than canvassing a city, asking every inn-keep and tavern bartender for their latest gossip, the PCs can **roll a Reputation Skill Check once in any village/town/city/area** to simulate them dropping their faction's name here and there and seeing if someone will come running after hearing that the faction's mighty heroes have stepped into town.

NOTORIETY

If Reputation is "fame", then Notoriety is "infamy". Notoriety doesn't show off to the world how good your faction is at what it does, or how powerful it is, or even the mighty deeds it has accomplished. That is



SKILLS & SPECIALISATIONS

all within the realm of Reputation. Instead, Notoriety says how distrusted/loathed/disliked/hated your faction is by the populace at large, and how much the authorities want to bring your faction down. There is very little positive about this for either the faction or the players, but it doesn't mean you can't make the best out of a bad situation.

Gameplay-wise, Notoriety **acts in a similar fashion to Reputation**. Both the faction and the PCs (as representatives of the faction) can **use Notoriety as a Social Skill to intimidate and bully others** into doing what they want. It's much easier to threaten someone when you can show that you already don't care about the authorities and that your friends already have made a name for themselves doing bad things. You can even **use Notoriety to look for jobs/missions in a new area** you are in, just like with Reputation. Of course, if you succeed in that Skill Check, the jobs you get will be far more dangerous and criminal-oriented than one you get from Reputation, but a job's a job.

However, all of this is just making the best out of a bad situation. Notoriety has a far more important role, and that's to generate Notoriety Events and is covered later on in the book.

TREACHERY

Treachery is a Skill that is supremely advantageous if you are not the leader of a faction, but want to be; but is a dangerous risk to manage if you are the leader of a faction and want to stay there. This is because Treachery serves two purposes: as a Skill to be used, and for Event rolls by the GM. In short, the higher the Treachery Level is, the more likely it is that there will be upheaval in the faction, which is good for ambitious members trying to climb the ladder, but bad for those at the top.

If you are not leading the faction (or if you are and want to cause a false flag attack), you can use the Treachery Skill in two ways. First and easiest is to **force a Treachery Event**. If there isn't currently one happening, you can roll a Treachery Skill Check and, if you succeed, consult the table in the Events section to see what ruckus you managed to stir up. Be careful, though, because even if you're not at the heart of the treasonous actions occurring, someone could always point the finger back at you.

A second way to use the Treachery Skill is the more long term plan. If you want to build up some support and hit quickly and hit hard, it makes sense

to increase the Treachery Skill first before you strike. **Once per session**, if there isn't a Treachery Event happening, you can **roll a Treachery Skill Check**. **If you fail, then the Treachery Skill Level increases by 1d10**. Remember that this is a unique case where something happens if you fail, not if you succeed. So the lower the Treachery Skill Level is, the quicker you can increase it.

Also, **you can only do one of the above per session**. You can either try and increase the Treachery Skill Level or try and force a Treachery Event, not both.

MIGHT

The first thing that Might does for your faction was back in faction creation to say how many members your factions starts off with. Remember to take the **first digit of the Might Skill Level** (e.g. 3 for Level 34), **add 1 to it and roll that many d10s** (so 4d10 for Level 34); and that's how many members your faction starts off with.

The Might Level also shows how many members your faction can control before things start getting out of hand. For **every member your faction has above its Might Skill Level, your Treachery Skill Level goes up by the same amount**. So if you have 48 members but only a Might Skill Level of 40, then your Treachery Skill Level will go up by 8. **If you bring the member level down below the Might Level, the Treachery goes back down again**.

Along with just showing how many members your faction can (and does) have, Might also acts as the health bar for your Faction much like the Constitution Skill does for PCs. Just like a character, **a faction has Wounds**, and much like a character **the number of Wound Slots a faction has is determined by the first digit of their Might Level** (so 3 Wounds for Level 34). The more Wounds a faction takes, the more of its members are out of commission. If the faction has no more Wound Slots left, and takes an additional Wound then the faction is dead and gone.

As with characters, Faction Wounds are divided between Minor, Significant and Grievous; and gaining a Wound of any severity will give you penalties to using the Faction's Specialisations until that Wound Slot refreshes. This is because the Wounds represent faction members that are injured or can't otherwise perform, and so the faction will suffer as a result. The penalties from each Wound



SKILLS & SPECIALISATIONS

severity as well as the time it takes to refresh works just as with characters.

FACTION MIGHT WOUNDS

WOUND	PENALTY	REFRESH AFTER
Minor	-5	The encounter
Significant	-10	The session
Grievous	-15	Five session

Bear in mind that **the penalties do stack**, so if you have two Minor Wounds you will gain a -10 to your Specialisation Rolls, and if you have a Significant and a Grievous Wound then you'll get a -25 to Specialisation Rolls.

Might isn't just used by the faction as whole though. Players and their PCs can also use Might during the game for their own benefit. If the context of whatever scene (and the GM) allows for it, the PCs can use Might to bring faction members into a scene to help them out. To do this, you **declare that you are giving your faction a Wound** in return for getting members to join the scene. **1d10** members for each **Minor Wound**, **2d10** for each **Significant Wound**, and **3d10** for each **Grievous Wound**. After this, roll the appropriate amount of d10s and that many members jump out from where they were hiding to come help aid the PCs.

An example of this happening is if the PCs are in a city and find themselves ambushed by a rival faction. As the combat is about to begin, the players say they will give their faction a Significant Wound to bring 2d10 members into the scene. Since it's in a city where their faction operates, the GM agrees that their faction would be keeping an eye on them to make sure just this sort of thing doesn't happen. So the players roll 2d10 and bring in 11 members to help join the fight.

If you are in the middle of nowhere, down deep in a dungeon, on the open seas, or anywhere else that your faction can't immediately come to your aid, then you can't use this ability. All the more reason to stick by your faction.

One thing to remember as well is that **you can't bring in more members into a scene than you have in your faction**. If you only have 11 members, you can't bring in 12 or more members.

WEALTH

From a faction perspective, the Wealth Skill's purpose is to buy acquisitions for its base and to

increase the level of luxury in which its members live. Remember also that you can continue spending on your base during a game; it's not limited to faction creation.

This is the major purpose of the Wealth Skill, but like all the rest it does have a function for the PCs. If the PCs are the leaders of the faction, or the leaders have allowed the PCs access to the faction's funds, then the PCs can dip into those funds to help them in their adventures.

Just like with Might, a faction will have **Wealth Wounds** (the number of which is equal to **first digit of the Wealth Skill Level**). When your PC has to do a Wealth Skill Check, you can elect to give the faction a Wealth Wound and gain a bonus to your Wealth Skill Check depending on the severity of the Wealth Wound Inflicted.

WEALTH WOUNDS	
WOUND	BONUS
Minor	+5
Significant	+10
Grievous	+15
Destroyed	+40

If a Location Destroyed Wound is ever inflicted (either by choice or because it is the only Wound Slot available), then the Wealth Skill of the faction permanently drops to Level 1 again, and has to be increased from there like normal. If this happens, you don't lose any acquisitions to your base, but you can't purchase anymore until you get your Wealth Skill Level up again to what it was.

Wealth Wounds "heal" and refresh just like the Might Wounds, so after each encounter the Minor Wealth Wounds will refresh, meaning that if a PC has access to the faction's purse-strings, they will always at least get a +5 to their Wealth Skill Checks.

FACTION SPECIALISATIONS

Much like the characters in the Sigil System, Specialisations are focused form of a Skill that is used in a specific and particular way. What differs in the Brotherhood faction system is that the Skills are what makes up the faction, while the Specialisations are how the faction (particularly the faction members) interact with the world in all its various ways in game.

