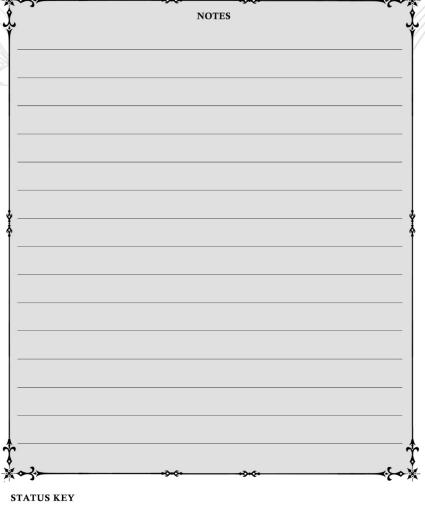


V. C2.		100m
T I E R	Houses Minor	S T A T U S
V	THE BANK OF BRASS AND BONE	
IV	THE FORTUNATO TRADE FEDERATION	
IV	THE FIRST COURT	
III	THE SCHOLAM NATURALIS	
III	THE GRACES	
III	THE GONDOLIERS	
III	THE SIGNORA	
III	THE CITY WATCH	
III	THE DOCKERS	
II	THE BAKERS GUILD	
II	THE ARBORIST GUILD	
II	THE BROADSHEETS	
II	THE IRONMONGERS	

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2	T I E R	The Outsiders		S T A T U S	٦
	IV	THE SEVENFOLD VEILS	T		٦
	III	THE MERCIES	Τ		7
	II	THE DEAD WATCHERS	Τ		٦
	II	THE COLLEGE OF SATIRE	Т		٦
	II	THE BUSKIN	T		٦
	I	THE TRAMPS	Т		٦
	I	SORAYA			\rfloor
			Τ		7
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-	100	J	W.C.
3	T I E R	The Uncouth	S T A T U S
	IV	THE PRINCE OF TATTERS	
	IV	THE BRIZOLATTO FAMILY	
	III	RIGNOLLE'S ROVERS	
	III	THE TEN HAMMER REGULARS	
	III	THE FOUNDER	
	II	THE UNBURNT	
	II	THE BLUE DEVILS	
	II	THE TWISTJACKS	
	I	THE MOTLEY	

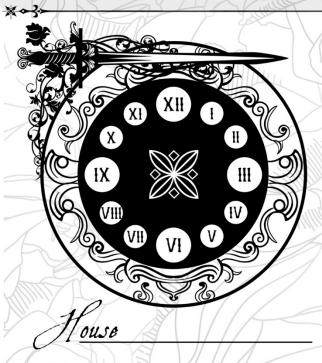


- +3: Allies. This faction will help you even if it is not in their best interest to do so. They expect you to do the same for them.
- +2: Friendly. This faction will help you if it does not create serious problems for them. They expect you to do the same.
- +1: Helpful. This faction will help you if it causes no problems or significant cost for them. They expect the same from you.

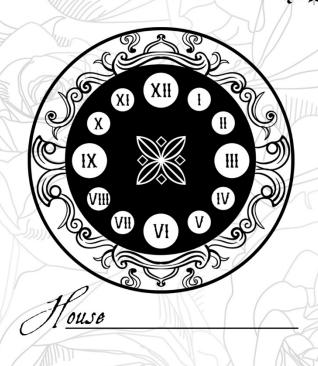
0: Neutral

- -1: Interfering. This faction will look for opportunities to cause trouble for you (or profit from your misfortune) so long as it causes no problems or significant cost for them. They expect the same from you.
- -2: Hostile. This faction will look for opportunities to hurt you so long as it does not create serious problems for them. They expect you to do the same and take precautions against
- -3: War. This faction will go out of its way to hurt you even if it's not in their best interest to do so. They expect you to do the same and take precautions against you. When you are at war with any number of factions, your crew suffers +1 exposure from errands, and PCs get only one downtime action rather than two. You can end a war by eliminating your enemy or by negotiating a mutual agreement to establish a new status rating.

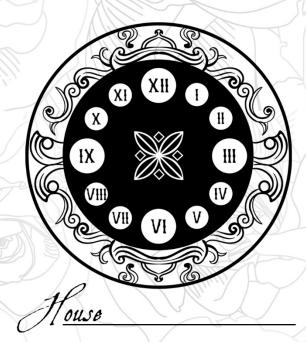
Houses of the Esultare













Long-Term Objectives, House

REACH:

GRASP:

SLEIGHT:

STRENGTHS:

