CHRISTOPHER GREY'S

FACTIONS

A DUNGEONS & DRAGONS VARIANT RULES SUPPLEMENT

Introducing Factions

The Factions supplement expands upon existing Dungeons & Dragons faction mechanics by setting up "faction points." These points enable players to accrue or lose standing with any particular factions based upon their in-game behavior. When deployed, faction mechanics can add meat to campaigns that have a lot of social aspects, intrigue or politics. In theory, the game could be played entirely based upon faction points without ever entering a combat scenario.

The supplement is structured as follows:

1 Faction.

Expansion of core mechanics to include faction points that enable players to earn or lose standing with groups.

2 Renown.

Expanded mechanics for tracking and managing renown in addition to faction points.

3 Influence.

A point system that enables players to accrue servants, soldiers, workers, households, and even kingdoms.

4 Property.

Expanded mechanics that incorporates influence into existing downtime building activities.

Factions

Factions Points are an overlay mechanic that enable players turn earn or lose favor with specific groups and organizations based upon their actions. Players will have benefits for getting favor from factions, including discounts on weapons, armor, or equipment, downtime employment, and even renown. However, earning favor with some factions may cause disfavor in others. Different factions may offer discounts for different things and there may be additional benefits not listed below, as well.

Faction Points are also a way to run non-combat encounters that still have a measurable outcome and is an avenue that can be used for a politics-focused adventure or campaign.

The mechanic works quite simply, in that an equivalent number of Faction Points are awarded or deducted for a particular faction as experience points would be for encounters.

Characters gain or lose Faction Points for specific factions by interacting with members from that faction. Faction points are equivalent to experience points/challenge rating and faction levels are equivalent to experience point levels. You cannot have a Faction Level lower than -5 or higher than 5.

Faction points and levels can go up or down depending upon a player's actions. If it goes down, previously awarded bonuses are revoked. Faction points only apply if an NPC is specified to have a faction.

Faction points are adjusted as follows:
- Defeat someone who is the member of a faction in combat: Subtract points equal to challenge rating/experience
- Save the life of someone who is the member of a faction in combat: Add points equal to challenge rating/experience
- Successfully win any Charisma skill checks against a member of a faction: Add points equal to challenge rating/experience
- Successfully complete a task assigned by a member of a faction that has an associated challenge rating: Add points equal to difficultly level/experience

Many times affecting one faction can affect another. For example, a character's faction points will increase for one faction if he or she does something to hurt a rival faction. This is tracked via reputation and is noted (if applicable) on NPCs or encounters. Reputation should be awarded or deducted realistically–in other words, there would be no reduction if an opposing faction could not know the players did what they did. The allocation of Faction Points is up to the GM's discretion.

Renown

Having good favor with a faction does not necessarily mean a character works for a faction. To be an actual member of the faction, characters must earn "renown." Renown is earned in game at the discretion of the GM, based upon what makes sense within the adventure or campaign and can also be rewarded along with experience when completing tasks for a faction. Mechanically, a character can only be awarded a level of renown if they at least 300 Faction Points with that Faction (or are considered friendly). If a character has earned renown with a faction they do not lose it unless they go into "suspicious" standing with the faction (-300 Faction Points).

Player characters can have up to 5 Renown with a Faction, which signify specific ranks within the organization (each organization may have different names and responsibilities for the ranks).

Generally the ranks are categorized as follows:
- Rank 1 (0-1 Renown): Affiliated/Entry-Level
- Rank 2 (2-3 Renown): Agent/Employed/Initiated
- Rank 3 (4-10 Renown): Veteran/Manager/Acolyte
- Rank 4 (11-25 Renown): Mentor/Sergeant/Priest
- Rank 5: (26-50 Renown): Leader/Commander/Deacon

Influence

Influence is a character's ability to lead and control others and is the foundation for gaining military leadership, nobility or even kingship. It is entirely rooted in how much you can make factions ally with you, through your leadership and charisma. Statistically, Influence is a game mechanic that enables player characters to lead groups of NPCs into doing tasks, whether it be building, crafting, selling, spying, crusading, or battling. This mechanic enables players to rise above only individual play and enter a political or war arena.

If you reach "revered" or Level 5 with any faction, you gain an Influence point. Influence points are never deducted, even if you lose Revered standing with a par

Faction Points	Employment	Faction Level	Charisma Advantages	Behavior	Trade
-6,500	Will Not Employ	-5	Disadvantage	Hostile	Will Not Trade
-2,700	Will Not Employ	-4	Disadvantage	Wary	Will Not Trade
-900	Will Not Employ	-3	Disadvantage-	Cautious	25% Mark-Up
-300	Will Not Employ	-2	Disadvantage	Suspicious	20% Mark-Up
-1	1 GP/Day	-1	None	Uncomfortable	10% Mark-Up
0	5 GP/Day	0	None	Neutral	No Change
1	10 GP/Day	1	None	Nice	5% Discount
300	15 GP/Day	2	Advantage	Friendly	10% Discount
900	20 GP/Day	3	Advantage	Ally	15% Discount
2,700	25 GP/Day	4	Advantage	Loyal	20% Discount
6,500	50 GP/Day	5	Advantage	Revered	25% Discount

ticular faction. If you regain revered standing with the same faction, you still earn an Influence points. Property can also provide additional influence points.