The Specialisations serve two main purposes in game. The first and most important is that they can form the "Skills" of your faction members. In effect, the Specialisations become the Skill Block for all the



SKILLS & SPECIALISATIONS

faction members. You can always go through the whole Sigil System character creation process for each faction member, but this is only really practical if you have a handful of members. No one wants to go through fifty-odd character sheets to find the one member they are looking for, and it will be even more difficult to remember who is good at what. Instead, you can simply use the Specialisations to act as the character sheet for all your members. You only need to remember ten levels and that's it. In the next section, you'll see how you can do a little customisation to make each member feel unique, but even this won't change the fact that if you need a member to go do something, you won't have to worry about which of the dozens of members you have is the only one that can get it done. All that bookkeeping can go away and you can just use the Specialisations.

The other main use for Specialisations is to abstractly portray the way your entire faction does something. If you have a faction vs faction battle going on, rather than trying to manage a combat encounter with possibly a hundred people in it, you can simply use each faction's Combat Specialisation, and the damage inflicted will be shown by the Might Skill's number of Wounds. Or if you want to send most (or all) of your faction out on a stealth mission, rather than rolling Stealth two dozen times for each member on the mission, just roll once. Or if you have a building project you want your faction to undertake, or a research project, just roll Craft or Mental (respectively) and it gets done.

In the uses for the Specialisations above, you can see that the Specialisations allow you the flexibility to abstract the details when you need to, or if you don't want to do the bookkeeping; but they can also step out of the way if you do want to have a character sheet for all your members, or want to have those mass battles or group crafting sessions. They are what you need them to be.

The descriptors of the Specialisations below will focus on how to use them for the faction, rather than for an individual member.

ATHLETICS

This Specialisation shows how physically capable your faction members are; how dexterous and strong they can be. From running, jumping, climbing, parkour all the way to lifting and pushing heavy things around, Athletics will cover almost everything

the human body is physically capable of. This will also cover anything that the member can withstand, such as cold, heat, or holding your breath.

COMBAT

Combat really needs no introductions, it says it all really. Combat in this sense is all about the physical, not the philosophical or social. This Specialisation is all about putting down as many opponents as possible, but that doesn't mean it has to be all bare-knuckle boxing.

How your faction goes about combat is its own business. A faction of mages will of course use magic during combat, and that too is covered by this Specialisation, as is any sort of contraption or war-engine that a guild of inventors and engineers would use for combat.

CRAFT

For all your building and creating needs. Think of Craft like a PC's Broad-Craft and Fine-Craft rolled up into one. Everything from crafting weapons and armour, to building walls and houses, Craft covers it all. If you can physically make something, you can use Craft for it.

Remember also that you can use Craft to build acquisitions for your base instead of purchasing them. When you want to get a new acquisition, you can roll a Craft Check and if you succeed you can reduce the cost of the acquisition by 1 (to a minimum of 1). If you roll exactly on your Craft Level then you acquisition will cost only 1 point of Wealth. If you fail the Craft Check, however, the acquisition will cost you an additional 1 point of Wealth.

DRIVE

This is perhaps the most straightforward of all the Specialisations. Drive covers exactly what it says: how well your faction can operate vehicles. While this does technically cover all types of vehicles from sea, land, air to the stars, your GM can and will put Difficulty Modifiers on some vehicle usage if they are unfamiliar to your faction.

MENTAL

The Logic and Intuition of a faction. The Mental Specialisation shows how intellectually capable your faction is. From logic problems to puzzles to thinking up new inventions, if something needs



SKILLS & SPECIALISATIONS

some intellectual muscle, then Mental is the Specialisation for you.

PERCEPTION

This Specialisation shows how good your faction is finding things. It's not merely a Check to roll to see who sneaks up on your faction based. Instead, you can use Perception to be proactive and go out looking for trouble. You can use Perception for any sort of hunting, tracking, and general investigations.

NEGOTIATE

The main diplomatic Specialisation for a faction. If a social situation needs some delicate attention and etiquette, then Negotiate is the skill to use. Don't mistake it as just the faction version of a character's Diplomacy Skill. For Negotiate you don't have to be honest, just polite. You can lie and deceive as much as you want with Negotiate, as long as the tone of what you want to see is seen as peaceful and non-threatening. If you want to go the dirty route, there's another Specialisation to use.

SPECIAL

The most nebulous of all Specialisations. Like the character Skill, Special will depend entirely on the setting you are playing in and the supernatural elements therein. What it can and can't do is entirely up to your GM, but if there are supernatural parts to the setting and your faction can use them, then Special will show how good your faction is at doing precisely that.

If there are no supernatural elements (relatively speaking) in your setting, you can change Special to Luck, to show how lucky your faction is. Your GM can then ask you to roll Luck Checks to see how lucky or unlucky your faction are in what happens to it.

STEALTH

How well your faction can go unseen when it needs to. This Specialisation is mainly concerned with sneaking around and stealing things, but it can also be used to hide from opposition (whether it be rival factions or the authorities). If your faction needs to go into hiding, or try and hide its base's location, then you can use Stealth to see how well you did.

COERCION

The dark twin to Negotiation. Coercion is all about getting what you want regardless of the consequences. If you need to bully, intimidate or pressure someone into doing something, then Coercion is what you need.

While a character has a Will Skill to defend against Intimidation, if a faction is being Coerced, it can attempt to defend against it either with its own Coercion to try and bully the bully, or with Mental in order to figure out a solution to the problem, or even with Negotiation in order to calm the situation down.



PROSPECTS

A faction is nothing without its members, quite literally. The members are more than just the life-blood of the faction, they *are* the faction. For all the rules and traditions a faction may have, it's the members that define the faction's culture and how those traditions are used or changed.

With that in mind, each time a new member joins the faction, the faction will slightly change. The more members that join, the more the faction will change until it could very well look completely different to how it began.

How this happens is all down to a member's traits.

NEW BLOOD

A faction member has two traits, and mechanically speaking those two traits are the sum total of the member. With the faction Specialisations acting as the member's skills, these two traits

sets him apart from the rest. These traits are the member's Strength and his Flaw. Other than showing a bit of personality to help the GM roleplay that member, the traits have huge mechanical significance for the faction at large. After all, a faction really is just its collection of members. If they are all good at something, the faction is good at that specific something; and the reverse is equally true: you can't have a combat oriented faction if none of its members are good at fighting.

STRENGTHS AND FLAWS

When you get new members into your faction, roll on the tables below to discover the prospect's Strength and the Flaw. When rolling, it's a **single roll that works for both tables**. Whatever result you get for the Strength, **reverse the numbers on the dice (96 becomes 69)** and that shows you what the Flaw is.

STRENGTHS		
ROLL	STRENGTHS	AFFECTS
01-05	Adventurous	Drive
06-10	Agile	Athletics
11-15	Content	Critical Tre/Not
16-20	Brave	Might
21-25	Cunning	Mental
26-30	Deft	Craft
31-35	Dependable	Critical Reputation
36-40	Diplomatic	Negotiate
41-45	Discreet	Stealth
46-50	Formidable	Coercion
51-55	Gregarious	Reputation
56-60	Supportive	Critical Might
61-65	Loyal	Treachery
66-70	Lucky	Sigil
71-75	Meticulous	Critical Wealth
76-80	Observant	Perception
81-85	Taciturn	Notoriety
86-90	Thrifty	Wealth
91-95	Tough	Combat
96-100	Wise	Special

FLAWS		
ROLL	FLAWS	AFFECTS
01-05	Sedentary	Drive
06-10	Sluggish	Athletics
11-15	Ambitious	Critical Tre/Not
16-20	Coward	Might
21-25	Inept	Craft
26-30	Gullible	Mental
31-35	Rude	Negotiate
36-40	Unreliable	Critical Reputation
41-45	Antisocial	Reputation
46-50	Clumsy	Stealth
51-55	Meek	Coercion
56-60	Grouchy	Critical Might
61-65	Treacherous	Treachery
66-70	Slovenly	Critical Wealth
71-75	Unlucky	Sigil
76-80	Talkative	Notoriety
81-85	Oblivious	Perception
86-90	Foolish	Special
91-95	Greedy	Wealth
96-100	Frail	Combat



PROSPECTS

Each Strength and Flaw affects a faction's Skill or Specialisation. When you've rolled for the Strength and Flaw **increase the faction's Skill/Specialisation by 1 level for the Strength**, and **decrease it by 1 level for the Flaw**. The exceptions to this are **Treachery and Notoriety**: decrease these Skills when you roll their Strengths, and increase them for their Flaws.

