



# FACTION SHEET

## Faction Name

Pricebrokers

## Player Name

## Goals

- ☐ Disseminante Manifesto
- ☐ Turn a Priest-Estimator
- ☐ Sell the Sun

## FACTION TRIALS (Contribution Rolls)

Always start with one die  
Add up to one die for each:

- you use a relevant equipment, stress a die
- you use a relevant experience, stress a die

## FACTION ASSETS

- **Secure a link** by marking the circle
- **Stress a link** by clearing the circle
- ⊗ **Sever a link** by crossing the circle
- Mark the small circles to indicate the length of links for the asset

## Merchants Wary

EQP EXP

*Labor rites scared the Merchants Guild to stow away supplies*

IN TRANSIT

## Trade Routes

EQP EXP

*transferring cosmopolitan*

IN TRANSIT

## Scarbelt Saviors

EQP EXP

*We saved the Scarblet ritualists from extinction*

IN TRANSIT

NAME

EQP EXP

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EQP EXP

IN TRANSIT