

Factions of Doskvol: The Great Game

The “Faction Game” is meant to be played outside of the “scoundrel game,” and as written it should be played with completely different players. Each Faction approximates downtime activities, and this “minigame” is meant to bring Doskvol to life by injecting more chaos and randomness into your game.

To play, each player of the Great Game chooses a Faction from the book to run, from the lowly Ulf Ironborn to the mighty Imperial Military, reads the description in the book, then plays in short sessions. Each faction should take turns playing out its various actions (so, the player acting as Ulf Ironborn takes an action, the player who chose to be the Dimmer Sisters takes an action, and so on). A faction has 2 actions to take activities with.

When a roll is needed, a Faction rolls its Tier in dice, with bonuses for help from Allies - a faction may use the allies they have listed in the book. Operations and scores are represented as clocks; a score is typically 4 ticks, while operations range between 4 and 8.

As with other downtime activities, a 1-3 fills in 1 tick of a clock, a 4-5 fills in 2 ticks, a 6 fills in 3 ticks, and a Critical Success fills in 5.

A faction may spend a number of Coin every faction turn equal to Tier, used to boost effect or add activities. Starting an operation or a score always costs 1 coin. Coin does not “roll over” to the next faction game.

Factions may use Stress to boost their dice pools just like characters. However, factions have no “indulge vice” option. Instead, they reduce Stress as if they had indulged at the conclusion of a Score; their dice pool equals their Tier, as normal.

A faction who would receive Trauma instead loses a level of Hold (from Strong to Weak, from Weak to the lower tier Strong), then take a “Liability.” A Liability turns one of the faction’s Assets temporarily negative - for instance, the Crow’s asset “a small fleet of boats” might become “dry docked for repairs” or “spread too thin.” **A Liability creates an opportunity in the Scoundrel game:** it can be discovered through Gather Information rolls, and acting on the Liability adds +1d to the scoundrel’s Engagement Roll.

A faction of Tier 4 has a 4 tick counter, “Bureaucracy.” A faction of tier 5-6 has a 6 tick counter. At the end of each action, the faction takes a number of Stress equal to the amount of spaces left unfilled on the counter and then ticks the clock one space. If they finish the clock, roll to recover Stress as normal for finishing an operation. If they begin a turn without a Bureaucracy clock, the faction creates one at the end of their turn.

Allies may Assist you, but if you’re operating against a faction directly, an Ally may only help if it is of a Tier equal to or greater than the faction you are operating against.

Factions can take Stress of 9+Tier before suffering a Trauma (see above).

When a Faction “overindulges” from clearing stress due to an operation or score finishing up, a subsequent score in the scoundrel game against that faction from the scoundrel game generates one “step” less Heat - the chaos from cleaning up whatever operation they just finished makes it hard to notice any missing persons, things, or ghosts.

Once all factions have taken their turn, the faction players should discuss which of the events that took place create potential opportunities for the scoundrels.

Activities:

Just as a character, a faction may take two downtime activities and may spend Coin for more. A faction at war receives one less action. The list of activities follows.

Acquire an Asset (for use in an operation or score, usually providing fictional positioning). You might also acquire a Special Ability (below) for use later.

Start an operation/score: Costs 1 coin, begins a counter; fellow Great Game players discuss the size of this counter.

Advance an operation/score: roll Tier and tick marks based on success levels as normal, and you may spend Coin to boost your success level just as a character would.

Recover: If your Tier has sunk below your initial Tier, you may start a Healing clock to recover your power (each completed clock moves up one “step,” from Weak hold to Strong hold, from Strong hold to a Weak hold of the next level).

Shore Up Weaknesses: Start a 4 tick clock to eliminate a Liability. If your Tier is any different from the “status quo” listed in the book, this is a 6 tick clock.

Sabotage: Reduces another faction’s counter; roll dice reduce the counter by 1 step for every result equal to or greater than the number of ticks on the counter at the beginning of the action. For counters with more than 6 ticks, you may add results to any 6 that the dice show. For example, a roll of 6 and 2 may reduce an 8 step clock, but uses both dice.