You'll notice that there aren't just Specialisations and Skills on the tables though, but also Criticals. When you get a Critical *Something* as a Strength, it means that **not only is rolling on the Skill in a Check a critical success, but so is rolling a 1**. Get the same Critical *Something* as a Strength, and it means also rolling a 2 is a critical success. The more of these you get, the higher the chance of rolling a critical success. The same works for the Flaw. **For each Critical Something you get as a Flaw, you work backwards from 99** (since 100 is always a critical failure), and **they become critical failures** as well.

The unique option on the tables are Lucky and Unlucky. These either **increase or decreases your faction's Sigil Threshold**, and is in fact the **only way it can be done**. If you ever want to use Sigils for your faction, you better pray for Lucky prospects.

WHAT IF I'M SPECIAL?

Ten of the options on each table has a Specialisation associated with it. If you get a member with one of those (e.g. Meek or Observant), not only does it increase/decrease your faction's Specialisation, but if you ever use that member for a mission or for some in-game help, they will get a **+15 bonus to using that Specialisation (for a Strength) or a -15 (for a Flaw)**.

SPECIALISTS

Specialists are members that take an active role in leading your faction in a specific manner. They aren't the rulers of your faction, but they certainly are head-and-shoulders above the rest, and they have a certain set of skills that can guide your faction in specific direction.

Before you can get Specialists, however, **you need to get some Specialist Quarters**. These are base acquisitions that you can purchase with your faction's Wealth Skill, and you can find more information about it in the Base Building section. You need these

first because a Specialist isn't a lone wolf that goes about things in his own way; he needs the support and infrastructure of the faction in order to get his job done. The Specialist Quarters become the office, workshop, design space, classroom, or whatever else the Specialist needs in order to carry out his duties.

Keep in mind that **one Specialist Quarters is only good for one Specialist**. They don't bunk up and they don't share offices. However, once you have a Specialist Quarters, you can choose any Specialist you want; and you can have as many Specialist Quarters as you can afford. You can also have more than one Specialist of a given type (e.g. two Quartermasters).

TYPES OF SPECIALISTS

Specialists come in 3 flavours: *Managers*, *Mentors*, and *Minders*. Managers are tied into the **Faction Skills** and they make sure your faction is performing as best as it can. Mentors are tied into the **Faction Specialisations** and they boost the performance of a specific Specialisation. Minders are the **miscellaneous pile** that take care of the faction in one way, shape, or form.

MANAGERS

Getting a Manager on board will immediately make your life easier and your faction better. Each Manager will either raise or decrease a Skill's Level (depending if it's good or bad), and this will happen during every **Upkeep (in between sessions)**. So if you have a Quartermaster and you're lucky, your faction's Might Level can increase every session like clockwork.

Quartermaster: During Upkeep, GM rolls 1d100. If the result is less than 60, the faction's **Might** Level is increased by the first digit of the result (1-9 being a 0). If result is 90 or greater, the Level is decreased by 1.

Lobbyist: During Upkeep, GM rolls 1d100. If the result is less than 60, the faction's **Notoriety** Level is decreased by the first digit of the result (1-9 being a 0). If result is 90 or greater, the Level is increased by 1.

Spokesman: During Upkeep, GM rolls 1d100. If the result is less than 60, the faction's **Reputation** Level is increased by the first digit of the result (1-9 being a 0). If result is 90 or greater, the Level is decreased by 1.



PROSPECTS

Sergeant: During Upkeep, GM rolls 1d100. If the result is less than 60, the faction's **Treachery** Level is decreased by the first digit of the result (1-9 being a 0). If result is 90 or greater, the Level is increased by 1.

Shopkeep: During Upkeep, GM rolls 1d100. If the result is less than 60, the faction's **Wealth** Level is increased by the first digit of the result (1-9 being a 0). If result is 90 or greater, the Level is decreased by 1.

MENTORS

Each Mentor is attached to a specific Specialisation, and they allow the players to spend their own Sigils on the faction members' Specialisation Checks as if the players were rolling the Checks themselves. This gives the faction a safety net, and gives the players some control over their faction's destiny.

Coach: Players can spend Sigils to reroll or give a +25 bonus to faction members' **Athletics** Skill Checks.

Enforcer: Players can spend Sigils to reroll or give a +25 bonus to faction members' **Coercion** Skill Checks.

Instructor: Players can spend Sigils to reroll or give a +25 bonus to faction members' **Combat** Skill Checks.

Tradesman: Players can spend Sigils to reroll or give a +25 bonus to faction members' **Craft** Skill Checks.

Chauffeur: Players can spend Sigils to reroll or give a +25 bonus to faction members' **Drive** Skill Checks.

Tutor: Players can spend Sigils to reroll or give a +25 bonus to faction members' **Mental** Skill Checks.

Diplomat: Players can spend Sigils to reroll or give a +25 bonus to faction members' **Negotiate** Skill Checks.

Lookout: Players can spend Sigils to reroll or give a +25 bonus to faction members' **Perception** Skill Checks.

Sage: Players can spend Sigils to reroll or give a +25 bonus to faction members' **Special** Skill Checks.

Scout: Players can spend Sigils to reroll or give a +25 bonus to faction members' **Stealth** Skill Checks.

MINDERS

Each Minder does something unique, but each one is geared towards making up for a weakness in the faction. Whether that is actually going out to find recruits, getting missions, or even reducing the costs of base acquisitions. They are the unsung heroes of the faction, but without them, the faction definitely isn't doing as well as it could.

Recruiter: During Upkeep, GM rolls 1d100. If the result is greater than the faction's Might Level, **a prospect is recruited.**

Liaison: During Upkeep, GM rolls a Reputation Skill Check. If successful, Liaison brings **a job opportunity** to faction during the next session.

Taskmaster: Handles all faction member missions, and **missions gain a +10 bonus to all Specialisation Checks in the mission.**

Architect: **Reduce the cost** of a base acquisition by 1, to a minimum of 1.

Physician: Spend a Sigil to **reduce the severity of a Might Wound** by one step.

Treasurer: Spend a Sigil to **reduce the severity of a Wealth Wound** by one step.

Bouncer: Spend a Sigil to **reroll either the Strength or Flaw** of a prospect.



FACTION MISSIONS

A faction that doesn't do anything isn't much use to anyone. In this section you'll see how you can put your faction to good use, and just how that process will work.

There is a lot your faction can do, and by that we really do mean a lot. Think of everything your character can do, all the thousands of things you can think of that can be translated onto the tabletop. It works much the same for a faction. Whatever you (or rather, the leader(s) of the faction) want the faction to do, it will give it the old college try to get it done.

In the Skills & Specialisations section you have already seen how you can call your faction members to come help you in whatever scene or encounter you are busy with, but you don't always need to be involved. As the leaders of the faction, you can send your faction members off on a mission and then go attend to your own business. That is what this section is all about.

PUTTING YOUR FACTION TO WORK

As said above, there's a lot your faction can do, and this mod won't be able to cover all of them. Instead, this section will show you how to go about putting your faction to work, and give some common mission types and what you can expect of them.

For every mission you send faction members on, there will always be a **primary Specialisation involved** that needs to be rolled to determine the success or failure of a mission. **When you send the faction members off** to do the mission, you simply **roll one Specialisation Check to determine whether it was a success** or not. It's that simple.

