

Great Institution Formation Rules:

All great institutions are assumed to have base dice of d6 for all capabilities. GI motivating capabilities are at the discretion of the GM: typically, religious institutions will use Morale, while government institutions will use Administration. GIs receive a number of actions per turn equal to the “average” of their motivating capability die (i.e. expected value rounded down). Putting money toward forming a GI requires a state action.

Increasing the time to produce a GI by one year (and hence one state action) decreases the cost by 10%. This effect is cumulative (so spending 3 years to develop a GI costs 81% of the cost to produce in 1 year), and the state must spend at least $\frac{1}{N}$ of the upfront cost of the GI each year, where N is the number of years for development.

At the GM’s discretion, any GI may adopt one or more special rules appropriate to its origins. For instance, a Church GI may usually adopt the tithing mechanics used (e.g.) by the Kirvan and Dalthadi churches. A GI which derives from an existing institution may usually adopt one or more of the rules of the parent institution. The GM may allow a parent institution to create a derivative of itself, requiring one action per turn for the parent institution to manage its derivative.

A GI may also incorporate special character assets into its rules, though doing so destroys the asset. GIs with an appropriate context may also generate *de novo* rules at time of formation to reflect their origins (e.g. a new church may generate one or more special rules to reflect its followers’ beliefs or its divine patronage). A novel rule without an underlying asset, contextual basis or institutional precedent is subject to the GM’s discretion and will typically cost between 1k-5k.

The baseline cost of a great institution is 2.5k econ. Every marginal increase in capability die has the following cost schedule:

Capability	Marginal Cost	Total Cost
1d8	1.25k	1.25k
1d10	1.25k	2.5k
1d12	2.5k	5k
1d12+1	2.5k	7.5k
1d12+2	2.5k	10k

The marginal cost of a capability increase is doubled if the new value of the capability would be above the capability of the state or institution forming it. For instance, Aeldrum’s lore die of 1d6 means that a lore die of 1d10 would have a cost of 5k for an institution formed by the Aeldmen (all else equal). A character may use their personal institution as the basis for creating a great institution, sacrificing their personal institution so that the great institution may take their capability. The use of a personal institution eliminates the base cost of the institution (2.5k), and the great institution pays the total cost of meeting the capability of the personal institution. For instance, if an Aeldman character has a personal lore institution of 1d10 and uses it to form a great institution, the great institution may take a lore of d10 for 2.5k, saving a total of 5k (2.5k from capability purchase, 2.5k from base cost of the institution): however, giving the great institution a lore of 1d12 would cost a total of 7.5k.

Other measures may be used to reduce the cost of an institution. An institution’s cost