

REPUTATION RULES

Organization Dice

The thief stalks down the back of a dark alleyway, stopping in the shadows to assess his target. With the coast clear he leaps, brutally slaying the city official before the bureaucrat can raise a cry. A single step behind him startles the thief and he spins around—a merchant stands in the street, eyes wide at the sight of the murder. The thief smiles, the merchant nodding in stupefaction and going on his way. After all the Merchant's Guild loves Slyfoot Tom and it's better for all if his nightly crimes remain anonymous...



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The essential elements of a good campaign setting are many, but none quite have the power to seize an adventuring party quite like a great sense of verisimilitude. A living, breathing world that allows a player to suspend their disbelief can take a fairly basic adventure to new heights as eager groups interact with the complex environs around them. However, the challenge of presenting a vibrant and reciprocal environment at the table is often a nightmare to the casual GM as notes, calendars, and complex NPC descriptions pile up over hours of preparation time. This article aims to simplify a major part of most campaign worlds—factions and organizations—down into something which doesn't cost time or stress while still providing a wondrous sense of a reactive and living world: Organization Dice.

ORGANIZING YOUR ORGANIZATIONS

Organizations and factions are basic in roleplaying games; thieves guilds, knightly orders, and magical colleges are mainstays of heroic fantasy. Ideally an organization should have a give-and-take relationship with PCs, granting the party benefits if they fulfill the aims of the organization and penalties should they act against them. Organization Dice cover this in a very simple way by representing each adventurer's relationship with a particular faction as a single die.

THE ORGANIZATION DIE

In this system every organization or faction an adventurer interacts with in any meaningful sense grants an

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TWEAKING THE SYSTEM

GMs looking for further simplification could assign a single organization die to the party as a whole, rather than each individual adventurer, and adjust Reputation Tables accordingly. This makes managing the party as a unit far easier at the expense of personal connections and is especially useful if the PCs generally act as a cohesive group.

The eager GM doesn't need to constrain themselves to simply organizations with this system either and it could easily be applied to towns or cities, kingdoms, or even localized entities such as the party's favorite tavern. With a little tweaking Organization Dice can serve as a functional reputation system beyond the world of factions.

Organization Die, starting with a single d4. The definition of *meaningful* is at the GM's discretion but it's best to reserve the dice for major actions on recurring organizations to avoid the bookkeeping of dozens of groups who once saw an adventurer in a crowded market.

The d4 awarded can be either a Boon die or a Bane die, depending on the interaction the PC had with the organization: killing a couple assassins from the thieves' guild may net the party's paladin a d4 Bane die, while his service at his local temple may grant a d4 Boon die. As a character attains further and further renown or infamy within the organization this die increases, generally in relatively large steps. Examples of the level of commitment a die indicates are:

- **d4:** A paladin assists with rites at his nearest temple in his downtime. A druid kills a miner from a local guild while protecting her grove and sends the rest away with a warning.
- **d6:** The paladin begins regularly preaching at the temple and is known by all its members by name. The druid sneaks into the mining guild's headquarters and wipes out their maps of her forest, making her a public enemy of the miners.
- **d8:** The paladin officially takes on the rites of the temple and now spreads its word far and wide. The druid fights off repeating incursions by the mining guild, foiling their plans at every turn and drawing the personal ire of their leader.



- **d10:** The paladin assumes a leadership role in the temple and assists in the construction of a new shrine in a nearby town. The druid wipes out the mining guild's headquarters in a fire that forces them to relocate with the promise of vengeance.
- **d12:** The paladin has moved up in the ranks and has the ear of the grandmaster of the order, furthering the goals of the religion's followers whenever possible. The druid faces the onslaught of the mining guild's mercenaries as she seeks out new ways to cost the corporation dearly.
- **d20:** The death of the grandmaster has left the paladin the obvious choice of successor and he now takes on the role of leadership of the local temple in his time off from adventuring. The druid has become a figure of terror within the mining guild, a dark boogeyman with a high price on her head.

Boon and Bane dice also cancel each other out, with each die gained subtracting a die level of its opposite: a PC who currently has a d10 Boon die with an organization might see that fall to a d8 if they incur a d4 Bane die from the same faction. It is impossible to simultaneously possess both Boon and Bane dice from the same organization.

REPUTATION HAS ITS REWARDS

With the Boon and Bane dice representing an adventurer's involvement in an organization it's important to engage the PC with rewards—that's where Reputation Tables come into play. For each major, long-term organization or faction, the GM should create two parallel tables numbered one through twenty. One of these tables represents possible benefits gained from Boon dice, while the other has penalties associated with Bane dice. The actual Boons and Banes can take a wide variety of forms ranging from quick attainable effects (such as faction-specific treasure or a random event with a hired assassin) to long-term events (like an owed favor or long-term nemesis). Example Boon and Bane tables for a thieves' guild are provided below.

The intervals at which adventurers roll on the Boon or Bane tables are ultimately up to the GM but it's recommended that it be a relatively rare occurrence, such as at the gaining of a character level or the completion of a major story goal. For each organization which a PC has a Boon or Bane die with, the player rolls that die and consults the organization's equivalent Reputation Table, gaining a Boon or Bane which is then played out or recorded on their character sheet as appropriate.