Your GM will determine the primary Specialisation for each mission, but you will mostly be able to figure out what the Specialisation will be based on what you want your faction members to do. *For example:* if you want your faction to go steal some cars, you know the primary Specialisation will be Stealth; or if you want them to go rough up some shopkeepers who haven't been paying their due, then you'll need to use Coercion instead.

Very rarely will there be more than one primary Specialisation, and this will only be for missions that take an extraordinary length of time, or has a high

degree of complexity that absolutely requires more than one Specialisation to roll.

QUANTITY VS QUALITY

While you can always send only one faction member off on a mission, sending a team will give you that extra piece of mind, knowing that many hands make light work.

For **each member after the first** that is part of the team you send out, you will **get a +1 bonus to the Specialisation Check** to determine success. So if you have 6 members going on the team, you'll get a +5 bonus to the Specialisation Check for the mission.

If the member you send on the team has a **Strength that matches the Specialisation** (e.g. Discreet for Stealth), he will **contribute an extra +1 bonus to the Specialisation roll**. Conversely, if the member has a **Flaw that matches the Specialisation** (e.g. Clumsy for Stealth), he will **give the Specialisation Check a -1 penalty** (effectively cancelling out his contribution to the team).

ATTRITION

One Specialisation Check may determine the fate of the mission as a whole, but not whether each member makes it back alive.

If the GM decides that there is some **risk or threat to the physical or mental well-being of the team**, then he can call for **each team member to make an Attrition Check**.

An Attrition Check is a **Specialisation Check with Difficulty Modifiers** (from the Sigil System corebook) put on it by the GM depending on how difficult it would be for the team to make it out alive. *For example:* if the GM thinks it will be *Difficult* for the team to survive this encounter, he would put a -10 Difficulty Modifier on the Specialisation Check.

Each team member then rolls the Attrition Check, and if they succeed they come home safe and sound. If they fail, then something has gone terribly wrong. **For each 10 points rolled above the Modified Specialisation Level** for that Attrition Check, the **team member is out of commission for a session** due to his injuries.

If you fail an Attrition check and roll either **50 points over the Modified Specialisation Skill Level**



FACTION MISSIONS

FAILING ATTRITION CHECKS

>1-10	Out for 1 Session
>11-20	Out for 2 Sessions
>21-30	Out for 3 Sessions
>31-40	Out for 4 Sessions
>41-50	Out for 5 Sessions
>51 or doubles	Dead

or **rolled doubles**, then that **team member has died** in the course of the mission.

EXEMPLAR MISSION

Your faction has decided to steal a priceless jewel from a rival faction, getting you some money and humiliating them in the process. For this, you pick a team of ten and send them on their merry way. Your GM says that the primary Specialisation for this mission will be Stealth. Your faction has a Stealth Specialisation Level of 34, and for the team of ten you get a +9 bonus, effectively making the Check you need to beat 43.

As the team are on their way, you roll for the success of their mission. A roll of 87 means the team failed to get the priceless jewel. On top of this, your GM says that the rival faction caught your team in the act and a battle ensued. He calls for Attrition Checks, and since it was a battle, the Specialisation will be Combat.

Your GM goes on to say that your team was surprised and ambushed by the rival faction and gives a Difficulty Modifier of -20 to your faction's Combat Specialisation Level of 46. This means each of the ten members will have to roll below 26 to escape the trap the rival faction set up.

The ten rolls are: 83, 93, 15, 37, 30, 6, 18, 56, 7, and 1. Five members made it home with little more than scratches, one member is out of commission for 1 session, one is out for two sessions, another for three sessions, and the last two members died in the ambush. This was not a good day for your faction.

GOING ON THE AWAY TEAM

Missions can be a dangerous game to play, but you don't have to leave it all up to one dice roll. You can choose to be right there in the action.

There are **two ways you can be on the team** that goes on a mission. **The first is the most**

straightforward and it means your PC joins the away team. There is a lot of benefits to this, as your PC isn't limited to the ten Faction Specialisations as he has his own Skill list, and you can of course spend Sigils to help you out in a pinch.

In fact, this can be the structure for the whole campaign, your party of PCs being sent out on missions by their faction, doing what they can do make their faction better.

The second way is to take command of one of the team members and have them be your **temporary PC** for this mission. If you choose this, then remember you will have no Sigils, be limited to the ten Specialisations, and most importantly you will have **only one Hit Location** with the **number of Wounds you have being determined by the Athletics Specialisation**.

If you play the mission this way, there is no Attrition or Primary Specialisation, and the mission plays out just like regular gameplay. The fate of the missions hangs on what decisions you make and how well you handle each obstacle in your path.

Keep in mind that each team member not controlled by a player will be handled by the GM as an NPC.

NO NEWS IS GOOD NEWS

There is no set length of time a mission can take. It will all depend on the myriad of factors involved in the context of the mission and ultimately comes down to your **GM's final decision**.

In addition to this, **you don't roll for the success of the mission when you send out the team.** Instead, you will only **roll the primary Specialisation and Attrition rolls when you hear back from the team.** This can be hours, days or weeks depending how far away they went, how long they took, and how good communication is in your setting. **You will only know of the outcome of the mission when your PCs do.**

INTERESTING TALES

Sometimes missions can take the team far away from your faction's base, or it can take a long time for them to make it back home, or perhaps they can go into new and unexplored territory. With missions such as these, simply going from point A to point B and back again doesn't make for an interesting story that the team can talk about when they get home.

Instead, you can choose to see if something extra



FACTION MISSIONS

INTERESTING MISSION EVENTS

1-2	<i>Nothing out of the ordinary occurred.</i>
3-4	A group of brigands/pirates came after the team to rob them of everything they had on them.
5-6	A merchant caravan passed by the team, carrying exotic and rare goods.
7-8	A preacher attempted to halt the team in their tracks in order to preach to them.
9-10	A stray dog took a liking to one of the team members.
11-12	All of the team members have suffered from amnesia and have no memory of the mission.
13-14	All of the team members heard voices following them wherever they went, but could not find the source.
15-16	An escaped prisoner asked the team to hide him from the authorities.
17-18	Another faction's team was sent to help the mission team.
19-20	Another faction's team was sent to oppose the mission team.
21-22	Bounty Hunters mistook the mission team for the people they were hunting.
23-24	One of the members on the mission betrayed the team.
25-26	One of the team members accidentally got married.
27-28	Poor weather forced the team to find shelter with some wholesome people who gave them food and drink.
29-30	Some monks asked the team to help them in their charitable endeavours.
31-32	Some youngsters asked the team's help with creating a prank.
33-34	The team encountered parents desperately searching their lost child.
35-36	The team become fugitives due to their actions.
37-38	The team all contracted a highly contagious disease.
39-40	The team became involved with a fanatical suicide-cult.
41-42	The team befriended a member of another faction.
43-44	The team came across a gruesome and disturbing crime scene
45-46	The team decided to get matching tattoos as a sign of their time together.
47-48	The team encounter a pitched battle.
49-50	The team was ambushed by a third party.

