

I. KNIGHTLY FOCUS

A. *Blackfyre*

- i. Storm Arm → The gold received is a multiplier of the winnings, with a minimum of 25 and maximum of 100 additional gold received.
- ii. Tourney Knight → The gold received is a multiplier of the winnings, with a minimum of 50 and maximum of 250 additional gold received. The melee bonuses are additive.
- iii. Berserker → The gold received is a multiplier of the winnings, with a minimum of 100 and maximum of 500 additional gold received.
- iv. Total bonus of 7 melee, 2 duel. Malus of -5 to opponent in 1v1 duels at the end of melees

B. *Breakspear*

- i. Upjumped Squire → The gold received is a multiplier of the winnings, with a minimum of 25 and maximum of 100 additional gold received.
- ii. Veteran of the Lists → The gold received is a multiplier of the winnings, with a minimum of 50 and maximum of 250 additional gold received. The joust bonuses are additive.
- iii. Half-Horse → The gold received is a multiplier of the winnings, with a minimum of 100 and maximum of 500 additional gold received.
- iv. Total bonus of 2 melee, 2 duel, 3 joust. Malus of -3 joust to opponent

C. *Bittersteel*

- i. Menacing Enemy → Duel bonus is applied when facing 2+ enemies
- ii. Beneath the Gold → +2 duel bonus when facing 2, +3 when facing 3+. Bonuses are additive.
- iii. The Bitter Steel → +3 when facing 2+ opponents. Bonuses are additive.
- iv. Total bonus of +2 melee, +2 duel, +9 when facing 2 opponents, +10 when facing 3+

D. *Brute*

- i. Duelist →
- ii. Unshakeable → Bonuses are additive
- iii. Unbridled → Bonuses are additive

E. *Tier 0*

II. HEDGE FOCUS

A. *Bounty Hunter*

- i. Scrapper → “Entire Party” means any PCs within the same movement order
- ii. Headhunter → Applied to opponents of SCC
- iii. Bodyguard → See Scrapper

B. Mercenary

- i. Sword-for-Hire →
 - a) Gold can be stored in a designated mechanical location
 - b) Troops CV/ACV value come from the home location of the SCC when they reach this bonus
 - c) Upon reaching this bonus, 2 IG years must pass before the SCC can have their full CV. 25% is acquired immediately upon achieving the Tier, 75% total is acquired after 1 IG year
 - d) Dead/killed troops regenerate at 10% of total CV per year
- ii. Soldier-of-Fortune → See Sword-for-Hire
- iii. Company Commander → See Sword-for-Hire

C. Raider

- i. Gravedigger → See Sword-for-Hire
- ii. Vulture → See Sword-for-Hire
- iii. Scourge of the Land → See Sword-for-Hire
 - a) Movement bonus applies if the SCC is mechanically part of the movement order

D. Brigand

- i. Common Criminal → See Sword-for-Hire
- ii. Highwayman → See Sword-for-Hire
- iii. Outlaw →
 - a) Lair can store PC's, Gold, and other mechanical items
 - b) Lair has a DV of 1
 - c) Lair can be detected via GWW rolls

E. Tier 0

III. ROGUE FOCUS

A. Quickfinger

- i. Street-Rat → Success bonus is combined with t0
- ii. Sneaky →
- iii. Quickfingers →

B. Faceless Man

- i. Actor → Success bonus is combined with t0
- ii. Disguiser →
- iii. Thespian → Voices, faces, physical appearance etc. not included!

C. Cutthroat

- i. Hitman → Success bonus is combined with t0
- ii. Cold-Blooded →
- iii. Lone Wolf →

D. Poison Master

- i. Blighter → Success bonus is combined with t0
- ii. Contacts →
- iii. Fatality → Players have the option of adding fatality to poison plots

E. Tier 0 - 20% bonus to success chances

IV. INTRIGUE FOCUS

A. Inquisitor

- i. Tight Ship →
- ii. Praetorian →
- iii. Bloodsworn →

B. Bloodraven

- i. Loose Lips →
- ii. Ears in the Walls →
- iii. A Thousand Eyes and One → Player can choose only one trait.
Thread override can only be used once ever.

