

# GUILD SHEET

## GUILD NAME

## GUILD RANK

 (at creation, start at Corporation)

- Corporation - Rank 1 (up to +2 total in stats)
- Establishment - Rank 2 (up to +4 total in stats)
- Conglomeration - Rank 3 (up to +6 total in stats)
- Institution - Rank 4 (up to +8 total in stats)
- Council Member - Rank 5 (over +8 total in stats)

## GUILD STATS

 (at creation, -1 to all stats, spread 4 points as you choose, no stat ever higher than Territory)

- Senses (collect information, discern strengths and weaknesses)
- Might (violently attack another guild, seize territory by force)
- Influence (strike a deal with another guild, manipulate the legal system, interfere with another guild)
- Powers (perform a ritual)
- Territory (resist action)

## COIN

\_\_\_\_\_ held  
\_\_\_\_\_ per Guild Turn

Territory	Coin per turn
-1, 0, +1	1-coin
+2, +3	2-coin
+4 or higher	3-coin

## COIN RULES

- Spend coin to purchase additional actions on a guild turn
- Spend up to 3 coin to add +1 to a guild move for each coin spent.
- Spend 4-coin to permanently raise a guild stat by +1 (except for Territory)

PURPOSE To \_\_\_\_\_

STYLE \_\_\_\_\_ and \_\_\_\_\_

## MARKERS

YOUR GUILD'S MARKER DESCRIPTION \_\_\_\_\_

HELD \_\_\_\_\_

When your guild encounters members of another guild for the first time, roll + (their guild's rank subtracted from your guild's rank). On a hit, you have a leg up on them.

Choose one:

- Your guild has 1 marker on them.
- Your guild knows their weakness.
- Your guild has what they want.

On a 7-9, also choose one:

- They have 1 marker on your guild.
- They have a grudge against your guild.
- They know how to strike against your guild.
- They have something your guild wants.

On a miss, they have every advantage over you. Choose two from the 7-9 list.

## MARKER RULES

When you call in a Marker with another guild, choose one:

- Take up to 2-coin from the other guild as compensation for previous services.
- Use their Might instead of your guild's when making a violent attack on a guild turn.
- Get their help when seizing territory; add their Might to yours when violently seizing territory during your guild turn. (Only one guild at a time can help you seize territory.)
- Use their Influence instead of your guild's when taking advantage of the legal system during the guild turn.
- Use their Rank instead of your guild's when encountering another guild for the first time.
- Take a +3 to Parlay with a member of their guild.
- Get a valuable lead on something you want.

# NPC GUILD SHEET

GUILD NAME

PURPOSE

STYLE

RANK

STATS

- SENSES
- MIGHT
- INFLUENCE
- POWERS
- TERRITORY

COIN

MARKERS

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NOTES:

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