INTERESTING MISSION EVENTS

51-52	The team met a caravan of traveling performers.
53-54	The team took part in a bounty hunt.
55-56	The team went to the wrong location.
57-58	The mission was a trap all along.
59-60	The team came across a recently deceased messenger, with an important letter still in his hand.
61-62	The team encountered a lost child looking for their parents.
63-64	The team found a chest that they could not open.
65-66	The team found a coffin that seems to have been broken open from the inside.
67-68	The team had some time to spare, and decided to go gambling.
69-70	The team had to judge the outcome of a duel between two quarrelling men.
71-72	The team had to resolve a marital dispute.
73-74	The team insulted a member of a powerful faction, who now considers the team his rivals.
75-76	The team is attacked by wild animals for no discernible reason.
77-78	The team managed to convince members of your rival faction to abandon their faction.
79-80	The team met a wizard, who turned out to be a fake, using props, smoke, mirrors, and slight of hand to perform his "magic".
81-82	The team overhears a plan to attack your faction.
83-84	The team saves someone's life who now owes them a life debt.
85-86	The team took hallucinogens (deliberately or accidentally) and dreamt the whole mission.
87-88	The team was approached by a third party to conduct a separate mission for them.
89-90	The team was carried along a festive procession.
91-92	The team was invited to a wedding reception.
93-94	The team was mysteriously poisoned on their mission.
95-96	The team was offered the chance to go hunting with a group of very wealthy and influential men.
97-98	The team was swept up in a large, violent protest.
99-100	Through a series of comical events, the team happened to save the life of the ruler of the area.



FACTION MISSIONS

happened on their mission by rolling on the table on the previous page. The events are broad and vague enough to fit with most missions, but keep in mind that they are just a starting point for the story your GM can tell about the team's adventures.

Whatever you roll, the GM may decide that additional Specialisation Checks or Attrition Checks are required in order to complete or survive the event that occurred. While this can be a bad thing for your team, your GM can also decide to reward your team and your faction based on what transpired on this side-adventure.

SAMPLE MISSIONS

While there is a million and one things you can send your faction members out to do, a lot of them will fall under broad headings which can be classified together, and for which you can have set outcomes.

For example, if you want to steal some jewels in order to make some quick money for your faction, you can rephrase this as saying you want to raise your faction's Wealth Skill Level. Or if you want to humiliate a rival faction, you can say you are trying to lower their faction's Reputation Skill Level.

The table below has a few very broad categories of missions as well as what happens when you successfully complete the mission. So if you successfully stole that jewel for your faction and rolled a 37, your faction's Wealth Skill Level will be increased during Upkeep by 3 points; and if you successfully humiliated your rival faction and rolled a 21, their Reputation Skill Level will decrease by 2 points during Upkeep.

The table to the left and the sample mission types are only a guide for your GM to see what can be done, and how to reward your faction for its successes. If you complete a mission not on the table, don't worry, there will always be a pot of gold at the end of the rainbow.

THE TASKMASTER

If you've recruited the *Taskmaster* Specialist into your faction, then organising faction missions will be a piece of cake, because you wouldn't have anything to do with it.

With a Taskmaster in your faction, your GM handles everything about the mission, from deciding who and how many goes on the mission team, to rolling the Specialisation, Attrition and Interesting Tales rolls. You just tell the Taskmaster what you want done, and they will do everything for you, and report back once it's done.

On top of everything else, with a Taskmaster on hand, every Specialisation roll on the mission will gain a +10 bonus (on top of any other modifier).

As with any other Specialist, a PC can take on the roll of the Taskmaster. When this happens, that PC's player will be responsible for organising the mission and doing all the rolls, while the GM sets the difficulty as with a standard mission.

FACTION MISSIONS	
MISSION TYPE	POSITIVE RESULT
Lower faction Skill	Lowered by first digit of roll result
Raise faction Skill	Raised by first digit of roll result
Lower faction Specialisation	Lowered by first digit of roll result
Raise faction Specialisation	Raised by first digit of roll result
Kill/abduct faction member	Casualties equal to first digit of roll result
Kill/abduct faction Specialist	Casualties equal to first digit of roll result
Destroy/sabotage faction acquisition	Successful destruction/sabotage
Steal faction acquisition	Successfully obtain acquisition



ADVANCEMENT

Just like characters, factions can advance, grow, and evolve during gameplay. What started off as a small and insignificant faction can end up dominating the landscape and become the ruling power of its area.

There are a few ways you can advance your faction, some familiar, some unfamiliar, and some you have already encountered in the mod.

GAMEPLAY

Simply by playing, your faction will advance and change, and the previous two sections shows you exactly how that is done.

Every time you get a new member into your faction, a Skill, Specialisation, or Critical Chance will increase while another will decrease. You can't stop it and it means that your faction will organically grow throughout the gaming sessions. This is more of an evolution than an advancement (as your overall Skill and Specialisation Level won't increase, just transfer) but it is the way your faction will change the most.

Specialists, on the other hand, can advance your faction while you sit back and reap the benefits. Getting a *Manager* will mean a steady increase to your faction's Skills nearly every session.

This is the passive side of changing and advancing your faction via gameplay. The active (or rather pro-active) way is going out and getting missions done to make your faction better. In the previous Faction Missions section, you've seen how you can target missions to increase your faction Skills and Specialisations and a success in those missions means an immediate and tremendous boost to your faction.

The more you work on your faction, the stronger it will become.

SPECIALISATIONS

Advancing your faction's Specialisations works just like advancing a PC's Skills. At the end of each session, if certain criteria are met, your GM will give you some EXP. You can then spend that EXP on the Specialisations that you actually rolled in

that session. You can also trade 1 Level from 1 Specialisation to another, but it must be from a Specialisation you didn't roll, to one you did.

For each criteria below, you will get 1 EXP:

- If the faction was instrumental to advancing the PCs' current plotline.
- Successfully completing a faction mission, while playing through the mission.
- Successfully completing a Faction Event.
- Getting a Might Location Destroyed Wound.
- Getting a Wealth Location Destroyed Wound.
- If you roll a Specialisation Check and you roll exactly on the Modified Specialisation Level, that Specialisation automatically increases by 1 Level.
- Purchasing a new base.
- Obtaining a Specialist.
- Accomplishing your current faction goal.

So there's a lot that can give you EXP, and if you're lucky and get all of them in a single session you'll get a whopping 9 EXP to play around with.

SKILLS

Skill advancement for factions is a bit more nebulous, as the Skills don't really show what your faction can do, but rather what your faction *is*.

As such, Skill advancement (other than through the changes brought about by members and faction missions) is entirely handled by the GM. Each session your GM will make a judgement call for each of the five faction Skills to see if what the faction has done that session has been good for that particular Skill, neutral, or bad. Based on this, he will either add 1 Level to the Skills, leave it as is, or subtract 1 Level from the Skills.

For example: if the faction (and players in particular) have gone around and bullied whomever they saw to get their way, the GM might feel that this hasn't been good for their faction's Notoriety. So at the end of the session he will increase the faction's Notoriety Skill by 1 because of this. However, if through all this bullying, the players got a new money-maker for the faction, the GM would also



ADVANCEMENT

increase the Wealth Skill by 1.

In the same session with all the bullying going on, the players insulted the wrong person who turned out to be the local noble of the lands, and who decided to confiscate some of the player faction's weapons as punishment. This was disastrous, so the GM decreases both the faction's Reputation and the Might Skills by 1. The faction members are more angry at the local noble than the players, so the GM doesn't touch the faction's Treachery Skill.

Each session, the GM can do this for all five Skills to advance the faction based on what has happened during that session. Remember that not all Skills will be increased or decreased. If the faction didn't do anything extraordinary during that session, then the GM can just leave particular Skills alone.

However, there are two Skill that have an extra rule: Notoriety and Treachery. If there is a Notoriety or Treachery event going on and it is not finished by the end of the session, then the Skill gains 5 Levels in that particular Skill. If the Event is finished successfully, then that Skill is decreased by whatever the Event Roll was that started it all (so if you rolled a 39 for which treachery event to happen, the Treachery Skill will be reduced by 39). If, however, the players failed to stop the Event and it all ends in tears, and if the faction is still left standing, the Skill in question is increased by 10.



EVENTS

Notoriety and Treachery are powerful Skills, and can be used to great effect in your games. However, they can also become the bane of your faction if not handled properly.

NOTORIETY EVENTS

At the start of each session, the **GM rolls a Notoriety Skill Check** for your faction. **If it fails, nothing happens**; your faction's notoriety in the area has not yet caught up to it. If it passes, though, then your faction's various actions has caught the attention of someone, and not in the most favourable of ways.