Crafting or Rituals: just like the normal abilities in the book

Attack: Cause a Stress to another faction. Failure = 1 stress, Mixed = 2, Success = 3, Critical = 5. An attack which succeeds with at least a Mixed Success inflicts a condition until the targeted faction completes any recovery action:

- the faction loses access to an Ability
- they also have to spend a Stress to begin or advance an Operation
- the faction loses a die.

Meanwhile...: A non-player faction takes an action. If it’s a faction affiliated with you, treat as a group roll. Otherwise, roll their Tier where needed. *Note: This is meant to allow faction players a way to experiment with other factions, or to shake things up - if you want to coordinate a multi-front campaign against a rival, use Assist instead.*

War (good god y'all)

You can declare war on an enemy faction as an action. Both of you gain a 12-tick clock, "War with ____." Whoever fills up their clock first wins, forces a Trauma on the loser, and begins peace talks from a position of strength. What this means will be up to the GM.

Note that the purpose of this game is to create interesting stories for the Scoundrels, not to "win." Play a faction as you would a character, with all their flaws, desires, and goals in mind.

Special Abilities:

Each faction selects a number of abilities equal to their Tier. If they increase or decrease in Tier, adjust the number of abilities accordingly. Please note that some of these abilities are duplicate effects; a faction should take the one that matches their role in the world's fiction.

Legal Authority: You may receive, or grant, Assistance when operating against a faction one Tier higher than you, regardless of the Tier of your ally.

Occult Defenses: when another faction conducts Sabotage against you, reduce their dice pool by 1.

Master Crafters: When crafting you receive "free" Magnitude equal to your Tier.

Master Ritualists: When performing a ritual you receive "free" Magnitude equal to your Tier.

Side Line: At the beginning of your turn, roll Tier; if your best die is greater than or equal to your Tier gain a Coin this turn. If your highest die is less than your Tier, lose a coin this turn.

Dangerous Thugs: Gain Thugs.

Clever Skulks: Gain Skulks.

Devious Rooks: Gain Rooks.

Diligent Adepts: Gain Adepts.

Scrappy Rovers: Gain Rovers.

Fine Equipment: You gain +1d on operations where the quality of weapons and armor might make a difference.

Fine Gear: You gain +1d on operations where the quality of gear might make a difference.

Fine Supplies and Documents: You gain +1d on operations where the quality of supplies or documents might make a difference.

Beloved: for 1 coin, you can call on the Citizenry of a district you operate in to Assist you.

Wide Reach: You operate in several districts.

Imperial Funding: You gain +1d when rolling to Recover, due to government assistance.

Heroes: +1d on operations with 6 or 8 tick clocks. On 8+ tick clocks, fill in an extra segment on a 6 or Critical Success.

Industrious: When crafting, fill in an extra segment on a 6 or Critical Success.

Demonic Patron: When conducting a Ritual, fill in an extra segment on a 6 or Critical Success.

Well-Established: +1d when rolling to Recover; you were here long before many of these factions and you'll be here long after

Thorough: When you conduct Sabotage, reduce an an extra segment on a 6 or a Critical Success.

Flexible: When you lose a Claim to scoundrels, you automatically start an 8 tick operation to reestablish this claim somewhere outside of their territory.

Resilient: +2 stress boxes

Efficient: When rolling to advance a Bureaucracy clock, mark an additional tick for every 6 that comes up.

Measured: Adjust your roll for clearing stress by +/- 1 or 2.

Dry Docks: One free Activity relating to boats, shipping, smuggling, or repairs.

Fleet: One free Activity relating to street transportation, smuggling, trains or carriages, or repairs.

Opportunistic: If you begin an action without a score clock active, start one for free (minimum 6 ticks).

Subtle: All 5s count as 6s when conducting Sabotage.

EXAMPLE

Sparkwrights, Tier 4

Coin per turn: 4

Actions per turn: 2

Active Clocks: Bureaucracy (4, repeating), Develop Alternative Fuel (12)

Master Crafters

Imperial Funding

Diligent Adepts

Fine Gear

NOTES

Liability: from overindulging automatically clears, from "trauma" needs a recovery clock (clock starts automatically)

Note for the rules: Free actions do not cost coin or action