

Factor system, by **Lanu !xX2uu4ZVO2b**

Version 1

Contents

Basic terms for the system:	3
Characters:.....	5
Interturn:.....	7
Actions:	8
Unique actions:	9
Gameplay loop:.....	10
Example of play:.....	11
Interturn:.....	13
Turn:.....	14

Basic terms for the system:

- Turns
- Factions
- Factors
- Value
- Characters
- Interturn
- Actions

Terms explained:

Turns:

-A turn is period in which all players, one by one, exhaust all of their characters actions (player A does X, Y and Z, then player B does X, Y and Z, then player C...). After all players spent all actions, an interturn happens, and then the next turn starts.

Factions:

-Each faction is comprised out of a number of Factors, out of which, at least 1 is a Character. Factions can be controlled by either players or the QM. Sometimes the QM's will play multiple NPC Factions, but this is to be avoided as he will, when a factions existence is ensured, offer up the faction to new players.

Factors:

- Factors are a vague term that can be split into multiple subcategories. Characters (see later), regular factors, racial factors, temporary factors...
- Regular factors are moving components within a faction. They can be social classes, political, economic or social establishments, secret societies, cults, noble families, industries, institutions...
- Racial factors are modifiers that a certain species has that distinguishes them from humans.
- Temporary factors (or spirit of the age) factors are factors that are universally applied to all factions to reflect a general change of an era (think migration period, age of revolutions, the collapse of the empires...)
- Each faction possess a few universal factors (like: Growing corruption, Economic shift, Internal conflict, Innovation...)
- All factors other than characters possess a single Value.

Value:

- Each non character factor has it, the more pluses it has, the better it is for the faction to which it is ascribed.
- When it changes due to competence (see Characters), it changes according to a chart below.

+++
++0
+-
+0-
+-
0--

Characters:

- Are factors, but very special ones.
- Possess 2 values, Loyalty (to you, the head character, who you're roleplaying as, not the faction, not the ideology, not to the people) and Competence.
- All characters possess 1 action per turn.
- Each faction has 3 characters. In case one dies, the faction either randomly gets one with the stats of 2 Loyalty and 1 Competence. The player may choose to assign a character to recruiting.
- When recruiting a character (it takes 1 action from your character, the one you're roleplaying) you either pick them for loyalty (so they get 3 loyalty and 1 competence) or for competence (so they get 2 loyalty and 2 competence) and you pick what group they belong to (royal family, nobles, peasants, perhaps a member of some smaller group or a regional group, essentially you're picking what subgroup you want them to have a bonus to interacting with).
- Whenever they roll a 1 when doing an action, consult the chart below

1,2	+1 loyalty
3,4	+1 competence
5	Another good factor is created
6	-1 loyalty

- Whenever they roll a 6 when doing an action, consult the chart below

1,2	-1 loyalty
3,4	-1 competence
5	+1 competence
6	Roll again, if you get the same result, the character dies.

-If a character drops to 0 loyalty, they will start acting in their own interest rather than in yours. This will usually display itself in them going rogue if placed at the head of an army, building connections during the interturn events and amassing importance, while waiting to strike at you if you prove weak (with a especially strong and domineering character with a strong and personally loyal support base, it is entirely possible to play while supporter by 0 loyalty characters).

-Their competence of an character increases the value of a factor they're sent to work on by as many slots as their competence is:

+++
++0
++-
+0-
+--
0--

(For an example, a competence 3 character would improve --- to +0-)

-The number of 3 characters is an absolute maximum, with the exception of a Hedgemon faction, which can field 4 characters.

-The Hedgemon faction (or the superpower faction if you prefer) is a faction that is undisputedly stronger than the other factions it has contact with, militarily, industrially, politically and economically, and that has established contact with at least the majority of the factions and can significantly influence them. This way a completely isolated faction that is stronger than the rest is not a Hedgemon but a relatively weak faction that is capable of bullying all its neighbours can be a Hedgemon.

--The position of a Hedgemon is desired because an extra character allows for both one more action which should allow the Hedgemon both internal and external flexibility and capability beyond the normal factions.

Interturn:

- Each interturn a d6 is rolled, on a roll of 6, there are 3 interturn events, on the rolls of 5 and 4, there are 2, and on everything below (3,2 and 1), there is 1 event.
- For each interturn event, two random 2 factors are selected by the QM in private (in case an impossible combination is achieved, the QM will reroll in private).
- The Value will be arranged in the order of +>0>- (for an example, two Factors of ++- and 00- will result in a ++00--). Then a d6 will be rolled and counting from the left, towards the right, the symbol will be picked. If the symbol is a +, it is a good result, if it's a 0, it's a neutral one (flavour text) and if it's a -, it's a negative result that'll set the faction back.
- In case of unique or more narrative combinations, the QM might roll on his own.