On a successful Notoriety Skill Check, the GM consults the table below and see just what sort of calamity has befallen your faction. The result of the

NOTORIETY EVENTS	
01-05	<i>Roll a Treachery Event +5.</i>
06-10	Vigilantes come sniffing around the faction.
11-15	Anti-faction propaganda/misinformation is spread around.
16-20	Police come to investigate faction.
21-25	Wanted criminal(s) seeks refuge with faction.
26-30	Attempt to blackmail faction leader(s).
31-35	Gain 1d10 members, and push up Treachery by same amount.
36-40	A burglary/robbery attempt is made against the faction.
41-45	Lose 1d10 members, and push up Treachery by same amount.
46-50	Allied faction is attacked and asks for aid.
51-55	Kidnapping attempt on faction leader(s).
56-60	Allied faction severs ties with faction.
61-65	Police come to arrest faction leader(s).
66-70	Violent mob comes to take justice on the faction
71-75	Police comes to arrest faction.
76-80	Vigilantes come to attack the faction.
81-85	Assassination attempt on faction leader(s).
86-90	Rival faction comes after faction.
91-95	Military comes after faction.
96-100	<i>Roll twice and use both Events.</i>

roll will show what Notoriety Event will happen to your faction this session. How this Event falls into your game's storyline, and when in the session it happens, is up to the GM and can come in many shapes and forms.

Since an Event only happens on a successful Notoriety Skill Check, the higher your Notoriety Skill Level, the higher the chance that something happens. A Notoriety Event can, of course, span more than

TREACHERY EVENTS

01-05	<i>Roll a Notoriety Event +5.</i>
06-10	Embezzlement! A member steals 1d10 Wealth from the faction.
11-15	Discover that there is a mole in the faction, feeding info to a rival faction.
16-20	A brawl breaks out between members in the base.
21-25	A plot is discovered against the faction leader(s).
26-30	News leaks out about a faction being formed inside the faction.
31-35	Gain 1d10 members, and push up Notoriety by same amount.
36-40	Murder! A member has been found dead in the base.
41-45	Lose 1d10 members, and push up Notoriety by same amount.
46-50	Members attack an Allied faction.
51-55	Small group of members attempt an attack on the faction leader(s).
56-60	Members insult an Allied faction enough to turn it into a Rival.
61-65	Other faction offers to take over permanently to solve issues.
66-70	A member(s) have secretly sold off a base acquisition.
71-75	Members riot and destroys a base acquisition.
76-80	Half of faction leaves and forms new faction.
81-85	Half the faction mutinies and attempts to take over faction.
86-90	Half of faction leaves and forms new faction, and attacks main faction
91-95	Civil War. Half of faction leaves, forms new faction and attacks main faction.
96-100	<i>Roll twice and use both Events.</i>



EVENTS

one gaming session, so **if there is a Notoriety Event already going on, no need to roll for this session.**

Other than causing grief for your faction, a Notoriety Event is like a snowball that just keeps getting worse. **Each session that the Event is not handled** and closed off means that your faction's **Notoriety Skill Level will increase by 5.** This means that the next Event Roll could be far worse for the faction.

TREACHERY EVENTS

Just like with Notoriety, at the start of each session, the **GM rolls a Treachery Skill Check for your faction. If it fails, nothing happens** and for now your faction is still loyal. If it passes, though, then your faction's treachery has led to some internal strife inside the organisation.

As with Notoriety, the GM consults the Treachery Events table on the previous page and see just what sort of ruckus has been kicked up inside your faction. The higher your Treachery Skill Level, the higher the chance that something happens, and the higher the GM rolls, the worse that something is.

A Treachery Event can, of course, span more than one gaming session, so **if there is a Treachery Event already going on, no need to roll again.**

Other than causing some pain for the faction, a Treachery Event is like a snowball that just keeps getting worse. **Each session that the Event is not handled** and closed off means that your faction's **Treachery Skill Level will increase by 5.** This means that the next Event Roll could be far worse for the faction.

SUCCESS AND FAILURE

Regardless of the event being Notoriety or Treachery, **if you succeed** on the event and manage to stop, handle, or quell whatever was going on, **the Skill in question will have its Level reduced by the original GM roll.** Remember that neither Skill Level can be decreased lower than 1.

For example: If the GM rolled a 27 for a Notoriety Event and you stopped the blackmail attempt, then your faction's Notoriety Level will decrease by 27.

Failing an Event will, of course, push your Skill Level higher, but luckily not by the original GM roll. When you fail an Event then that Skill Level

is increased by 10. Failing in this case means that the situation has either been completed, such as an assassination attempt; or has gone on for too long and become so ingrained in your faction that you can't handle it, such as gaining unruly members.

10 levels might not seem like much, but remember also that each session that you don't finish off the event means that Skill Level is raised by 5. If you take a few sessions to complete an Event and still fail, then you will be in a lot of trouble quite quickly.

ROLL TWICE & USE OTHER TABLE

On both tables you can see that the first result is to roll a Check for the other Skill (in effect saying to use the other table). When you get this result, roll a standard Skill Check for the other Skill with a +5 bonus to the roll.

Conversely, the last result of each table is to roll twice on the same table. This doesn't mean to redo the Skill Check, just to do two d100 rolls on the table, ignoring any result between 96-100 that would result in an endless number of rolls.



PERKS & QUIRKS

PERKS & QUIRKS

This section gives you Perks & Quirks built around the theme factions and organisations that you can use to further customise and grow your faction based members. **All of the Perks & Quirks below require you to be part of a faction in order to use them**, however you will be able to select any of them regardless of which Skill you level up.

The third table shows Perks related specifically to the other Sigil Mods and are intended to be ways of customising not just your own unique character, but the uniqueness of your whole faction. With these Perks, as well as having to be part of a faction, you must meet the other prerequisite to use them (such as being a spellcaster, necromancer, blood mage, etc) As more mods get added to the Sigil System, expect that table to grow.

PERKS	
NAME	EFFECT
Al Mualim	Increase or decrease one of your faction's Specialisations by 5 Levels. (This Perk can be selected multiple times)
Divine Intervention	Burn this Perk to instantly and successfully complete a Notoriety or Treachery Event. (This Perk can be selected multiple times)
Eye for Talent	You can reduce your faction's Reputation Skill Level by 1 to remove a new Prospect's Flaw.
Gatekeeper	Spend a Sigil to choose either the Strength or the Flaw of a Prospect.
Horizontal Promotion	Choose one of your faction's Specialists and change what type of Specialist he is. (This Perk can be selected multiple times)
Hospitaller	You can reduce your faction's Might Skill Level by 1, and increase your faction's Treachery Skill Level by 1, to save a faction member from dying.
Managerial Prowess	Increase or decrease one of your faction's Skills by 5 Levels. (This Perk can be selected multiple times)
Mascot	Increase your faction's Sigil Threshold by 1. (This Perk can be selected multiple times)
Paying Your Way	Spend a Sigil to reduce the cost of a base acquisition by 1 (to a minimum of 1).
Quick Study	Become a Specialist for your faction without needing Specialist Quarters.