Every time a player character gains an influence point, they receive 1d10 loyalists. The player can choose what type of loyalist they acquire and in so doing can build the resources needed to create infrastructure. Loyalists are not controllable by players and do not operate like NPCs. They operate in the background of the game, usually in downtime (though can enter live game sessions) and if they accompany characters they are present, but acting as a unit under instruction. GMs may allow certain loyalists to be transformed into NPCs for the purposes of a particular adventure.

The Loyalists are as follows:

- Servants (1 GP/day/servant, they handle the day to day needs of the house)
- Bannermen (5 GP/day/bannerman, they are the foot soldiers of the house)
- Knight (10 GP/day/knight, they are the commanders and protectors of the house)
- Advisor (20 GP/day/advisor, they are the politicians and ambassadors of the house)
- Merchant (50 GP/day/merchant, they are the financiers of the house)
- Spies (75 GP/day/spy, they are the spies and assassins of the house)

Property

Characters can use downtime and gold to build and manage property which yields many in game benefits. Property requires a lot of time and money, so is really only for more accomplished adventurers and can be used readily in higher-level games. Characters can co-own property as well, to pool their resources. The accessibility and specifics of the property must be worked out with the Game Master as they have impact on the game.

Each property has a set-up cost and set-up time that must be spent before it is available. Following that, each property will have a daily cost. These costs can be deducted by day or by month. If they are not paid within 60 days, then the property is lost. Some properties generate revenue which can be collected by day or month. The revenue is variable and can also be adjusted by the GM for in-game reasons. In addition to costs, some properties have requirements—usually a certain amount of loyalists that make-up the property. Some properties also have actions that yield specific benefits or in-game activities.

Property	Set-Up Cost	Set-Up Time	Daily Cost	Daily Revenue	Require-ments	Actions
Abbey	50,000 GP	400 days	125 GP	2d100GP	5 servants 1 advisor	Additional Influence accrued every month in operation
Army	10,000 GP	75 days	100 GP	None	5 knights 10 squads	10 units for mass combat
Bazaar	5,000 GP	60 days	84 GP	2d100+50 GP	5 merchants	Revered discount on adventuring gear, tools, trade goods, and common magic items.
Caravan	500 GP	15 days	33 GP	1d100+30 GP	3 merchants	Revered discount on adventuring gear and trade goods
Castle	250,000 GP	600 days	417 GP	None	20 servants 5 merchants 10 bannermen 2 advisors 1 knight	Additional Influence accrued every month in operation
City	500,000	1,200 days	4167 GP	4d100x10 GP	20 advisors 4 knights 40 bannermen 20 merchants	Additional 3 Influence accrued every month in operation
Culture Hall	25,000 GP	150 days	167 GP	3d100 GP	10 advisors	Additional Influence accrued every month in operation
Estate	25,000 GP	150 days	167 GP	None	10 servants 1 advisor	Additional Influence accrued every month in operation
Farm	10,000 GP	75 days	100 GP	2d100+20 GP	5 servants	2d10 Rations available daily
Guildhall	5,000 GP	60 days	84 GP	84 GP Dues	2 servants 1 advisor	Additional Influence accrued every month in operation
Hospital	50,000 GP	400 days	125 GP	2d100 GP	10 advisors 20 servants	2d10 potions of healing available each day, recuperation time cut by half, free resurrection service
Keep	50,000 GP	400 days	125 GP	None	10 servants 10 bannermen 2 advisors 1 knight	Additional Influence accrued every month in operation

Property	Set-Up Cost	Set-Up Time	Daily Cost	Daily Revenue	Require-ments	Actions
Legion	25,000 GP	150 days	167 GP	None	100 armies	100 units for mass combat
Navy	50,000 GP	400 days	125 GP	None	5 warships or 10 longships	1 naval unit for mass combat
Outpost	15,000 GP	100 days	150 GP	None	10 bannermen 1 knight	Additional Influence accrued every month in operation
Palace	500,000 GP	1,200 days	4,167 GP	None	50 servants 5 merchants 10 bannermen 2 advisors 1 knight	Additional 2 Influence accrued every month in operation
Shipyard	25,000 GP	150 days	167 GP	3d100+50 GP	10 merchants 2 advisors	Revered discount on water vehicles.
Shop	1,000 GP	30 days	33 GP	1d100+30 GP	1 merchant	Revered discount on adventuring gear and tools
Squad	1,000 GP	30 days	33 GP	None	10 bannermen	1 unit for mass combat
Temple	50,000 GP	400 days	125 GP	2d100 GP	10 servants 5 advisors	Additional Influence accrued every month in operation
Tower	15,000 GP	100 days	150 GP	None	5 servents 5 bannermen 1 knight	Additional Influence accrued every month in operation
Town	50,000 GP	400 days	125 GP	4d100+50 GP	10 advisors 2 knights 20 bannermen 10 merchants	Additional 2 Influence accrued every month in operation
Trading Post	5,000 GP	60 days	84 GP	2d100+50 GP	5 merchants	Revered discount on weapons, armor, shields, and adventuring gear
Training/ Armory	15,000 GP	100 days	150 GP	None	1 advisor 1 knight 5 bannermen	10% discount on all ongoing bannermen costs
Village	25,000 GP	150 days	167 GP	3d100+50 GP	5 advisors 1 knight 10 bannermen 5 merchants	Additional Influence accrued every month in operation

Thanks for reading and incorporating these mechanics in your game. Please let me know how it goes!

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