Ancient Conspiracy (Event)

This track is an Event track. Event tracks may only be selected with prior GM approval.

The Ancient Conspiracy track changes your KOM to Intelligence, unless Intelligence is already your KDM.

1st Circle - Master PlanEX: You can concoct and execute your master plan using Stratagems. Stratagems are activated at the beginning of a [Scene], and you benefit from them until the end of the [Scene] in which you activated them. Stratagems come in three degrees (Minor, Major, and Master). To begin with, you have access to only Minor Stratagems. You can activate a total number of Minor Stratagems per [Scene] equal to two or your highest circle in this track, whichever is higher.

2nd Circle - All Paths Lead to VictoryEX: You can make everything into a win-win scenario. If you do not achieve an obvious victory, you have simply opted for a more subtle advantage - just as planned. When you activate your Stratagems at the beginning of a [Scene], choose an additional Stratagem. This does not count against your total number of Stratagems activated per [Scene]. This Stratagem, called your Backup Stratagem, does not take effect immediately. Instead, in every combat [Encounter] in which you participate, pick an opponent. In every social encounter in which you participate, pick a specific demand. In every skill game in which you participate, pick XYZ. At the end of any [Encounter] in which your allies do not kill or knock [Unconscious] the opponent you designated, any social encounter in which you do not force at least one opposing party to agree to the demand you selected, or any skill game in which XYZ, you may immediately activate your Backup Stratagem, which then lasts until the end of the [Scene] as normal.

3rd Circle - True BrillianceEX: XYZ.

4th Circle - Advanced TacticsEX: When you activate your Stratagems at the beginning of the [Scene], you can select a number of Stratagems you activate equal to half your highest circle in this track to treat as Major Stratagems instead of Minor Stratagems. You can choose a Backup Stratagem to benefit from this ability.

5th Circle - Conspirator’s CunningEX: When you select your Stratagems at the beginning of a [Scene], you select two Backup Stratagems instead of one. Additionally, due to your careful planning, you are never caught unawares. You add half your level to initiative checks and your Awareness score.

6th Circle - ChessmasterEX: You gain all of the following abilities. You can use each ability once per [Scene].

Opening: You set up the pieces in preparation for the execution of your fell scheme. Now is the time for caution and reservation as you lay the foundations for what is to come. You can only use this ability in a [Scene] in which you have not activated either of your Backup Stratagems. Pick any one Stratagem you have active and deactivate it. As soon as you activate one of your Backup Stratagems, you may reactivate the deactivated Stratagem and choose an additional Minor Stratagem to activate along with it. This additional Stratagem does not count against your total number of Stratagems or Backup Stratagems per [Scene].

Midgame: The game is afoot, the pawns are moving, and your plan is entering its most crucial phase. The time has come to start to put some of your bolder gambits and maneuvers into action. You can only use this ability in a [Scene] in which you have activated exactly one of your Backup Stratagems. Pick any one Stratagem you have active and increase its degree by one, to a maximum of Major. At 7th circle, you can instead use this ability to increase a Major Stratagem to a Master Stratagem.

Endgame: You tie all your Machiavellian plots together as you finally reveal the full scope of your grandiose devices. You lay your last tokens on the table, sit back, relax, and watch as everything falls into place. You can only use this ability in a [Scene] in which you have already activated both your Backup Stratagems. Pick any one Stratagem you have active (you may pick a Backup Statagem for this ability) and transform it into any other Stratagem of the same degree as that of the old Stratagem.

7th Circle - Seven Steps AheadEX: When you activate your Stratagems at the beginning of the [Scene], you can select one Stratagem you activate to treat as a Master Stratagem instead of a Major Stratagem.

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Stratagems:

All of the following are Stratagems to which you have access. Each Stratagem has a different listed effect for each degree. A Stratagem of a higher degree also grants all of the benefits that lower degrees of that Stratagem would grant. You may not activate the same Stratagem twice in the same [Scene].

Brainstorm List  
- Behind the Scenes:

Basic: social, XYZ

Minor: XYZ

Major: XYZ

Master: XYZ

- Comprehensive Analysis:

Basic: any, take 10 on some die roll or other 1/[Encounter]

Minor: XYZ

Major: XYZ

Master: Reroll die roll 1/[Scene]

- Diplomatic Approach:

Basic: social/skill, subtract from party’s tokens, make them not win demands or bids

Minor: XYZ

Major: XYZ

Master: XYZ

- Friends in High Places:

Basic: XYZ

Minor: XYZ

Major: XYZ

Master: at any point in a social encounter, immediately acquire one free token

- Manipulator:

Behind the Scenes: As a general rule of thumb, you prefer not to get your hands dirty. (Ability name idea: Pulling Strings.)

- Basic Benefit: social, XYZ.

- Minor: Auto-succeed on a Knowledge check? Meh.

Comprehensive Analysis: XYZ. Whenever a combat [Encounter] occurs, you gain following benefit:

XYZ: XYZ.

Additionally, once per [Scene], you may use the following ability:

XYZ: XYZ.

If you use this ability as a Master Stratagem, you may use the following ability once per [Scene]:

Knew It Would Happen: You know the results and implications of every actual and potential outcome to any given event. You can opt to reroll any die roll you make after learning its result. You must take the second result, even if it is worse than the first one.

Diplomatic Approach: Violence is not always the most expedient way to accomplish your goals, so you have other methods of getting your way. Whenever a social encounter or skill game occurs, you gain following benefit:

Smooth Talker: Due to your remarkable foresight and planning (as well as the occasional bit of quick thinking), you can use words to worm your way out of any unpleasant situation. Once per social encounter or skill game, when you would normally lose a bid in a social encounter or Bidding skill game by one token, you can instead treat the result as a tie. Once per Option skill game, you can subtract one token from one party’s pool of tokens.

