Projects

Projects are long-term works of a scale greater than any single roll is normally capable of accomplishing, usually performed on the behalf of a leader by the organization which they command. They range from big to small - from Defining to Minor - but even the most minor of projects is something that anyone would have difficulty doing single-handedly, or in a single dramatic action. They can accomplish a wide variety of tasks, and can feature the use of a wide variety of Abilities depending on the goal and the method used to accomplish them, but almost all of them have some kind of lasting impact, so long as they're maintained.

Every project starts with a goal determined by the leader starting the project. Once this goal has been established, the project is assigned three separate traits of Ambition, Control, and a terminus determined by Means, which are explained below. Completing the project is an extended roll. Most projects are completed with Intelligence + Bureaucracy, but ones which don't involve manipulating, creating, or harnessing organizations might feature different Abilities or Attributes rolled. It has a base interval of one month.

Though much of the actual work of a project happens during a chronicle's downtime or off-screen, the leader - or other organizer overseeing the project's completion in their stead - must remain active in overseeing the project up until its completion. If the leader's unable to attend to the duties of pushing the project forward - for example, if an Eclipse is torn away from overseeing his business empire to deal with a supernatural crisis - progress on the current project will usually slow to a crawl unless another overseer is put into place for an interval. If a project is consistently left neglected in this manner, it can fail entirely as all momentum, progress, and support for it dries up or crumbles.

Once a project has been completed, it must receive periodic maintenance or upkeep from appropriately-qualified individuals at an interval determined by the Storyteller beforehand. For example, roads must be periodically repaid, comprehensive economics plans must be periodically tweaked, and sorcerous academies require occasional adjustments to the curriculum and frequent lessons taught by its staff. Failure to complete that upkeep over the course of an entire interval will usually cause the benefits provided by the project to lapse until upkeep is performed, or eventually be destroyed entirely if support is withheld for long enough.

> *Minimums and Prerequisites*
> *By default, there are no minimum Ability or Attribute scores, special merits, special charms, or so forth required to perform any given project. Instead, it's assume that, if you have the ability to achieve whatever number of successes which your storyteller deems necessary to complete a project, you probably have the overall minimums covered. There are exceptions, though. For example, a Leader probably needs to be a sorcerer in order to complete a project which teaches mortals sorcery, probably needs Tiger Warrior Training Technique to designs a military curriculum which passes on its special tactics to elite warrior trainees, and so forth. The storyteller is the final arbiter on whether or not the minimum traits and abilities are met for any given project, but should be lenient with all but the most ambitious of goals.*

Supernatural Projects
Some projects involve goals that are partially or completely supernatural in nature. Military academies which are capable of training soldiers in Tiger Warrior tactics, trade networks whose transactions fortify connected settlements against the Wyld, or academic curricula whose careful adherence can initiate someone as a sorcerer. Such projects require the spending of a certain amount of experience points by the Leader to complete - 1xp for Minor, 2xp for Major, and 4xp for Defining projects. These experience points are refunded in the event that a project is destroyed or rendered no longer relevant. It's also important to make sure that any given supernatural project wouldn't be better served by a Working. Projects are ultimately about the interactions of people, and require maintenance and participation by them. A crystal capable of teaching mortals sorcery is probably more within the realm of a working, while an academy of teachers and students learning and teaching sorcery is more likely a project.

Projects and Botches
Unlike most extended actions, botching a roll to complete something significant enough to be a project doesn't automatically ruin the entire effort. Instead, it adds a complication to the outcome of the project, regardless of whether it succeeds or fails. If the project is completed successfully, the Storyteller should come up with a complication for every botch rolled - for example, a road might have been paved in extremely substandard materials, requiring frequent repairs, or an economic plan might require the adoption of extensive use of imported slaves in order to function properly. These complications shouldn't negate the core benefit of the project, but they should be both interesting and difficult to work around. On a failed project, these botches become disastrous consequences instead - banditry flourishes in the wake of a collapse of the farming industry, or a schism threatens the future of an entire organized religion as the former leader is publicly declared Anathema.

Ambition

The Ambition of a project is the scope and impact of the goal which the leader intends to complete. Ambition is rated from Minor, to Major, to Moderate, depending on the scale and difficulty of their undertaking. The ambition determines the goal number of successes needed to complete the project, and failing to reach that number before reaching the project's terminus will result in a partially-complete failure, unless additional Means can be acquired to finish it.

Minor (Goal Number 10): Minor projects are projects which have an impact on a region no larger than a large city and its immediately surrounding region, or projects of smaller scale which are sufficiently challenging and time-consuming that they cannot be accomplished in a single roll or dramatic action. For example, completely restructuring a citystate's tariffs and trade codes to dramatically increase the flow of business, starting a local but important business enterprise like a profitable gem mine, or extracting a nobleman's inheritance in the face of heavy red tape and a hotly contested will would all be minor projects.

