

Random Job System

Client

| 1D6 Roll | Downtown | Uptown | Goblin Town | Royal Quarter |
|----------|---------------------------|-------------------------|----------------------|---------------|
| 1 | Butcher or Farmer | Craftsman or Blacksmith | Mad artificer | Minor Noble |
| 2 | Labourer or Tavern Owner | Priest | Mushroom Trader | Noble |
| 3 | Scavenger | Guildsman | Goblin Revolutionary | Peekers |
| 4 | Friar or Witch | Innkeeper | Middiumsmith | Banker |
| 5 | Thief or Smuggler | Specialised Trader | Songbird Trader | Royal Guard |
| 6 | Fisherman or Sewer Worker | Witch-hunter | Goblin Boss | Royalty |

Work

| 1D6 Roll | Downtown | Uptown | Goblin Town | Royal Quarter |
|----------|--------------|--------------|-------------|---------------|
| 1 | Delivery | Delivery | Delivery | Delivery |
| 2 | Guard | Guard | Locate | Locate |
| 3 | Steal | Kill Monster | Steal | Assassinate |
| 4 | Kill Monster | Locate | Guard | Guard |
| 5 | Steal | Guard | Smuggle | Guard |
| 6 | Smuggle | Negotiate | Locate | Negotiate |

Twist

| 1D12 Roll | Twist |
|-----------|--|
| 1 | An evil cult or previously unknown faction is involved. |
| 2 | The target of the job is protected by powerful magic. |
| 3 | The job takes place within the territory of a dangerous street gang. |
| 4 | The job furthers the aim of a group acting against the Crown. |
| 5 | This job is a test from a faction who are sizing up the PCs. |
| 6 | The job involves one of the major guilds. |
| 7 | This job furthers the aims of the Church. |
| 8 | The job is a trap set by the PCs enemies. |
| 9 | The job involves a well-to-do merchant or minor noble. |
| 10 | This job takes place in an area being contested by two rival factions. |
| 11 | The job furthers the aims of the Crown or a Noble Family. |
| 12 | The job involves a high-status noble or someone of great importance. |

Connected To

| 1D6 Roll | Connected To |
|----------|------------------------------|
| 1 | A friendly/allied faction. |
| 2 | A rival/unfriendly faction. |
| 3 | A known NPC. |
| 4 | A Guild. |
| 5 | The Church. |
| 6 | A noble family or The Crown. |

The Job Is In

| 1D6 Roll | Job is in |
|----------|--------------------------------------|
| 1 | Downtown |
| 2 | Uptown |
| 3 | Goblintown |
| 4 | Royal Quarter |
| 5 | Same area as faction or previous job |
| 6 | Outskirts or just outside the city |

Planning for the Job

Planning

Characters must decide how they want to approach a job:

1. **Assault:** Inflict violence on a target.
2. **Deception:** Deceive, lure or trick the target.
3. **Infiltration:** Move unseen.
4. **Magical:** Some form of mystic means to accomplish their goal.
5. **Social:** Negotiate or bargain.
6. **Transport:** Move goods or people from place to place.

Engagement Roll

To see how successful the PCs are when the game begins one of them must make a D20 roll against a difficulty based on their plan.

The difficulty starts at 12 and is modified by the factors below:

- Is the mission bold or daring, -3 to the difficulty.
- Is operation complex or contingent on many factors +3 to difficulty.
- Does the plan expose or use a vulnerability of the target -3 difficulty.
- Is the target strong against this particular approach +3 difficulty.
- Can any friends or allies provide useful intelligence -3 difficulty.
- Are enemies/rivals interfering in the operation +3 difficulty.

Failure on this roll means that the PCs are in a hazardous position when the actual play begins, a successful roll means that the PCs are in controlling position.

ICRPG Downtime System

Determine Changes to Wanted Rating

After a job or conflict with an opponent the PC party accumulates notoriety and may find themselves Wanted in different parts of the city. The party picks one PC to roll to find out how much their wanted rating in the area where the adventure has taken place has increased.

