

Authority

Kingpin, Diplomat, Magistrate, Military Officer, Intelligence Operative, Priest, Socialite, Statesman, Tribal Elder

The Authority profession is for the player who wishes to tamper with the intricate workings of politics and society.

Authorities wield the power and influence that changes people, organizations and even nations. Some authorities are military leaders and public officials who rule by governmental mandate and others are socialites and masters of industry with no formal title.

Unlike most other professions authorities don't produce anything- they root out the causes of events and know how to find and appeal to important people, as well as shifting public opinion, requesting manpower and finding information.

Other players may attempt to do the things that authorities do using their BGA actions- such as corresponding with world leaders, or imploring their governments for aid, but authorities can spend profession points to put extra weight behind these efforts.

An authority can use many of their skills to assist BGA actions, either by doing background research to determine the best course of action, requesting funding or logistical support, or calling in people to escort and join in efforts. Ordinarily the impact of non-profession BGAs depend upon the number of participants and the supplies they expend. With an authority's assistance or oversight the odds are improved further.

Theme and Storytelling Limitations:

The authority skills list has been generalized to allow you to build whatever kind of authority you would like, and many skills could be interpreted various ways. You might decide to make your character a military leader and pursue the various "Agents" skills to represent the large fighting force at your beck and call. You are free to use these skills however you'd like, but staff will watch for consistency/justification and may award bonuses for using skills in a way that paints a picture of a specific set of resources, for example.

- Purchasing skills to represent benchmarks in your character's career, most notably rank/promotions. If you conquer a rival organization and choose that moment to buy the next level of resources for your criminal mastermind character we may offer you a discount or give you more favorable results on the use of those resources over the next few events.

- Consistent Use: If you decide your resources represent a ship you own and command use it consistently for that purpose (and perhaps even decline to use the skill on things other than that) we may give you a discount on the next level of

resources, or the purchase of a crew (agents) to supplement that ship. For agents if you consistently use what has, for four events, been treated as a large battalion of soldiers to try to solve problems that would ordinarily require apothecaries and physicians staff is unlikely to award you any bonuses for consistent narrative on those actions- although we will not penalize you for using the skill as written.

How much do I need to spend?

In most other professions it's very easy to figure out how many profession points you need to spend to get your profession to function. In authority the number can be harder to determine. For example, how many agents are needed to accompany an excursion to the northern jungle and what kind of resources will be needed could be anything. Will a few extra soldiers with some basic supplies do, or do you need to call in a whole battalion of specialists and have two authorities pool tremendous resources to transport and protect your adventurers between games?

If you underspend you will likely fail (although if you made a reasonable attempt you will still get plot opportunities from your failure) and if you overspend you will succeed spectacularly, but there may be finite limitations to the reward.

When these sorts of questions come up the best thing to do is to simply ask staff, ideally as far ahead of time as possible, to get an estimate based on common knowledge. This may not reveal unforeseen dangers or unknown oppositions, so prep work in the form of information gathering (using the authority skill for current events, the scholar skill for historical/scientific information, or in game roleplay and information gathering).

Rank 1-10:

Respected Local: Free

Gain 1 Perk from the tier 1 perk list.

Contacts I: Purchase Skill: Free, Establish Contact: 5 PP, Use Contact: 1 PP

Contacts are your character's personal network of influential and important people who they can communicate with and trade favors back and forth with. Contacts do not grant your character anything more than a relationship with the person that they establish contact with and at least one direct communication- possibly in person, possibly in writing. Once a contact has been established you may correspond with that contact in the future for a set PP cost and make requests, offer help with their efforts, etc. Contacts all have skills and agendas of their own and may not always be willing to help you, or may want things in return. For example, a Lirian infantry lieutenant will probably put troops at your disposal in pursuit of a famous Lirian traitor you have located, but may require some consideration, sweet talking or deceit in order to send you troops to help you settle a personal vendetta, and will probably be very little use at all if your intention is to influence the establishment of local laws. Contacts who you offend may break off contact with you- in this case you lose the ease of contacting that individual and will have to reestablish it with a PP expenditure, and even that may not always be possible.

NPCs may also establish YOU as a contact through in game RP. In this case you also receive the benefit of having them as your contact. If you believe an NPC you have a relationship with in game should be considered a contact let staff know and we will make a ruling.