Actions:

- Are what characters are able to do, and their feasibility is left 100% in the hands of the QM.
- He is to assign difficulties based upon their personal judgement. Things to note are, greater projects that require more are more likely to fail or to require multiple actions to properly set up (the Great Wall of China, or the massive irrigation projects of Mesopotamia come to mind), smaller ones are more likely to succeed. Standing militaries are harder to organize than militias. Capable institutions are hard to do and often require multiple actions.

Unique actions:

-Are some things a player should be aware of due to slight stiffness with them compared to the usual actions. They involve:

--Rallying the levies (requires a character and will result in a number of soldiers determined by total of Values within a Faction and the population within the Faction, this system is partially bypassed by having standing professional armies).

--Leading armies (requires a character to lead the army away from the general rallying point within the Factions territory. In case the player desires more direct control over the army, he should assign his main character.)

--Recruiting a character (characters can be recruited for either loyalty (3 loyalty, 1 competence) or for competence (2 loyalty, 2 competence), in case they aren't their place will be filled up with a randoms rolled up by (and named by) the QM with 2 loyalty and 1 competence.

Gameplay loop:

The game is played by players listing off their actions with characters they want to execute those actions and rolling an appropriate number of dice (if dice are not rolled, I will roll them on my own and not post them). The number of dice that should be rolled depends on the number of characters, but in general, the **safe number of dice to roll is 11d6** (1 for number of interturn events, 3 for interturn events themselves, 3 for character actions and 3 in case 1 or 6 are rolled for character actions, **and with the last dice being used in case a 6 is rolled on the negative effects chart**).

For examples of the gameplay loop, check the example of play below.

Example of play:

Here is an example of play. The player will only have access to stuff written in **bolded letters**. Stuff written in *italics* is the player's own reasoning.

Below is an example of a faction sheet (something that the players will not be shown).

	+	+	-	Competence	Loyalty	Attributes
Luck	+	+	-			
Corruption	-	-	-			
Natural disaster	-	-	-			
Food supply	+	-	-			
Economy shift	+	+	-			
Internal conflict	+	-	-			
General unwholesomeness	0	-	-			
Occultism	0	-	-			
Innovation	+	+	-			
Plague	0	-	-			
Carnivorous organism	+	-	-			
Rural class	+	-	-			
Urban class	+	0	-			
Priestly class	0	-	-			
WARRIORS	+	0	-			
MALE DOMINATED	+	+	0			
HOLY STRUGGLE	+	+	0			
LOW TECH	-	-	-			
Arkun				3		Third generation king
Nighran				3	1	Eastern frontier lord, popular with herders
Masrah				1	2	Friend of previous king, served under your father
Age of centralization				freetoss		
Eastern lords	0	-	-			
Savage neighbours	+	0	-			
Grain tax	+	+	0			
Militray frontier	+	+	-			
Irrigation project	+	0	-			
Cattle locks	+	+	-			
Council	+	0	-			

Above is presented a decentralized carnivorous tribal kingdom ruled by King Arkun, a young, if very competent king who inherited his realm following an early death of his father. The influential powerholders in his realm are Nighran, a ferocious eastern frontier lord who holds the loyalties of the various eastern march lords and Masrah, a nobleman who owes much of his power and influence to your father and has remained sternly loyalist despite his lacking capabilities.

The young King Arkun's realm is struggling to cope with a number of issues, including the common raids of the barbarian neighbours, the lacking loyalty of most of the march lords whose responsibility it is to deal with the just mentioned raiders and the poorly organized irrigation project and council of lords. In addition to all of the above, the poorly organized irrigation project and the attempts at political organization by his father greatly estranged the traditionally living rural populace and gravely insulted the priestly class.

Yet, not all is bleak, as Arkun can draw upon the soldiers of the military frontier, still loyal to the crown, feed them with the vast flocks of crown owned beasts and pay them from the wealth accumulated from the unpopular grain tax.

Interturn:

On the previous turn, the player rolled a 6 on his dice, meaning that he got 3 interturn events.

The QM, as a result, rolled two dice for each of his events, with the dice having as many faces as the faction had factors.

3x2d29 and the QM gets 11 and 13, 26 and 25 and 20 and 4.

After that the checks the dice the player got for the events in his interturn and finds the results of: 4, 4 and 3.

The QM then reads the combinations and gets Carnivorous organism (+--) and Urban class (+0-). Arranging them, the QM gets ++0---, then reads the 4th symbol, which is a – and interprets it as a negative event.

“A failure in the food supply system, the urban populace ends up going hungry. Savings are spent on food, pets are eaten and a small scale crisis is developing. Local officials are afraid of the possibility of riots, cannibalism and urban depopulation if the situation does not get resolved.”

Then, on his own whim, the QM decides to interpret this event as a new factor: [Urban starvation 00-]

The QM then checks the next event and finds a combination of Grain tax and Military frontier (++++0-). Even with a roll of 4, this is a positive event, so he interprets it as:

“King Arkun funnels excess wealth from his grain taxation system into his frontiersmen, equipping and paying them better. This leaves them as a better and more motivated fighting force.”