Major (Goal Number 30): Major projects have an impact on a large region, an entire nation, or a broad network of distant people. For example, founding a school of such excellence that it attracts students from even foreign nations to study the rare topics taught within its walls, reaching a historic peace agreement between traditionally hated enemies, launching a campaign abroad to set up churches and branches of your cult as far as the faithful can reach, or having a network of roads and canals built throughout an entire country that will revolutionize travel and trade within it for as long as they're maintained. This is the ambition at which supernatural projects tend to appear, for those with the capabilities to work them.

Defining (Goal Number 50): Defining projects are those rare and intensely ambitious projects whose goals can totally change the face of some part of creation, or whose goals otherwise have implications of importance for an entire Direction, or the entire world. Alternatively, they're projects which are more localized than that, but require such oversight, intricacy, and expertise that few other than the Exalted are capable of leading them to fruition. Forcing the Guild into bankruptcy, changing the worldwide perception of Celestial Exalted from that espoused by the Immaculate Order to the one espoused by your personal religion, or the comprehensive capture and reawakening of Dragon Kings en masse in a bid to restore Rathess to its First Age glory would all be Defining goals. Defining projects often have consequences which linger for centuries even if they aren't maintained, and are rarely even capable of being performed by mortals.

Control

The Control of a project represents how much oversight, micromanagement, and other involvement the leader has in the completion of their project, rated on a scale from 1 to 5, and determined by the leader. The base difficulty of whatever roll is used to complete the project at each interval is equal to the project's control. While every project is ultimately defined by the goal set forth for its completion, the control of a project determines the extent to which the leader gets to determine how, rather than merely what, gets done. If, for example, a leader wanted to stabilize their nation's currency, a Control 1 and a Control 5 project would both be equally effective in doing so, but the nature and mechanics of the Control 1 project would be determined almost entirely by the leader's workforce and the Storyteller controlling them, while those of a Control 5 project would be determined almost entirely by the leader's player.

Control 1: The storyteller determines what steps the workforce goes through when enacting the goal within the world. This will always be in accordance with the basic goal of the project - a leader wishing to secure their line of ascension to the throne with a Finesse 1 working won't end up completing it in a way which makes him ineligible for coronation - but all of the fine details of the final result are left in the Storyteller's hands.

Control 3: The leader's player comes up with a rough description of how their goal will be achieved, which the Storyteller can then polish or embellish with catches, quirks, or twists which make the project more interesting or flavorful without undermining the core intent of the project.

Control 5: The leader's player determines exactly how the project plays out in the world, controlling and managing every aspect of the project to make sure it's completed exactly how, and not just what, they want it to be, subject to Storyteller approval.

If the success of a project is in jeopardy, the leader's player may choose to lower their Control mid-project, abandoning some of their say in how it gets achieved in order to give their workers freer reign in making sure they merely succeed. However, there are consequences to abandoning some of your control part way through a more structured project; each step of control which a player drop counts as a botch to complete the final outcome of the project, as this haphazard approach leads to cut corners and rushed deadlines to salvage the operation. Control can be lowered, but not raised, before the end of the project.

Means

The Means of a project are resources and methods that a leader can draw upon and put to use on a project above and beyond the minimums which they or their organization can bring to bear. Means can take many forms, but all of them have the same benefit - adding to the project's terminus. Multiple means stack their benefit, and it is intended that more ambitious projects will require extra rolls from them to succeed. A project with no Means has a terminus of 5.

Common means include, but are in no way limited to:

Complementary Abilities: A leader who's mastered an Ability that naturally lends itself to a project they're undertaking may claim that as one of their Means, allowing them to make one additional roll. Examples include using Medicine while helping oversee the construction and supplying of hospitals in a nation's healthcare system, or War for negotiating a critical ceasefire with an enemy nation's leaders. In order to claim this benefit, the Leader must have a rating of 5+ or 3+ and a relevant Specialty in the complementary Ability. At the Storyteller's discretion, leaders who have invested in a significant number of Charms or other supernatural powers that require or enhance the use of that Ability may instead gain two means, rather than one. Having sufficiently skilled consultants - for example, having a Twilight Doctor consult on an Eclipse Bureaucrat's future health care system - can also fill this niche.

Large Workforce: A leader using a workforce significantly larger than the base required to complete a Project will enjoy an additional Means. Adding more people beyond even that rarely has additional positive effects, as too many workers assigned to one task leave some of them idle or otherwise extraneous. How large of a workforce is sufficient depends on the task - tripling the number of workers on a large-scale construction project or giving a skilled lawyer access to a half-dozen others as his legal time are both effective Means. Leaders who have a workforce significantly smaller than what should be required to complete a project will instead suffer a loss of Means, as they're stretched thin, and able to succeed only with expert leadership.