A basic contact could be someone who is locally moderately important. (*A harbormaster in the Cape Fisheries, a deputy in Longcester, etc.*)

Gather Information I: Purchase Skill: 5, Gather Info: 1-3 PP

You can gather information that is part of the public record even if it requires a little bit of digging, from the surrounding area. You could, for example, determine who the harbormaster of a local port town is and what their record indicates about their allegiances and policies, as well as what they might value. The depth of this information is determined by the point expenditure.

Resources: 1: Purchase Skill: 5 PP

Force Multiplier: 2 pp per person (maximum 3 people), 5 pp for access/protection

You have the means, either personally or because of your position in society, friends, etc. to provide supplies for efforts during BGAs. These supplies likely will not enter game directly, but will account for things like providing funding for a charity,

ordering lumber to make repairs, or getting food, water and boots for an expedition of explorers.

Basic resources supply only a modest amount of supplies or funding, sufficient for an excursion into relatively safe, known areas, a token sum or mundane supplies for a mundane project. For 2 PP per person (to a maximum of 3 people) resources double the efficacy of each member of an expedition. For 5 PP they can allow travel within the kraken peninsula and provide safety against common, incidental danger (allowing travel to somewhat difficult to access areas).

Rank 11-20:

Decision Maker: Free

Gain 1 Perk from the tier 1 or tier 2 perk list.

Contacts II: Purchase Skill: Free Establish Contact: 10 PP, Use Contact: 2 PP

As with the contact skill, this provides access to individuals who may ask for or do favors for the authority.

A level II contact could be someone who is regionally Important or Locally Important Elsewhere in Orland. (*The mayor of Longcester, a Khenti consul in Bracken Bay*)

Gather Information III: Purchase Skill: 5, Gather Info: 4-9 PP

You can gather information that isn't concealed or secret, but is not necessarily public knowledge, or requires the connection of disparate pieces of public knowledge to note on a regional scale. For example, discovering that a merchant is quietly buying up all of a resource, for example, or that a group of Orland councilors who seem to have no relationship with one another have all been voting in the same way for the last few years.

Public Influence I: Purchase Skill: 10, Spread Information: 5

Authorities with social, political or financial clout may wish to change the public sentiment or public policy. Public influence can disseminate information, spread rumors, change opinions and even cause laws to change.

Basic public influence simply makes information known amongst a local population. The information may be true or false, and people will respond as they see fit. Obviously lies may take the form of gossip that is heard and quickly dismissed, and truths that powerful people seek to suppress may not take hold without a little extra push- but this skill will ensure that people hear whatever the authority is trying to say.

Example: Lira Darling puts out the words amongst the populations of the Cape Fisheries and Bait Island refugees that she has relief, lodgings and even work for refugees from the recent pirate attack at her public house in Prosperity.

Resources II: 10 pp to purchase

Force multiplier: 2 per person, max 10 people. 10 pp for access/protection

You can supply resources sufficient for either mid-sized efforts or smaller, slightly more unusual efforts. Gas masks and flares to help people explore an area with poor air quality, for example, or food and water as well as carts and wagons to haul them, allowing a smaller number of people to be more efficient. This increases the efficacy of individuals in BGAs and protects against expected and relatively common risks that can be predicted with at least a small degree of accuracy.

Espionage I: Concealment: Purchase: 5 PP, Conceal 1/3/6/10/20

You can conceal your actions. Under ordinary circumstances information gathering can be used to see what other authorities are doing, but by spending points on espionage you increase the difficulty for other players to see what you are doing. Each level of concealment makes an action 1 level more concealed. See the table below to see the rates for concealing and revealing various espionage actions.

Agents I: Purchase: 10, Extra Simple BGA: 5 PP , Assistance: 3 PP per equivalent of 1 person

You have people in your employ who can do your bidding. There aren't many of them, but they are competent and they can take actions for you (that are the equivalent of very simple BGA actions) or provide extra assistance to other groups who need bodyguards, guides, crews or laborers. Sending an agent to perform a basic task alone costs 5 PP, and sending agents with an expedition costs 3 PP. Agents can benefit from supplies.

Rank 21-30:

National Figure: Free

Gain 1 Perk from the tier 1, tier 2 or tier 3 perk list.

Contacts III: Establish Contact: 20, Use Contact: 3

As with the contact skill, this provides access to individuals who may ask for or do favors for the authority.

A powerful contact is nationally Important or Important Anywhere in Attus, as well as somewhat protected or hidden individuals. *(The head of one of a Loreanic flagship or small fleet in Orlund, a city council member or mayor in Katharo, or an obscure, famous author who is went into seclusion after a dispute with Cooper Carlile over a possibly plagiarized manuscript.*

Gather Information III: Purchase Skill: 10, Gather Info: 10-25 PP

You can gather very particular pieces of information as well as information that others may have gone to some effort to hide.

