Domain Skills & Character skills

Skill	Associated PC skill
Diplomacy	Insight, Persuasion
Espionage	Investigation, Stealth
Lore	Arcana, History, Religion
Operations	Athletics, Insight

Using a skill

Roll d20 and add domain skill modifier and compare to test DC determined by GM.

Once pr intrigue an officer can add their proficiency modifier, if they are proficient in one of the associated character skills of the domain skill.

For instance if a character proficient in Stealth, uses Espionage for their domain action and they have not yet added their proficiency to any other rolls, they can now add it.

Domain size

1	d4
2	d6
3	d8
4	d10
5	d12

Domain skills and defenses

A domains skill modifier are what you use to do something.

A domains defense score is what others are up against when they want to do something against you.

Skills in themselves do not defeat enemy actions, defense scores do. Development points can improve defense scores.

Defense levels provide various benefits during a warfare battle. Skills can improve Defense Levels.

Defense Levels always reset to 0 after intrigue and any final battle.

Initiating intrigue

You can set your organization to probe and test another domain outside of intrigue, but using skills directly against another domain can initiate intrigue.

When intrigue begins is always up to the GM to determine.

For instance, using Diplomacy against an ally of a potential enemy domain to find out what kind of army he is preparing may not start intrigue. But spying directly on the potential enemy domain would.

Time

The GM determines how long a domain turn is. They don't have to be the same over the course of one adventure even.

a domain turn pr week

a domain turn pr day

a domain turn after each combat encounter

a domain turn pr short rest

two domain turns everytime XP is awarded

Intrigue turns

Each domain can act a number of times equal to 4+ the domain size. Each time a domain acts, its called a domain turn.

If one domain has greater size than the other, they get to act more turns.

If the lesser domain initiated intrigue, the greater domain takes their extra turns at the end of intrigue and if the greater domain initiated they take their extra turns at the beginning of the intrigue.

Domain action types

Domain action	skills or domain features
Domain bonus action	domain features
Domain reaction	domain features

Officer's action economy

During each Intrigue turn, the domain officer taking the turn gets:

1 domain action

1 domain bonus action

Additionally all officers also get 1 domain reaction pr Intrigue *(not pr turn)*.

Typical intrigue actions

Make a fortification	Operations
Muster a unit	Opertaions - Diplomacy
Send an envoy to another domain	Diplomacy
Find out the details about an enemy officer	Espionage
Find out what actions the enemy domain has been taking	Espionage
Discover extraplaner creature's statblock, perhaps even truename	Lore
build a bridge to allow shorter travel distances to destination X	Operations
Drum up political support	Diplomacy
Sabotage the enemy domains defenses	Any skill applicable
Arcana, Religion check	Lore
Send a unit somewhere to do something	Operations
Decrypt encoded text	Espionage
Get your loot identified	Lore
Arrange a feast/party	Diplomacy
Secure special invitations	Diplomacy
Clear out the dungeon's loot	Operations
Find out what units the enemy domain has mustered	Espionage
Secure trade agreement	Diplomacy

Typical intrigue actions (cont)

Find something to use as leverage	**Any skill applicable**
Dissuade a domain from helping your enemy domain	**Diplomacy**
Learn other domains plans	**Espionage**
Learn who are allies of a domain	**Espionage**
Learn which allies of the enemy will join the battle	**ESpionage**
Learn if the enemy domain have magical resource for your Lore department to research	**ESpionage**
Identify the skill bonuses of the enemy domain	**Espionage**
Identify the defense levels of the enemy domain	**Espiongae**
Identify the defese scores of the enemy domain	**Espionage**
dig up details of forgotten history	**Lore**
Investigative operations learning new knowledge	**Lore**
Upgrade unit (during intrigue)	**Operations**
Many basic functions of maintaining a domain	**Operations**
Anything that seems to not fit other skills	**Operations**
Improve your domains defenses for an upcoming battle	**Any skill applicable**

Communication Levels

3	Unbrea kable	At the end of the next deploy-ment, this domain chooses any allied infantry or artillery unit on the battlefield, then moves that unit to any unoccupied space on the battlefield.

Communication Levels (cont)

2	Coded	At the end of the next deployment, this domain chooses two allied units in any rank on the battlefield and swaps those units' locations
1	Secure	At the end of the next deployment, this domain chooses an allied unit in any rank and moves that unit into any adjacent space
0	Normal	no effect
-1	Compro mised	At the end of the next deployment, the opposed domain chooses one of this domain's units in any rank on the battlefield and moves it into any adjacent space
-2	Garbled	At the end of the next deployment, the opposed domain chooses one of this domain's cavalry units, which is removed from battle and does not deploy until the end of the first round of battle
-3	Broken	At the end of the next deployment, the opposed domain chooses two of this domain's infantry units, which are removed from battle and do not deploy until the end of the first round of battle

Resolve Levels

3	Zealous	During any combat against officers of an opposed domain, each of this domain's officers has advantage on attack rolls until the end of their first turn
2	Fanatic	As a reaction when an enemy starts their turn during the first round of any combat against officers of an opposed domain, one of this domain's officers who has not yet acted can cast a spell or make a weapon attack
1	Loyal	The speed of each of this domain's officers increases by 10 feet during the first round of any combat against officers of an opposed domain
0	Normal	no effect
-1	Discon-tented	The speed of each of this domain's officers decreases by 5 feet during the first round of any combat against officers of an opposed domain
-2	Rebellious	During any combat against officers of an opposed domain, the first saving throw made by one of this domain's officers against a spell or effect directed by an enemy has disadvantage

Resolve Levels (cont)

-3	Revolt	The first attack roll made by each of this domain's officers during any combat against officers of an opposed domain has disadvantage

Resources Levels

3	Booming	During the first round of battle, each of this domain's artillery units that inflicts casualties inflicts 1 extra casualty
2	Abundant	Each of this domain's cavalry units has advantage on Power tests until the end of the first round of battle
1	Surplus	Each of this domain's infantry units has advantage on Power tests until the end of the first round of battle.
0	Normal	no effect
-1	Low	Each of this domain's artillery units has disadvantage on Morale and Command tests until the end of the first round of battle
-2	Poor	Each of this domain's cavalry and aerial units has disadvantage on Morale and Command tests until the end of the first round of battle
-3	Bankrupt	Each of the domain's infantry units has disadvantage on Morale and Command tests until the end of the first round of battle.