Friends in High Places: You’re owed a few favors by some powerful people, or perhaps you’re blackmailing them with a particularly delicious secret. Regardless, one way or another, you have obtained a certain degree of influence over XYZ. Whenever a combat [Encounter] occurs, you gain the following benefit:

XYZ: XYZ.

Additionally, once per [Scene], you may use the following ability:

XYZ: XYZ.

If you use this ability as a Major Stratagem, you may use the following ability once per [Scene]:

Influence: You’ve pulled a few strings to ensure your success. You enter one social encounter or skill game with a free token.

It’s a Trap: You love a good, old-fashioned doomsday device. Whenever a combat [Encounter] occurs, you gain following benefit:

XYZ: XYZ.

Additionally, once per [Scene], you may use the following ability:

XYZ: XYZ.

If you use this ability as a Major Stratagem, you may use the following ability once per [Scene]:

XYZ: XYZ.

If you use this ability as a Master Stratagem, you may use the following ability once per [Scene]:

Secret Weapon: Through unspeakable methods, you have given life to cold stone and forged a sinister minion for yourself. Alternatively, you have created a nigh-indestructible doom machine, or perhaps you have an elite crack squad at your beck and call. For one [Encounter], you are accompanied by an elite operative (with feats, tracks, and items of your selection), a myriad, or a trap of your choice, of your level - 2.

Leave an Impression: You know that fear cuts deeper than swords, and you go about your sinister schemes with this axiom in mind. Whenever a combat [Encounter] occurs, you gain following benefit:

Legions of Terror: All good sinister plots require minions to carry them out. Whenever a combat [Encounter] occurs, you gain following benefit:

XYZ: XYZ.

Additionally, once per [Scene], you may use the following ability:

Target: You arrange to leave one of your enemies unprepared for your next confrontation. One creature you have at least secondhand knowledge of (you have either heard of the creature or met them) is [Energy drained] for the purposes of the next [Encounter] they are in.

If you use this ability as a Major Stratagem, you may use the following ability once per [Scene]:

Walls Have Ears: You send out your agents to do a little looking around for you. You duplicate the effects of a *scrying* spell.

If you use this ability as a Master Stratagem, you may use the following ability once per [Scene]:

Take ‘Em Out: You send your special forces out to eliminate a meddlesome detective or an inconvenient witness. At the end of a [Scene], one creature you have at least secondhand knowledge of (you have either heard of the creature or met them) is mysteriously and untraceably attacked by an elite operative (with feats, tracks, and items of your selection), or a myriad, of your level - 2. After this event, if the operative or myriad is not already dead, it disappears, never to be seen by anyone again.

Proper Precautions: You don’t rush things. Your plots rarely go awry, but when they do, you have a contingency plan. Whenever a combat [Encounter] occurs, you gain following benefit:

Calculated Escape: You have systematically calculated an escape route for every battle in the foreseeable future, on the off chance that things go sour. Once per [Encounter], when you are reduced to 20% or less of your maximum HP, you can immediately move up to your movement speed without provoking attacks of opportunity, even if it is not your turn.

Additionally, once per [Scene], you may use the following ability:

XYZ: XYZ.

If you use this ability as a Major Stratagem, you may use the following ability once per [Scene]:

XYZ: XYZ.

If you use this ability as a Master Stratagem, you may use the following ability once per [Scene]:

Back From the Dead: Mortality? Ha! Such a petty obstacle would never get in the way of your meticulously-laid plans. If you are killed, you are restored to life at full hit points after the [Encounter] is over.

Skillful Tactician: You take care to make sure your skirmishes go exactly as intended. Whenever a combat [Encounter] occurs, you gain following benefit:

Flanking Maneuver: If two or more of your allies to whom you have line of sight threaten the same opponent, all allies who threaten that opponent gain a +1 bonus to attack rolls against that opponent.

Additionally, once per [Scene], you may use the following ability:

Chosen Battleground: When a fight is necessary, it occurs exactly when and where you want it to, and you are always familiar with every inch of the location. For the purposes of one [Encounter], you and your allies are [Covered], and all creatures within your [Close] range are are [Revealed] to you and your allies.

If you use this ability as a Major Stratagem, you may use the following ability once per [Scene]:

XYZ: XYZ.

If you use this ability as a Master Stratagem, you may use the following ability once per [Scene]:

The Drop: Nobody expects your clever ambushes. In the next [Encounter] you are in, you gain a surprise [Round].

Special Preparations: You’ve done your research. Whenever a combat [Encounter] occurs, you gain following benefit:

Additionally, once per [Scene], you may use the following ability:

Well-Supplied: For the the purposes of one [Encounter], social encounter, or skill game, you can equip an additional item of the second-highest tier you have access to (so if you have at least one Relic item slot, you can equip an additional Greater item; if your highest item slot is a Lesser item slot, you can ignore this restriction and equip an additional Lesser item).

If you use this ability as a Major Stratagem, you may use the following ability once per [Scene]:

Kryptonite: You know the true weaknesses of your greatest foes. For the purposes of one [Encounter], all opponents you have line of sight to gain [Vulnerability] to all damage.

If you use this ability as a Master Stratagem, you may use the following ability once per [Scene]:

Secret Knowledge: Your studies have led you to untold secrets with which you can astound and cripple your foes. For the purposes of one [Encounter], all opponents take a -1 penalty to AC, and a -5 ft penalty to their movement speed, per circle you have in this track until the end of that [Encounter].

Toy With Them: The thing you savor most about executing your infallible plans is deluding your pitiful victims into thinking they have a chance.

(Come up with 4 more?)