With this skill you could learn that the group of Orlund Councilors with a similar voting record have been receiving laundered funds from agents in the Gandalou Cartel who sell weapons to the Lirians and have recently made extensive trade contacts with the Xingsol. You could learn which councilor is closest with the Cartel and which accountants at which companies are laundering funds.

Espionage II: Spy/Sabotage: Purchase Cost: 10 PP

You can use your gather information, agents and resources to attempt to oppose or spy on other authorities (PCs and NPCs) with an increased chance of success. Espionage does not cost additional points to activate, but may require that you take unfriendly, aggressive or even illegal actions. Indicate actions that your character is prepared to use spy/sabotage to support when submitting BGAs and bonuses will be applied if the opportunity presents itself. It may be wise to conceal these activities just in case.

Public Influence II: Purchase Skill: 20, Spread Information: 10+

Authorities with social, political or financial clout may wish to change the public sentiment or public policy. Public influence can disseminate information, spread rumors, change opinions and even cause laws to change.

Public Influence II goes a step beyond spreading information and motivates people to draw specific conclusions and even take action, and it may spread beyond a region into all of Orlund or even all of Attus.

Advanced public influence could cause people to doubt what they know to be true, view an individual or group in a slightly better or worse light without a truly compelling reason, cause a law to be considered by a local or regional government or spread word of an event to all of Orlund and even parts of Talus.

Resources III: 15 pp to purchase

Force multiplier: 1 per person, max 25 people. 15 pp for access/protection

You can supply resources for a large group or a small but fairly specialized group during a BGA action. One could use this skill to outfit the continental guard with new cannons and uniforms and possibly even a few boats to clean up the coast, or it could supply a relief effort to Bastion on the Bay with the raw materials they need to survive exposure to the plague while attempting to treat it. Problems that call for a specific, named component most likely cannot be solved with this skill, but a generalized type of supply can probably be created. For example "Engineering component D-A425" cannot be requested but "Supplies needed to maintain the diving equipment being used in this undersea exploration" could be.

Agents II: Purchase: 15, Extra Moderately Complex BGA: 10 PP , Assistance: 5 PP per equivalent of 5 people (small groups, maximum of 4)

You have significant human resources at your disposal- either a moderate to large number of unskilled people or a small number of highly skilled people. These agents can perform tasks individually or even in groups with or without supervision, as well as overcoming most expected obstacles in their way. Advanced agents could be sent to attempt to spy on an enemy position, smuggle goods past the continental guard, keep an area safe, forge an alliance or any other task that might require a moderate amount of problem solving or even force. They could also significantly fill out the ranks of a BGA action, turning a small number of PCs into a respectably sized fighting force, medical team, research team, etc.

Institution/Public Works: Purchase: Free, Cost to Activate: Variable

You can initiate efforts to generate brand new institutions or projects in game that will provide tangible benefits to PCs, somewhat similar to the luxury items generated by artisans. The institutions and projects you generate could be monuments, organizations or utilities that do not yet exist.

In order to create these the player of a character with this skill should email staff with their proposal for an institution or public work and get approval. Staff will then work with that authority to set a price in profession points and/or other resources which may, depending on the institution, include ongoing upkeep in some form, some of which may require gathering assistance from other PCs (such as artisans and engineers in the case of a public monument, or apothecaries and chemists in the case of a distillery, or a certain number of members in the case of a hunting lodge).

Once established this institution will provide an ongoing bonus and exist as a red tag (or other appropriate device) indefinitely.

Examples: A brewery to supply a particular pub in town, allowing its owners to turn queens into a buff for drinking a beer at their location.

A big-game hunters lodge who get a free refresh whenever they kill a never before killed Orlundian native species.

A hospital that provides free use of "Mass Triage" to anyone with the skill if at least 2 physicians are present.

Bestow Honors I: Purchase: 20, Use: 5 for membership, 5+ for promotion

You personally have achieved enough acclaim within a formal or informal institution to bring others into it officially (such as an academy, government, military, ship's crew, etc.). You can spend profession points to formalize a person's membership into this organization and, if you supply a reason for doing so, to promote a person from the lowest rank in such an organization the next rank up.

Rank 31:

Potentate/Puppetmaster: Free

Gain 1 Perk from the tier 1, tier 2 or tier 3 perk list.

Contact IV: Establish Contact: 30, Use Contact: 5

Your ability to make connections with people is limited only by the importance of the information you have to convey- from elusive figures to the most sought after world rulers, your skills enable you to reach virtually anyone.