The dice rolled is determined by how well the mission went:

- 1D4: The mission went smoothly and quietly with minimal fuss.
- 1D6: The mission was contained with only a minimum of damage.
- 1D8: The mission was loud and overt with lots of collateral damage.
- 1D12: The mission was catastrophic with multiple high profile incidents.

The dice can be stepped up or stepped down depending on additional factors as shown below:

- +1 dice step: Mission involved a high profile or well-connected target, outlawed magics or forbidden arts were flagrantly used.
- +2 dice step: Killing of numerous citizens, causing massive property damage.
- +3 dice step: A member of the Royal Family or one of the ruling council were involved.

Entanglements

After any alteration to the party's notoriety has been determined as described above the GM generates an entanglement for the party by rolling on the table below. Find the table below that references the groups wanted level and roll to select what entanglement manifests:

| Dice Roll | Wanted 0 | Wanted 1 | Wanted 2 | Wanted 3 |
|-----------|------------------|------------------|------------------|-----------------------|
| 1 | Problem at HQ | Problem at HQ | Confiscation | Magical Incident |
| 2 | Peekers | Peekers | Confiscation x 2 | Assassin |
| 3 | New friends | Interrogation | Hired Merc | HQ under surveillance |
| 4/5 | Cooperation | Reprisals | Interrogation | Arrest |
| 6 | Roll on Wanted 1 | Roll on Wanted 2 | Roll on Wanted 3 | Wanted Level 4 |

Any consequences that need to be played out come into effect at the start of the next session, but they take place before the PCs can lay low or attempt to lower their wanted rating.

Descriptions of the various problems are listing below:

- **Arrest:** An investigator presents a case to the authorities to begin prosecuting the party, the Peekers send a patrol to arrest you. You must pay them off, hand someone over for arrest (this clears your wanted level in the area) or try to evade them.
- **Assassin:** An enemy or rival faction has sent an Assassin to deal with you, they will make their presence known next time a natural 1 is rolled in game. They cannot be bought off but must be dealt with. If you have no faction with a negative reputation then you avoid an entanglement this time.
- **Confiscation:** Randomly select a PC, that PC must choose a piece of loot that has been confiscated from them by the authorities. In order to recover the loot the PCs must either steal it back or perform a mission for the authorities.
- **Confiscation x 2:** Same as above but roll to determine PC twice.
- **Cooperation:** A faction you have +2 or +3 status with asks you for a favour. Agree to it or lose status with them, if you don't have a faction with +2 or +3 status then you avoid entanglement this time.
- **Hired Merc:** An enemy or rival faction has sent a band of mercenaries to deal with you, they will make their presence known next time a natural 1 is rolled in game. They must be dealt

with or bought off. If you have no faction with a negative reputation then you avoid an entanglement this time.

- **HQ under surveillance:** The authorities are keeping close tabs on you, unless you can give them the slip, your next mission will gain an additional 1D6 notoriety in addition to any it would normally gain.
- **Interrogation:** Your PC is rounded up by the Peekers and interrogated to find out what they know, you must either pay them off or make a CON roll (failure indicates you start the next adventure on half HP) and a CHA roll (failure indicates you tell them what they want to know and gain 1D6 notoriety).
- **Magical Incident:** Either your character miscalculates their research or is perhaps the target of hostile magics, either way they must make an INT roll of begin the next adventure on half HP).
- **New Friends:** A neutral faction asks you to undertake a mission for them that is either more dangerous than normal or would gain you more notoriety (GM's choice). Accept the mission or lose status with the faction.
- **Peekers:** A small group of local Peekers are harrasing and causing the party problems, find a way to deal with them or pay them off.
- **Problem at HQ:** There has been some sort of problem at the party's base, randomly determine a PC, they must leave behind resources (in the form of a piece of loot) to help your staff deal with the problem. One the next session has passed the PC can collect the piece of loot and use it as normal.
- **Reprisals:** An enemy faction moves against you, pay them off, allow them to mess with you or fight back. If you have no faction with a negative status you avoid entanglement for now.
- **Wanted Level 4: Royal Guards** If you reach Wanted Level 4 then the Crown (or someone working for them) dispatches a crack unit of Royal Guard to bring you to justice; they cannot be bribed or bought off, you will need to find a way to escape from them. If you survive the encounter then your Wanted Level drops by one since resources to sustain such a pursuit aren't infinite.