C. Clubfoot

- i. Plot Detection →
- ii. Rumor Suppression →
- iii. Lockdown →

D. Puppeteer

- i. Little Birds →
- ii. Well-Connected →
- iii. The Spider Reborn → Doesn't override restriction with 'Immediate' tier rumors. It still would travel by 1 LC's movement speed to the SCC's location

E. Tier 0

V. GOLD FOCUS

A. Iron Bank Representative

- i. Loan Shark →
- ii. Tax Evasion → 500 gold is considered credit for the SCC to loan to others
- iii. Bank of Westeros → 1500 gold is considered credit for the SCC to loan to others. The created Bank does not land the SCC and must be built on a city tile

B. Highwaters

- i. Trader → Trade comes from the SCC's home region
- ii. Mogul → SCC may choose to use their home region or neighboring region
- iii. Tycoon →

C. Littlefinger

- i. Cubicle Monkey →
- ii. Skimmer →
- iii. Cleaner →

D. Brandon the Builder

- i. Good Nails →
- ii. Union Leader →
- iii. Self-Made Man → The holdfast is a Tier 3 holdfast. It does not have troops or an income of its own. It receives a spot on the map and does not land the SCC. It must be built on a passable tile

E. Tier 0

VI. LEARNED FOCUS

A. Sea Snake

- i. Your First Boat →
- ii. Fleet Commander →
- iii. Rain Wild Trader →

B. Fourthborn

- i. Organizer →
- ii. Brilliant Commander →
- iii. Prince's Rally →

C. Innovator

- i. Healer →
- ii. Art of Ravenry →
- iii. Marwyn's Protege →

D. High Sparrow

- i. Silent Sister →
- ii. Zealot →
- iii. Warrior's Son →

E. Tier 0

VII. SCC Heirs

- A. Core Details - SCCs can have a total of two PCs. One functions as the primary PC that rolls for progression and reaps the benefits of the SCC progression path while the heir will receive no benefits or progression (for a time)

B. Designating Heirs

- i. There needs to be a clear relation between the two characters prior to designation as the Primary SCC's heir (whether it be by blood, association, apprenticing, etc.)
- ii. A Claimant can't designate a random character because it benefits their situation
- iii. A character may only be the heir of one SCC
- iv. The heir may be changed, however, at the cost of removing all current progress

C. Heir's Progression

- i. The Heir will start to roll on their own progression path once the Primary SCC reaches Tier 1 of their respective SCC tree
 - a) Until the Primary SCC reaches Tier 2, the Heir will roll a D5 every year for their own progression. Maluses are applied as normal
 - b) Unlike the Primary SCC, the Heir will not automatically gain a Tier if a certain amount of time has passed
 - c) Once the Primary SCC attains Tier 2, the Heir's die will upgrade to a D10
 - d) Once the Primary SCC attains Tier 3, the Heir's die will be upgraded to a D25
- ii. The Heir will not receive any benefits of their progression path until the Primary SCC is either dead or otherwise retired from play

D. Primary SCC Possessions

- i. Barring in character circumstances, gold and other valuable possessions will be transferred to the Heir
- ii. Should the Primary SCC gain troops or property from their respective tree, the Heir will stand to inherit some/all of the bonuses *only* if their tree also provides the same bonuses
 - a) An exception is the Tier 3 benefit of Brandon the Builder. Barring in character circumstances the keep will be inherited by the heir

VIII. Other

- All trees have standard upkeep, except for High Sparrow
- [EXP transfer proposal]SCCs who leveled up on the previous tree may swap at the introduction of this tree of an exp cost. It will cost 50% of your current exp to switch to the same tier or 25% to switch to a lower tier. T0 SCCs can switch for free.