

CONTRACTS, CAMPAIGNS, & PROJECTS

There are three main goal-oriented actions that factions can participate in. These are not your standard actions and have much larger scope. Most of these actions can be enhanced by applying different resources to them. The Resource skill can involve your members helping with their areas of expertise. Units can be tasked or sent to work on them, applying their martial, economic, and political prowess to the cause. Your faction can spend experience points, representing using the clout and impactful nature of your dealings with the world be a boost towards a goal. Silver can be invested to help with whatever costs might be found along the way. And finally, endorsements from influential leaders or people in the world can make a big difference.

- **Contracts** – Contracts will periodically become made available to factions. These will either be random encounters of opportunity or they will be the result of some of your efforts and focus. Contracts will usually have a set time, unit, and capacity requirement to achieve.
 - For example, you may have a contract from a local village leader to keep the area around a nearby village safe from banditry. The contract is presented to your faction; 1 Unit is needed, 2 Martial Capacity, 1 Economic Capacity, / and 1 Political Capacity is needed for 3 months. If you accept the contract, the Upkeep of your unit can help pay for part of the contracts requirement but your settlement will have to dedicate capacity to assist. You send a Militia (1 Martial, 1 Econ, 1 Political) it would cover most of the requirements but you would have to spend 1 more Martial capacity to satisfy the requirement. However, sending a Soldier unit (2 Martia, 1 Econ, 1 Political) could satisfy it without any additional capacity being needed.
- **Campaigns** – Similar to recruitment drives or political movements, campaigns are summarized as a larger scale effort in order to achieve some sort of result. The exact nature of this campaign will vary and some may be open ended or have more detailed requirements. Similar to how a politician will push their political agenda to their followers, a campaign has less of a definite result like what a Contract does. A political unit is required to conduct a campaign.
 - For example, your settlement may start a campaign that has a goal of “Gaining audience with the City-State of Newhope Council”. There is no defined method to accomplish this and how many resources, capacity, units, or even faction experience you put into this effort is up to you. Perhaps you decide to spend 5 Political Capacity on this Campaign and you discover that you have enough sway to get an audience, but you also expend 3 Economic Capacity to help bribe/gift some of the stewards and admin staff. If a campaign is stopped and a new one is started, all current efforts are lost.
- **Projects** - Projects organized by a settlement can follow a very similar path to campaigns and can be ways to tackle immense duties or very difficult tasks. These are not standard actions and would take a lot of coordination. Money, experience, Resource skill uses, role playing at events, certain buildings, and circumstantial bonuses can all be added together and tracked in a project to help get closer to a result or outcome. Projects will range from clearly defined “You must provide X, Y, and Z to achieve a result” structures to completely open ended and up to your faction members to research. Projects will usually have a “percentage to completion” that your faction can track so you know you are on the right path. Once this is filled up to 100%, your Project will either be complete or unlock a

milestone. Project milestones will usually result in research clarity, defining what might be needed to complete the project or the next step of the project, or a puzzle or obstacle that must be completed before continuing. If a project is stopped and a new one is started, all current research and efforts are lost. Settlements do not start with the ability to do projects. However, factions are able to build certain buildings which grant them the ability to coordinate projects.

- For example, perhaps your faction has the applicable buildings to be able to do a project. You decide to create a project of “Organizing and Searching through library materials to find out information related to Corruption idols” and you dedicate 2 Martial, 2 Economic, and 2 Political Capacity to it. Your members also dedicate player actions, pledging to use Resources: Gather Info, Resources: Divine, and Resources: Ritual. Just to give it some more traction, you also pledge 5 faction experience to the project. After the first month, you find out that your efforts are at 80%. That is a good start! The second month, you decide to pledge 3 Economic Capacity and 3 Political Capacity to the project and at the end of the month your efforts have raised to 100%. You discover that you have unlocked a milestone in the form of a puzzle; some ancient text on a scroll was found that has information about gravestones but it must be deciphered. This milestone puzzle would need to be completed before being able to continue on the project.