

Templar Extortion

A templar can extort money from citizens of their city-state with a successful bureaucracy or intimidation non-weapon proficiency check. The amount of money gained depends on the wealth level of his victims. Multiply the following amounts by the result of a successful proficiency check:

Victim Wealth	Multiplier	Check Penalty
Squalid	1 lead bead	0
Poor	1 ceramic bit	-1
Middle-Class	1 ceramic piece	-2
Wealthy	10 ceramic pieces	-3

Each templar can extort money from a number of victims per month equal to the templar's Charisma Reaction Adjustment. For every five levels the templar has, the check penalty is reduced by 1 point (so at 15th level, no penalties remain).

Resistance Modifier

Each time the templar extorts money from a victim, the penalty for all subsequent checks increases by one point. This is the resistance modifier - as the templar exerts influence, the people of their city-state grow more resistant to extortion. As soon as the templar fails an NWP check, the resistance modifier is reset to zero.

Consequences of Failure

When the templar fails a bureaucracy or intimidation check to extort money, roll on the following table to determine the consequence:

2d10 Roll	Consequence
2	Assault. The templar is attacked by unknown assailants and suffers 1d6 points of ability damage to one randomly determined ability score.
3-6	Fine. The victim calls in a favour. The templar is fined an amount equal to 1d20 x the multiplier for the victim's wealth level.
7-15	Rebuke. The victim calls the templar's bluff and the extortion attempt fails.
16-19	Stymied. The templar is censured by their bureau and is unable to carry out any more extortions for the remainder of that month.
20	Imprisoned. The templar is imprisoned for their malfeasance. They remain in custody for the remainder of the month.

Using Secular Authority

When an extortion attempt fails, a templar may avoid the consequences by using their secular authority, if they are of sufficiently high level:

- a 1st-level templar can negate the effects of a failed extortion attempt against squalid victims
- a 4th-level templar can negate the effects of a failed extortion attempt against poor victims
- a 7th-level templar can negate the effects of a failed extortion attempt against middle-class victims
- a 15th-level templar can negate the effects of a failed extortion attempt against wealthy victims.

Each time the templar does so, however, their resistance modifier is permanently increased by one - it can no longer be reset to zero.