TABLE: BOONS

Roll	Boon Effect
1	The adventurer is cut in on a recent Thieves' Guild heist in gratitude, acquiring 3d10 gold pieces.
2	The adventurer is introduced to another local thief operating in their area, granting them a friendly contact NPC.
3	The adventurer is given a special dagger with the Thieves' Guild's emblem on it as a symbol of their authority.
4	The adventurer is allowed use of a Thieves' Guild guard dog (a mastiff) for 1d4 weeks.
5	The adventurer is given access to the Thieves' Guild's headquarters—a great place to hide and rest when times get rough.
6	The adventurer is given a favor by a handler within the Thieves' Guild which can be cashed in for a low-level bit of reasonable assistance.
7	The adventurer is allowed the use of a Thieves' Guild guard dog for 2d4 weeks (see above).
8	The adventurer is given access to a special merchant (in the Thieves' Guild's employ) who can provide illicit goods and materials not otherwise attainable.
9	The adventurer is provided a note which allows them a 25% discount at a local merchant beholden to the Thieves' Guild's influence.
10	The adventurer is provided with a small whistle which, when blown within the Thieves' Guild's area of influence, summons a scout that arrives in 1d6+1 rounds and assists the PC in their single task before confiscating the whistle.

Roll	Boon Effect
11	The adventurer is given a favor by a high-ranking member of the Thieves' Guild that can be cashed in for a low-level bit of reasonable assistance.
12	The adventurer is given a special suit of leather armor with the Thieves' Guild's insignia carved into it. The armor functions as +1 <i>leather armor</i> .
13	The adventurer is cut in on a Thieves' Guild heist, acquiring 10d10 gold pieces.
14	The adventurer is allowed permanent use of a riding horse from the Thieves' Guild's stables.
15	The adventurer is provided with a writ of Thieves' Guild authority which grants them a single favor from the local town's guard or law enforcement.
16	The adventurer is provided with a small whistle which, when blown within the Thieves' Guild's area of influence, summons a spy that arrives in 1d4+1 rounds and assists the PC in their single task before confiscating the whistle.
17	The adventurer is given a favor by the leader of the Thieves' Guild that can be cashed in for high-level assistance.
18	The adventurer is allowed access to the Thieves' Guild's stash of magic items, granting the use of 1d4 uncommon magic items at no cost.
19	The adventurer is given access to the special tomes and techniques of the Thieves' Guild. The PC gains proficiency in Deception, Sleight of Hand, or Stealth.
20	The adventurer is allowed a single favor by a regional leader (such as a prince or lesser king) within the Thieves' Guild's influence.

TABLE: BANES

Roll	Bane Effect
1	The Thieves' Guild attempts a low-level pickpocketing of the adventurer by a scout aiming to steal 3d10 gold pieces or items of equivalent value.
2	A favorite inn or tavern of the adventurer is targeted by a robbery instigated by the Thieves' Guild in order to send a message.
3	The Thieves' Guild encourages merchants within their power to raise prices for the adventurer. 1d4 shops in the Thieves' Guild's area of influence raise prices by 25%.
4	The adventurer makes a minor nemesis within the Thieves' Guild, an NPC that attempts to undermine the PC so long as it doesn't overly inconvenience them to do so.
5	The adventurer is framed by the Thieves' Guild as a danger to public safety. Until they definitively clear their name the PC is under close scrutiny by local law enforcement.
6	The Thieves' Guild puts out a hit on the adventurer. At some point in the future (at the GM's discretion) a spy seeks to kill the PC—bearing a notice from the Thieves' Guild.
7	The Thieves' Guild attempts to kidnap the adventurer in the middle of a night using a pair of scouts .
8	The Thieves' Guild convinces a single temple or church within their area of influence to stop providing healing and resurrection services to the adventurer.
9	The Thieves' Guild attempts a high-level pickpocketing of the adventurer by a spy aiming to steal 10d10 gold pieces or equivalent value items.
10	The Thieves' Guild attempts to turn one NPC friendly to the adventurer against them, with a 75% chance of success without any PC interference.

Roll	Bane Effect
11	The Thieves' Guild places a ban on their merchants selling to the adventurer. 1d4 shops in the Thieves' Guild's area of influence refuse to openly sell to the PC.
12	The adventurer is framed by the Thieves' Guild for a small local crime. Until the PC definitively clears their name local law enforcement actively pursues them.
13	The adventurer makes a major nemesis in the Thieves' Guild, an NPC that attempts to undermine the player whenever given the chance.
14	The Thieves' Guild puts out a major hit on the adventurer. At some point in the future (at the GM's discretion) 1d4 spies seek to kill the PC whether in a group or individually at different times.
15	The Thieves' Guild actively attempts to turn the public against the adventurer by undertaking a smear campaign against their reputation for 1d4 weeks.
16	The Thieves' Guild attempts to destroy a shop, inn, or structure associated with the party, with a 75% chance of success without PC interference.
17	The Thieves' Guild seeks out an enemy of the adventurer or the party and forms an agreement with them, supporting them if it seems a feasible course of action.
18	The adventurer is framed by the Thieves' Guild in a major regional crime. Until they definitively clear their name, regional law enforcement actively pursues them with all available resources.
19	The adventurer makes a personal nemesis of the Thieves' Guild's leader who actively directs the organization's resources to counteract the PC's actions in their region.
20	The adventurer is targeted by a major ambush within the Thieves' Guild's area of influence by a force of 1d4 spies and 2d4 guard dogs (mastiffs).