QUIRKS	
NAME	EFFECT
Black Sheep	All your faction's allies view you with disdain and as an enemy.
Blackest Ops	Attrition Rolls for faction missions have an additional -25 penalty on top of any other modifiers.
Dark Mirror	Your faction gains a new rival with the same Skills, Specialisations, Member number, Specialists and Base Acquisitions as your faction
Millstone	Decrease your faction's Sigil Threshold by 1. (This Quirk can be selected multiple times)
Notorious Luck	Any Sigils spent on your faction raises its Notoriety Skill Level by 1.
Presumed Guilt	Your faction exiles you and considers you an enemy.
Reprobates	New Prospects only have Flaws and no Strengths.
Rotten in the State	Always add a +20 bonus to Treachery Event rolls.
Sucker for Trouble	Always add a +20 bonus to Notoriety Event rolls.
Workplace Harassment	Lose one of your faction's Specialists. Your GM chooses which one. (This Quirk can be selected multiple times)



PERKS & QUIRKS

MOD PERKS

NAME	EFFECT	PREREQUISITE
Arcane Library	Your faction can build an Arcane Library Specialist Quarters for 4 points of Wealth. The Librarian Specialist allows players to spend Sigils to reroll or give a +25 bonus to faction members' Skill Checks involving spellcasting.	Spellcaster
Black Crypt	Your faction can build a Black Crypt Specialist Quarters for 4 points of Wealth. The Crypt Keeper Specialist allows players to spend Sigils to reroll or give a +25 bonus to faction members' Skill Checks involving necromancy.	Necromancer
Bloodbowl	Your faction can build a Bloodbowl Specialist Quarters for 4 points of Wealth. The Bloodbender Specialist allows players to spend Sigils to reroll or give a +25 bonus to faction members' Skill Checks involving blood magic.	Blood mage
Chapel	Your faction can build a Chapel acquisition for 4 points of Wealth. While in the Chapel, any Lightsider under a Penance can burn a Sigil to instantly finish the Penance.	Lightsider
Cloister	Your faction can build a Cloister Specialist Quarters for 4 points of Wealth. The Monk Specialist allows players to spend Sigils to reroll or give a +25 bonus to faction members' Skill Checks involving oaths	Lightsider
Door to Nowhere	Your faction can build a Door to Nowhere Specialist Quarters for 4 points of Wealth. The Wanderer Specialist allows players to spend Sigils to reroll or give a +25 bonus to faction members' Skill Checks involving Sacrifices.	Darksider
Lichyard	Your faction can build a Lichyard acquisition for 4 points of Wealth. The Lichyard can hold 10 corpses and if not full, 1d10 stolen corpses will be delivered once a session.	Necromancer
Outsider Altar	Your faction can build an Outsider Altar acquisition for 4 points of Wealth. Any Darksider who spends all his remaining Sigils (minimum of 3) in front of the Altar will not suffer from their Sacrifice that session.	Darksider
Thrall Stable	Your faction can build a Thrall Stable acquisition for 4 points of Wealth. The Stable can hold 10 slaves and if not full, 1d10 slaves will be delivered once a session.	Blood mage
Wizard's Laboratory	Your faction can build a Wizard's Laboratory acquisition for 4 points of Wealth. Any incantation cast while in the Laboratory will not inflict Mental Wounds on the spellcaster.	Spellcaster



SAMPLE FACTIONS

THE RIGHTEOUS PROPHETS

FACTION FLUFF

Faction Type: Thieves/Smugglers

Theme: Law/Justice

Motto: Life gives us Glory

Rulership: Military Rank Hierarchy

Recruitment offers: Entrapment

Oddities: Single race faction

Faction Goal: Defend themselves/something else from a faction

Allied Faction: Warriors/Soldiers

Rival Faction: Traders/Craftsmen

Age: Old

Number of Events: 4

Events: Fiend, Cataclysm, Loyalty, Sprout

Number of Members:

SKILL LEVELS

Reputation: 1

Wealth: 4

Notoriety: 56

Treachery: 49

Might: 28

SPECIALISATION LEVELS

Athletics: 28

Coercion: 39

Combat: 28

Craft: 4

Drive: 56

Mental: 4

Negotiate: 3

Perception: 56

Special: 3

Stealth: 40

FACTION BASE

Luxuriousness: Wretched

Acquisitions: Camouflage, Misc

THE ASSASSINS

FACTION FLUFF

Name: The Crimson Thorns

Faction Type: Assassins/Contractors

Theme: Politics/Influence

Motto: Death And Eternity

Rulership: Divinely Ordained King

Recruitment offers: Goal/Cause

Oddities: Extensive ritualistic practices.

Faction Goal: Grow their number of members, contacts, specialists.

Allied Faction: Thieves/Smugglers

Rival Faction: Vigilantes/Lawmen

Age: Established

Number of Events: 2

Events: Fiend, Lunacy

Number of Members: 29

SKILL LEVELS

Reputation: 15

Wealth: 29

Notoriety: 34

Treachery: 88

Might: 48

SPECIALISATION LEVELS

Athletics: 47

Coercion: 36

Combat: 48

Craft: 29

Drive: 35

Mental: 29

Negotiate: 20

Perception: 84

Special: 20

Stealth: 84

FACTION BASE

Luxuriousness: Poor

Acquisitions: Crew Quarters, Camouflage, Jail, Safehouse, Training Grounds, Defensive Structures, Misc



SAMPLE FACTIONS

THE THIEVES

FACTION FLUFF

Name: The Black Rats

Faction Type: Thieves/Smugglers

Theme: Criminal/Underworld

Motto: Wealth Through Silence

Rulership: Democratic Single Ruler

Recruitment offers: Wealth

Oddities: Communicates chiefly in code.

Faction Goal: Gain more usable, spendable money.

Allied Faction: Entertainers/Bards, Thieves/
Smugglers

Rival Faction: Vigilantes/Lawmen

Age: Vintage

Number of Events: 6

Events: Blackmail, Betrayal, Bribery, Fall, Sprout,
Friend Gained

Number of Members: 37

SKILL LEVELS

Reputation: 22

Wealth: 37

Notoriety: 39

Treachery: 75

Might: 70

SPECIALISATION LEVELS

Athletics: 70

Coercion: 41

Combat: 70

Craft: 38

Drive: 41

Mental: 38

Negotiate: 27

Perception: 72

Special: 28

Stealth: 72

FACTION BASE

Luxuriousness: Poor

Acquisitions: Armoury, Camouflage, Crew
quarters, Dock/Garage, Hygiene/
bathing, Jail, Kitchen/dining, Office
space, Safehouse, Specialist
quarters, Misc x2, Training
grounds, Secret passageway,
Vehicles, Defensive structures

Specialists: Scout

THE MAGES

FACTION FLUFF

Name: The Runic Prophets

Faction Type: Academics/Scholars

Theme: Supernatural/Occultism

Motto: Knowledge Thus Magic

Rulership: Appointed Merito/Geniocrats

Recruitment offers: Mysticism

Oddities: Extensive ritualistic practices.

Faction Goal: Become better at what they
specialise in.

Allied Faction: Bureaucrats/Officials

Rival Faction: Warriors/Soldiers

Age: Old

Number of Events: 5

Events: Creation, Lunacy, Destruction, Wisdom,
Miracle

Number of Members: 34

SKILL LEVELS

Reputation: 100

Wealth: 82

Notoriety: 3

Treachery: 1

Might: 56

SPECIALISATION LEVELS

Athletics: 55

Coercion: 3

Combat: 56

Craft: 82

Drive: 3

Mental: 82

Negotiate: 98

Perception: 1

Special: 96

Stealth: 1

FACTION BASE

Luxuriousness: Lavish

Acquisitions: Crew quarters, Specialist quarters x4
Office space x3, Kitchen/dining,
Hygiene/bathing, Training Grounds,
Misc (library)

Specialists: Tutor, Sage, Bouncer, Physician



SAMPLE FACTIONS

THE WARRIORS

FACTION FLUFF

Name: *The Broken Blades*

Faction Type: Warriors/Soldiers

Theme: War/Combat

Motto: *Death Gives Us Honour*

Rulership: Might Makes Right Autocrat

Recruitment offers: Might

Oddities: Arduous joining/initiation rituals.

Faction Goal: Build up and expand their offensive power.