A peerless contact may be an influential member of a secret organization, a world leader, or a prisoner kept in the darkest of dungeons and cut off from the rest of the world. Peerless contacts may not guarantee you a response from these individuals directly, so you may hear from their handlers or inner circle, but if your communication merits their attention they will see and respond to it or find a way to arrange a personal meeting. *(Queen Lira VII and her personal councilors, the ULA head of espionage, the oldest living Aniyonema, a mastermind criminal thought to be dead, assuming they are not, in fact, dead)*

Gather Information IV: Purchase Skill: 20, Gather Info: 20+ PP

You can access the most obscure and concealed of information available, if someone did something that left even the smallest trace, chances are you can find out more about it than they would like.

With this skill you could learn that the Gandalou are trying to provoke a war between the Xingsol and Lirians to make money selling weapons to the Xingsol. You could also learn which particular courier from the Gandalou Cartel is orchestrating the bribes to the Orlund councilors, where he will be, and when. A subsequent expenditure might tell you what information he might fear becoming public more than he fears his Gandalou employers.

Public Influence III: Purchase Skill: 30, Spread Information: 20+

Authorities with this skill may be brilliant orators, clever legislators or subtle rumormongers whose skill at influencing the masses can turn love to hate and back again on a nearly global scale with the right information.

Masterful Public Influence can cause people to riot, it can cause controversial laws to get backing from the apathetic, and swing public opinion on an international scale and can cause innocent people to be put on trial, and possibly even convicted, for crimes they didn't commit.

Resources IV: 20 pp to purchase

Force multiplier: 1 per 2 people, no limit. 20 pp for access/protection

You have resources at your direct disposal that rival those of princes. You may be heir to an enormous fortune or be quartermaster to an enormous supply fleet. You can supply enough food to literally feed an army, a sophisticated ship to send people back and forth across the Loreanic sea (relatively) safely, or the money to construct estates, schools, the development of railroads, etc. Your resources allow you to take on significant, dangerous and unusual tasks with better results than most, and provide a very large force multiplier to your agents and PCs who participate in BGA actions with their assistance.

Note that resources will get you to some places and provide you with a fair level of protection, but some places may be too dangerous to guarantee safety even with all of the protection that money and power can buy. This skill will likely let you arrive there safely, but may not allow you to return unscathed.

Agents III: Purchase: 30, Extra Complex BGA: 15 PP , Assistance: 10 PP per equivalent of a large military escort, or team of experts (equivalent of 25 people).

You are a powerful leader of a powerful group, either due to size or skill. You may be the leader of a few army battalions, or the head of a group of engineers and chemists doing groundbreaking research in Orlund, each of whom are respected as great thinkers in their own right.

Your agents can take BGA-type actions that require tremendous skill or huge amounts of manpower and can provide unparalleled assistance to groups of PCs they accompany.

Bestow Honors II: Purchase: 30, Use: 3 for membership, 3+ for promotion

Your seal of approval carries tremendous weight, and you can bestow all but the very highest ranks to those within your organization. Even with those promoted to the highest echelons of honor, you can name people for consideration and participate in discussions surrounding their eligibility with a respected voice.

Perks:

Perks with the * symbol on them can be purchased multiple times

Tier 1:

Free Tier 1 Authority Skill:

Get a tier 1 authority skill without spending PP immediately.

Title: * (max 2)

Gain a minor title such as ambassador, lieutenant, knight, etc. that will entitle your character to the respect of certain members of their society.

Political Watch:

Gain a report on all unconcealed local authority expenditures of 10 or more PP at game on every game.

Improved Information: (*)

You may access 'gather information' skills as though you had 10 additional ranks in authority. You must still pay PP to claim these skills.

Improved Contacts: (*)

You may access 'contact' skills as though you had 10 additional ranks in authority. You must still pay PP to claim these skills.

Improved Resources: (*)

You may access 'resource' skills as though you had 10 additional ranks in authority. You must still pay PP to claim these skills.

Tier 2:

Improved Public Influence: (*)

You may access 'public influence' skills as though you had 10 additional ranks in authority. You must still pay PP to claim these skills.

Improved Agents: (*)

You may access 'agents' skills as though you had 10 additional ranks in authority. You must still pay PP to claim these skills.

Specialized Agents: (*)

Your agents can simulate a profession skill other than authority and can be assigned to help other PCs. Spend up to your maximum force multiplier cost for your highest agents skill each BGA cycle to convert your profession points to your chosen type of profession points and specify a player who may spend these as though they were bonus profession points for their efforts.