The QM then changes the Military frontier from a [++-] to a [++0] .

Finally, for the third interturn event, the QM finds it to be a combo of a Nighran and Food supply. As Nighran does not have his value, this is simply a (++++--) situation, however, as Nighran has 3 competence, this becomes a (+++0--) situation. With a roll of 3, this becomes a positive event.

“Nighran uses his connections with the herders to purchase food for the cheap and distribute it amongst the urban populace, ending the hunger.”

With this, the [Urban starvation 00-] modifier is removed and Nighran gains “Urban support” which might help him in the future and will make him more popular with the urban populations. However, as the player does not know of the loyalty of Nighran, he might suspect foul play or glooryseeking.

Turn:

By now, the faction sheet looks like this:

				Competence	Loyalty	Attributes
Luck	+	+	-			
Corruption	-	-	-			
Natural disaster	-	-	-			
Food supply	+	-	-			
Economy shift	+	+	-			
Internal conflict	+	-	-			
General unwholesomeness	0	-	-			
Occultism	0	-	-			
Innovation	+	+	-			
Plague	0	-	-			
Carnivorous organism	+	-	-			
Rural class	+	-	-			
Urban class	+	0	-			
Priestly class	0	-	-			
WARRIORS	+	0	-			
MALE DOMINATED	+	+	0			
HOLY STRUGGLE	+	+	0			
LOW TECH	-	-	-			
Arkun				3		Third generation king
Nighran				3	1	Eastern frontier lord, popular with herders and urbanites
Masrah				1	2	Friend of previous king, served under your father
Age of centralization			freetoss			
Eastern lords	0	-	-			
Savage neighbours	+	0	-			
Grain tax	+	+	0			
Militray frontier	+	+	0			
Irrigation project	+	0	-			
Cattle locks	+	+	-			
Council	+	0	-			

Actions:

The player decides:

Arkun will promote some of the officers and prominent members of the military frontier into the Eastern lords.

Nigharn will be sent to work on the irrigation.

Masrah will be sent to organize the noble council.

The reasonings for these (in this case) being:

Arkun's action should, if it goes well, put some of his loyal men into their ranks and potentially, make him even more popular with the frontiersmen. However, if it goes poorly, it might infuriate the nobles and decrease his support amongst the frontiersmen as his followers leave their ranks.

Nigharn will be put to a safe infrastructure project that puts him away from the people he is popular with, that being the herders, the urbanites and the nobles. If he does well, the irrigation project will be expanded, and if it fails, not much harm will be done.

Masrah, being a loyal man, will do the best he can and will not use this in an attempt to harm you.

The QM then approves or denies the actions (if they are impossible, in which case, the player is to send in new ones).

When all the actions are approved, the QM tells the players to roll 10d6's.

In this case the player rolls 3,6,1,1,3,2,1,3,5,5.

The first dice, the 3, determines that only one interturn event will happen.

The second dice, the 6, will be used to determine what said event is.

The third and fourth dices, the 1's, will be discarded, as there is no second or third event.

The fifth dice, the 3, is in relation to Arkun's action. As the eastern lords are a 0--, as the frontier is a ++0 and as Arkun has 3 competence, the final sum of symbols goes from ++00-- to ++++0-, with the roll of 3 netting a +. This is a success, the eastern nobility is changed to a +0- and the QM writes **"Arkun's attempts at elevating lower nobles and officers from the military frontier embeds some of his loyal men into the ranks of the displeased eastern nobility. This way, he manages to disrupt the hostile block."**

The sixth dice, the 2, represents a successful action by Nigharn (I will not do the symbols counting here, for I am lazy) and the QM will change the +0- of the irrigation project to a ++0. **"Nigharn greatly expands the irrigation project, improving the yields and ensuring that the water reservoirs and canals are able to provide water for both cattle and crops."**

The seventh dice, the 1, represents an exceptional success by Masrah. The noble council is upgraded to a ++0. **“Masrah finds much success in his efforts to organize the noble council. It seems that this is something he truly excels at, as the council provides a capable pool of advisors and supporters and allows the king an easy ear to the truly important people and their concerns.”**

As Masrah rolled a 1, the 10th dice (5) is taken and the chart is consulted. It reads “Another good factor is created”. The QM does not feel as creatively inspired at this moment to think up of something, so he rolls a d29 and gets a 13, that being Urban class. As this is a positive event, the QM thinks up of something, in this case **“The development of a noble council inspires urban populations to attempt to mimic it. Before long a lot of the urban centres have their own councils that fulfil much the same role, aiding in administration and providing an outlet for hostility and an aid for Arkun’s rule.”** With this, a new factor, the “Urban councils” is added, having a +00 value.