Pay-offs

A number of the potential entanglements listed above involve paying people off, this payment can be made either in Coins or by turning over a number of items of Loot. The amount required for the pay-off is determined by the Wanted Level that caused the entanglement as shown on the table below (obviously Wanted Level 4 cannot be paid off):

| Wanted Level | Amount in Coins Required | Number of Loot Items Required |
|--------------|--------------------------|-------------------------------|
| 0 | 50 | 1 |
| 1 | 250 | 2 |
| 2 | 1000 | 3 |
| 3 | 5000 | 4 |

Downtime Phase

At the end of each session each player gets to choose one DT action for their characters:

- Carouse.
- Contribute effort towards a project.

- Research/create a spell.
- Lay low.

Carouse

Carousing represents the PC making merry with their money, celebrating, drinking, eating and generally living the good life.

A PC who is carousing must state how much Coin they are spending during their period of celebration and then make a CON check, whether the roll succeeds or fails the Coins are spent. If the CON roll succeeds then the PC gets the listed benefit, otherwise they must roll on the Carousing Table below.

The amount of money spent determines the dice rolled on either table.

| Money Spent Carousing (in Coins) | Benefit |
|----------------------------------|-----------------------------------|
| 250 Coins | Tier 1 Reward (ICRPG worlds book) |
| 1000 Coins | Tier 2 Reward (ICRPG worlds book) |
| 5000 Coins | Tier 3 Reward (ICRPG worlds book) |
| 50,000 Coins | Tier 4 Reward (ICRPG worlds book) |

Carousing Table

| Dice Roll | Effect |
|-----------|--|
| 1 | Where did this come from? You wake up cradling a random bit of tat, roll once on the Shabby Loot table to determine what you have found. |
| 2 | Curious curio. You vaguely remember wandering into a bizarre old shop and purchasing something with your gambling winnings, roll a further D6, on a 1 or 6 roll on the Cursed Loot table otherwise roll on the Bizarre Loot table. |
| 3 | Gambling losses, you must pay the same cost again as the amount of Coin you originally spent to cover your losses, or undertake a job for the shady criminals you are in debt to. |
| 4 | Make a spectacle of yourself. Word of your antics has reached the ears of the wealthier citizens of Lunden, gain 1D4 notoriety in the area North of the River. |
| 5 | Ideas above your station. You've been putting on airs and graces, gain 1D4 notoriety in the area South of the River. |
| 6 | Robbed. Choose an item of Loot from your sheet that has been stolen from you. |
| 7 | You insult a person from a faction friendly to you, choose a faction you have a positive relationship with and lower it by one. If you do not have a faction you are friendly with then pick one at random. |
| 8 | Misunderstanding with the local authorities, pay a 1D4 x 10 Coin fine or gain 1D4 notoriety in a random section of the city. |
| 9 | Curious curio. You vaguely remember wandering into a bizarre old shop and purchasing something with your gambling winnings, roll a further D6, on a 1 or 6 roll on the Cursed Loot table otherwise roll on the Bizarre Loot table. |
| 10 | You accidentally (during a brawl or some such), start a fire. Roll 1D6 twice. 1-2) burn down your favourite inn 3-4) some other building 5-6) a large portion of a district goes up in smoke. 1-2) no one knows it was you 3-4) your fellow carousers know you did it 5) someone else knows and may try to blackmail you 6) everybody knows. |

Contribute Effort To Project

Player makes roll and then rolls their effort dice, once their have accumulated the required effort (as determined by the GM in hearts) their project is completed.

- Shabby Loot Items: require ♥ of Effort and may be rolled for once every session.
- Starter Loot Items: require ♥♥ of Effort and may roll every 2 sessions.
- Basic Loot Items: requires ♥♥♥ of Effort and may roll every 3 sessions.
- Epic Loot Items: requires ♥♥♥♥ of Effort and may roll every 4 sessions.