Extra Time: A leader willing to invest years or even decades into preparation, research, and gradual implementation may claim that extra time as one of their Means. Extending the

interval from a month to a year gains one Means, from a month to a decade gains two, and from a month to a century gains three, though only the longest-lived and most-committed of beings tend to be willing to take that amount of time in establishing such legacy projects. This can work in the opposite direction as well - a Leader pressed for time can sacrifice one Means per shortening of their interval - one less Means for an interval of a week, two less for intervals of days, or even three less for an interval of hours, as truly exceptional leaders can, with great skill and great magic, complete projects in a matter of days or hours what might take a merely-competent bureaucrat months to achieve.

Exotic Resources: Esoteric or rare materials or devices which are put to use as part of the implementation of a project, consumed or subsumed by the process. The construction of a key military fort might benefit from the sacrifice of a salvaged essence cannon to its defenses, while a Working performed by a sorcerer might help guarantee that fields are fruitful enough to provide for the raising of a truly enormous army. At the Storyteller's discretion, exceptionally rare or powerful things sacrificed towards the completion of a project might yield two Means instead of one, such as when an exalt sacrifices a first age manse in order to turn its power outwards and power a city's infrastructure.

Existing Infrastructure: When infrastructure is already in place to support such a project being completed, it provides an additional Means for the leader to use. Roads which already lead to the destination for a troop deployment, catacombs well-situated for mass burial of the victims of a recent plague, or a nearby river which serves as a source of rich flood waters or arteries of trade might all provide Means to appropriate projects. At the Storyteller's discretion, infrastructure custom-constructed intentionally to support that specific project might instead provide two Means rather than just one.

Spending: There are few problems or projects which don't become a little easier when money is thrown at them. By spending well above and beyond whatever a project normally requires for completion - by acquiring the best tools, providing the biggest worker bonuses, and hiring the most competent managers - a leader can acquire additional and additional Means for their project. The inverse also holds true - a leader who cannot afford to supply even a standard amount of wealth towards the completion of a project will find himself losing one Means, as their efforts are stymied by slow progress, poor management, and poor morale among their poorly-paid workers.

Sabotage

Projects can be actively opposed before they're ever even completed. Such opposition usually takes the form of dramatic actions with the goal of robbing a leader of some of their Means. Stealing esoteric artifacts, sabotaging infrastructure, killing most of a project's workforce, and more can all rob a project of its Means. Sabotage of this variety can also add negative Means, such as by outspending an otherwise wealthy Leader, bribing officials and

hiring away competent managers to the point that what would otherwise have been +1 Means instead becomes -1.

These dramatic actions can often be opposed by dramatic actions by the project's leader, or on their behalf. It's common for exalts and other heroic leaders to take such actions, staging daring counter-sabotages or facing off against violent opposition in their city's streets. When two forces are opposing each other with acts of sabotage and counter-sabotage, it's at least a dramatic action, and might become an entire scene or more in its own right, as the success or failure of the opposing sides often determines whether a project is doomed to fail with too little Means, or has a chance of successful completion.

Sabotage of this nature isn't always the result of intentional actions by hostile entities. Natural disasters, unforeseen coincidences, and the incidental fallout of actions by other actors can all remove Means without having had direct intention to do so. Whether something like this happens is ultimately determined by the Storyteller, but when things which would affect the outcome of ongoing projects arises in play - such as a battle between a Circle and the Wyld Hunt accidentally destroys the farmland which was feeding their workers - its consequences will often be felt in this way unless they can take dramatic action to mitigate it.

Loss of Means through sabotage - intentional or environmental - is a common cause of a leader choosing to sacrifice some or all of their Control in order to see a now-endangered project to completion.

Undoing a Project

Once a project has been completed, it's done - there's no more preventing it. But it can be dismantled or undone by sabotage or inaction. The most common way that a project is undone is by failure to upkeep the project. A road that's never maintained or repaved eventually crumbles into something worthless for travel, a school whose teachers all die or flee ceases to be able to train students and might eventually fade to the point that it requires a new project to re-found, and a propaganda campaign will slowly stop having an impact as people stop being exposed to it.

But sometimes, that's not quick or reliable enough. In those situations, a new project can be performed in order to undo or dismantle an existing project. A bridge can be demolished, a school bankrupted, and a propaganda campaign opposed by a grassroots counterculture campaign. A project with a goal of undoing another project is usually of the same ambition, but that's not a hard rule - it's usually easier to demolish a building than construct it, while many religions are notoriously harder to suppress than to spread in the first place.

The Storyteller is the final arbiter on whether undoing a project has a higher or lower ambition, but the default assumption is that the ambitions will match.