Choose one when you select this skill: Apothecary, Artisan, Chemist, Engineer or Scholar

Subtlety: (*)

You receive a 1 profession point discount on any concealment actions (meaning you can give all of your actions 1 level of concealment for free)

Public Address:

Once per season you may give a 1 minute (or longer) speech that bestows 1 temporary attribute of each listener's choice to all listeners.

Corrupt:

You can take an action to sell your authority points for 4 queens apiece by accepting bribes to use your influence according to the wills of others. This activity will certainly have a negative impact on you if others find out.

Puppeteer:

Your concealed actions are still visible at their base level, but appear to be the work of others. If people observe you with enough points to penetrate your concealment they will discover the subterfuge. Indicate when taking these actions that you are using this perk.

Tier 3:

Arena of Authority: (*)

You have a particular area in which you are particularly respected and your efforts go further. Receive 5 extra profession points each game that must be spent on the area you specify.

Choices are: Law, Labor Class, High Class, Politics, Industry, Military, International Intelligence, Crime, Transportation

Cronyism: (*)

Every game you may elect one other player who is NOT an authority. They may expend a BGA as though they were an authority with 10 points and access to all of the same rank 1-10 and rank 11-20 skills as you.

Cultural Ties: (*)

Your ties to a particular culture (usually your own) are strong. You receive 5 extra profession points each game that must be spent on matters directly relating to that culture and furthering its interests.

Grant Pardons:

Your position provides you with the legal authority to absolve people of crimes. If you wish to pardon someone contact staff to determine the price in PP for their absolution. The severity of the crime, publicity of the crime and the person's reputation will all be factored into the cost- some crimes may be virtually impossible to pardon, or may require in game favors in return if they are very

severe. This does NOT save people from the consequences of their actions other than legally, so wronged parties may still seek revenge, particularly when they discover that justice has not been served.

Retainer: (*)

You have a close personal assistant who does anything you say with their 3 PP of authority every game. They receive access to all skills that you have purchased and may correspond with you or appear in game from time to time.

Guaranteed Ransom/Diplomatic Immunity:

You receive a special document that indicates your importance to a group and offers assurances of rewards for your safe return, as well as organizational threats should someone harm you. This document has the effect of “Dominate by discourse: Attempt to return this individual to his home safely” to anyone who reads it. Note that this will therefore not work in the midst of combat or against creatures that cannot or will not read.

Thugs:

You may attempt to send thugs after other PCs in game or call for NPCs to help with a specific task. The cost to send people to carry out violent work in game is 5 PP per goon and is limited by your force multiplier limit in the agents skill.

Notes:

Visibility of Authority Actions:

Different authority actions are visible to various degrees based on how many points are spent on them, this visibility can be reduced through use of the concealment skill.

Expenditures that exceed 20 points are newsworthy and obvious, even those who are not politically inclined will find out about them if they affect them in any way, 10+ points will be visible to any authority with the political watch skill, and anything below that point is accessible using the appropriate gather information skill.

Activities that receive the benefit of multiple skills are treated as a single effort- for example if you spend 9 points assigning agents to an effort and 4 points assigning resources the overall effort (13 points) will be visible with political watch.

Visibility	Point Threshold
Public Information	20+ points
Political Watch	10+ Points
Gather Info I	5+ Points
Gather Info II	1+ Points
Gather Info III	Concealed Only
Gather Info IV	Concealed Only

Resource Requirements:

Resources are sometimes required for travelling great distances, facing danger or taking on unusual challenges during BGAs. In general, staff will assign a difficulty (1 to 5) for these activities if a player asks, a 5 means an action is known to be suicide and there are no known means to even make a passable attempt at it without HUGE support from numerous other authorities with similar resources. Waging an entire international war, for example, is more than a single authority can attempt on their own.

Examples of Resource Requirements:	Required Resource Level
Safe Transport anywhere in the kraken peninsula or to major hubs of civilization in Orlund	Resources I
Safe Transport to most civilized places in Orlund	Resources II
Safe Transport to remote parts of Orlund	Resources III
Safe Transport to Talus	Resources IV
Crossing Neutral Battle Lines	Resources I
Safely entering a disease ridden area	Resources II
Surviving in a hostile war zone	Resources III
Bribing your way onto oxhead island as a non-Xingsol	Resources IV
Exploring deep into the Northern Jungle	Resources IV
Exploring the windfields off the crescent road	Resources III