Research/Create Spell

Similar to contributing effort to a project:

- Level 1 spell: Requires no effort create with simple roll.

- Level 2 spell: Requires ♥ effort may roll once every 2 sessions.
- Level 3 spell: Requires ♥♥ effort may roll once every 3 sessions.
- Level 4 spell: Requires ♥♥♥♥ effort may roll once every 4 sessions.

Additional restrictions are detailed in the ICRPG Magic Book.

Lay Low

PCs may reduce wanted level in one area by laying low in an area where they are less wanted, describe what they do whilst laying low and have the PC make a roll.

- A successful roll reduced their wanted rating by Effort.
- A critical success reduced their wanted rating by Effort + Ultimate.
- A critical failure increases their wanted rating by Effort.

Wanted System

For the purposes of the wanted system the city is divided up into four difference regions:

1. South of the River: poorer districts, working trades.
2. North of the River: wealthier districts, church, skilled trades.
3. Goblin Town: bileward and other goblin burroughs.
4. Crown Districts: areas inhabited by nobles & the Royal Family.

The player party has a wanted rating in each town measured in Effort and Hearts, for every 10 points of Effort the PC has towards their wanted rating in a particular area they have one <3.

Faction System

The faction system is designed to generate content and conflict for the campaign.

Faction Layout

Each faction in the game is defined by the following statistics:

- **Name**
- **Brief description**
- **Tier:** An abstract measure of how power the faction is, rated from ♥ to ♥♥♥♥.
- **Current Goal:** What aim the faction currently works towards.
- **Progress:** This shows both the amount of Effort (in ♥) and the number of points the faction currently has towards it, when progress is complete the aim has been achieved.
- **Territory:** Their physical HQ and what influence they have.
- **NPCs:** 2 or 3 influential NPCs, their names and a couple of descriptors for each.
- **Notable Assets**
- **Quirks**
- **Allies**
- **Enemies**

Progressing Towards Goals

During the downtime phase the GM may roll a dice for any or all of the factions to see if they have progressed towards their goal, the dice rolled is determined by the tier of the faction.

| Faction Tier | Dice Rolled |
|--------------|-------------|
| ♥ | 1D4 |
| ♥♥ | 1D6 |
| ♥♥♥ | 1D8 |
| ♥♥♥♥ | 1D12 |

The faction gains this many points of Effort towards their goal, however if a natural 1 is rolled then the faction must roll again and this time they lose that much Effort from their progress.

Player Intervention

If the players do something that benefits or directly hinders a faction's goals then they either add or subtract 1D4, 1D6 or 1D8 to the factions progress total, depending on the scale of the effect causes and whether they helped or hindered.

Hindering a faction will cause the PCs relationship with them to lower by 1 whereas helping them results in the faction offering a job to the PCs to see if they are worthy of a closer alliance.

Faction Conflict

At times opposing factions may come into conflict with each other, when this occurs roll a dice for each of the factions (the type of dice rolled is based on their tier as shown above), the faction with the highest number has triumphed.

If one of the factions involved in the conflict has a higher tier then it may roll an additional 1D12 to add to their conflict resolution score.

If multiple factions are involved on different sides of the conflict then add their tiers together and the side with the highest total tier gets the extra dice.

Relationships with Factions

The player party has a relationship with each of the defined factions in the game, this begins at 0 and can go as high as 3 and as low as -3.

Earning faction trust is hard, at higher levels. Performing a mission successfully for a faction will get you a relationship of 1, you then need to perform 2 further jobs to get to relationship 2, and a further 3 jobs to get to relationship 3.

Factions that the PCs have a relationship of 3 with are viewed as a valuable allies who they may call on for favours or assistance.

When a relationship reaches -3 with a faction they effectively have declared "war" on the PCs, create an additional goal for the Faction Reprisal and roll for progress on it at the end of every session, when it is complete have the faction take action against the PCs and reset the clock. The PCs will have to find some way to either deal with the faction or raise their reputation, in some cases a donation might be enough, in others an act of contrition, sacrifice or a dangerous quest must be undertaken.