Allied Faction: Traders/Craftsmen, Vigilantes/Lawmen

Rival Faction: Assassins/Contractors

Age: Ancient

Number of Events: 9

Events: Champion, Battle Won, Sprout, Destruction, Sprout, Fall, Friend Gained, Battle Lost, Loyalty

Number of Members: 42

SKILL LEVELS

Reputation: 1

Wealth: 27

Notoriety: 42

Treachery: 37

Might: 63

SPECIALISATION LEVELS

Athletics: 62

Coercion: 42

Combat: 63

Craft: 28

Drive: 43

Mental: 27

Negotiate: 1

Perception: 32

Special: 1

Stealth: 32

FACTION BASE

Luxuriousness: Poor

Acquisitions: Armoury, Crew Quarters, Training Grounds, Dock/Garage, Vehicles

THE BARDS

FACTION FLUFF

Name: *The Twisted Lilies*

Faction Type: Entertainers/Bards

Theme: Money/Trade

Motto: *Beauty And Fame*

Rulership: Seniority of Service

Recruitment offers: Brotherhood

Oddities: Distinctive weapon/tool

Faction Goal: Extend/increase their influence over an area/faction.

Allied Faction: Socialites/Bourgeois

Rival Faction: Thieves/Smugglers

Age: Old

Number of Events: 6

Events: Bribery, Creation, Miracle, Betrayal, Betrayal, Champion

Number of Members: 29

SKILL LEVELS

Reputation: 66

Wealth: 58

Notoriety: 24

Treachery: 40

Might: 38

SPECIALISATION LEVELS

Athletics: 37

Coercion: 24

Combat: 37

Craft: 58

Drive: 25

Mental: 59

Negotiate: 62

Perception: 46

Special: 62

Stealth: 46

FACTION BASE

Luxuriousness: Rich

Acquisitions: Crew Quarters ,Entertainment space, Hygiene/bathing, Kitchen/dining, Dock/Garage, Vehicles, Specialist quarters, Office space

Specialists: Diplomat



SAMPLE FACTIONS

THE ADVENTURERS

FACTION FLUFF

Name: *The Drunken Stallions*

Faction Type: Adventurers/Mercenaries

Theme: Money/Trade

Motto: *Fortune Creates Freedom*

Rulership: Military Rank Hierarchy

Recruitment offers: Wealth

Oddities: Iconophiles

Faction Goal: Increase their fame/infamy.

Allied Faction: Thieves/Smugglers

Rival Faction: Adventurers/Mercenaries

Age: Established

Number of Events: 3

Events: Fiend, Champion, Destruction

Number of Members: 25

SKILL LEVELS

Reputation: 66

Wealth: 28

Notoriety: 21

Treachery: 33

Might: 43

SPECIALISATION LEVELS

Athletics: 42

Coercion: 21

Combat: 42

Craft: 28

Drive: 21

Mental: 28

Negotiate: 66

Perception: 33

Special: 66

Stealth: 33

FACTION BASE

Luxuriousness: Average

Acquisitions: Crew Quarters, Dock/Garage



SIGIL SYSTEM

BROTHERHOOD

Faction Name

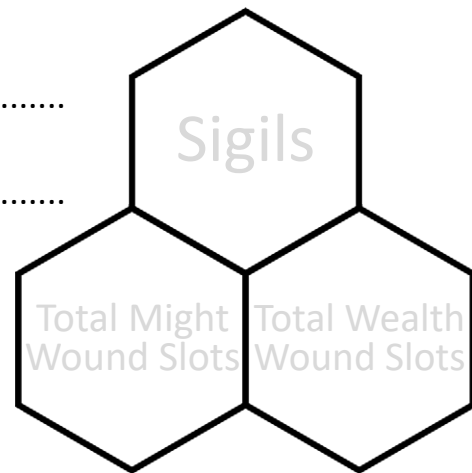
Motto

Type:..... Rulership:.....

Theme:..... Offers:.....

Oddity:..... Goal:.....

Ally:..... Rival:.....



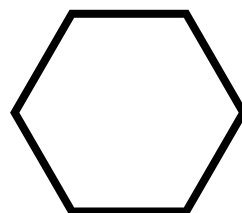
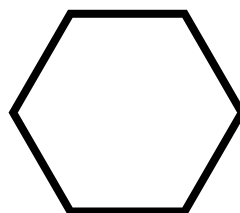
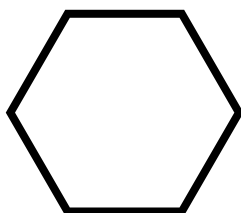
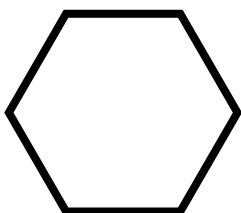
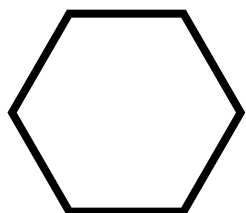
MIGHT

NOTORIETY

REPUTATION

TREACHERY

WEALTH



ATHLETICS
COMBAT

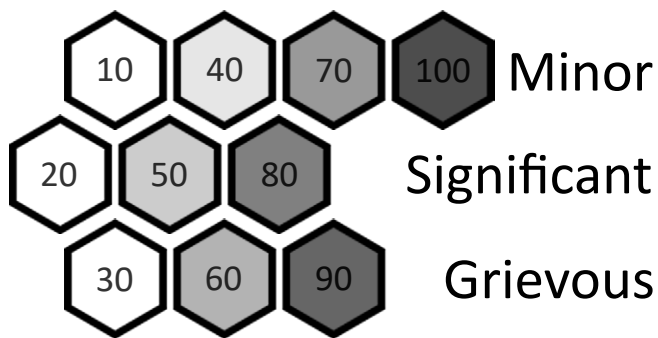
COERCION
DRIVE

NEGOTIATE
SPECIAL

PERCEPTION
STEALTH

CRAFT
MENTAL

MIGHT WOUNDS



BASE ACQUISITIONS

LUXURIOUSNESS:.....

ACQUISITIONS:.....

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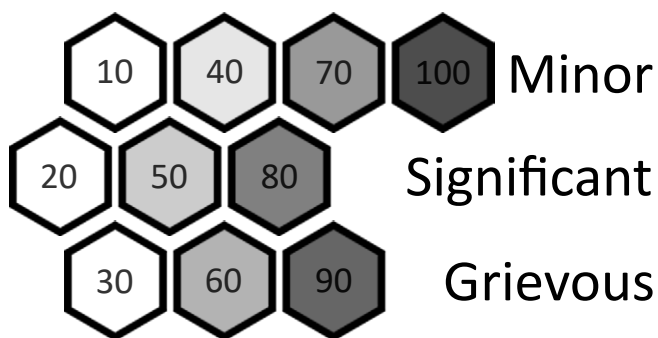
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WEALTH WOUNDS



Motto

CRAFT
MENTAL

ATHLETICS
COMBAT

COERCION
DRIVE

**NEGOTIATE
SPECIAL**

PERCEPTION
STEALTH

CRAFT
MENTAL

SPECIALISTS

ROLE

RULES

ROLE

RULES

[illegible][illegible]

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PROSPECTS

NAME

STRENGTH

FLAW

[illegible][illegible][illegible]

We always want to make the best games we can, and to do that we need to know how we're doing. If we know what we're doing wrong then we can fix it, and if we know what we're doing right then we know not to mess with it.

Your feedback is more valuable to us than gold and silver, and we would be eternally grateful if you could do us a favour and fill out the Sigil System Feedback Survey. It will be your chance to tell us exactly what you think about the system and you can even say what type of projects you want us to work on next. You will have our undivided attention.

We've also got a gift for those who do the survey: you can grab any one of our paid digital products for free. So if you've had your eye on a game of ours, but haven't gotten it yet, now is your chance to get it for free.

**You can fill out the survey by using this url:
<https://goo.gl/forms/IFJGHxMC2krijmCD2>**