

Appendix WR – Writ Examples**WRIT**

Issuer: The People of Calvin

Power: Cultural

Aspect: Medical¹

History: Poor hygiene and poor living habits have plagued the People of Calvin for generations (Fundamental Reality) slowing their population growth, draining the talent pool, and costing resources.

Body: The People of Calvin are clean, healthy, productive people (True).

Directive: When activated, each Calvin colony gains 1 extra population factor and each population factor produces .30 RPs the next time the Taxation and Census Powers are activated.

Condition Precedent: Any News Event targeting the People of Calvin in the last turn cycle regarding poor hygiene, disease, or loss of productivity.

**Land Grant WRIT
(Institute)**

Issuer: The People of Calvin

Power: Cultural

Aspect: Medical

History: Poor hygiene and poor living habits have plagued the People of Calvin for generations (Fundamental Reality) slowing their population growth, draining the talent pool, and costing resources.

Body: The People of Calvin are clean, healthy, productive people (True).

Directive: When activated, one Calvin colony may construct Hospital Institutes for 5 RPs. The Hospital Institute reduces any loss of population by 10-50% (except during Orbital Bombardment) on the planet where it is located.

Condition Precedent: Any News Event targeting the People of Calvin in the last turn cycle regarding poor hygiene, disease, or loss of productivity.

¹ An Aspect can have the same name as a Proficiency, see 3 Culture, p. 383.

Militias (Land Grant Writ)**Power:** Combat**Fuzzy Group:**

Proficiencies: Nationhood

Aspect: Xenophobia

College Faculties: Order College (Power College)**Institution:** Upon activation of the Militias Land Grant Writ (by actualization of the Fuzzy Group), a Militia unit may be constructed on any Friendly colony for 5 RPs. Only one Militia Unit may be constructed on each colony.**Maintenance:** Militia units each require one Faculty per turn from the Order College (this necessarily limits the number of militias the position might have, so they are likely only going to be on “frontier colonies”). Militias not supported by Faculties by the Order College for two consecutive turns, are lost. Militias consist of armed population, caches of arms hidden in urban locations, and population trained to use them, and trained in resisting pacification and conversion attempts at all costs. Some might call them terrorist, underground, heroes, or extremist.**Effect:** The purpose of Militia units is to resist pacification and conversion attempts after the colony is conquered. The Militia provides the basis for an armed insurgency. Militias “add” 30 population to the colony for the purposes of Pacification and 15 population to the colony for purposes of conversion. Upon successful conversion or pacification of the colony, the Militia unit is “destroyed”; however, the effect of the Militia unit may provide the basis for future Special Operations.

Hospitals (Land Grant Writ)**Power:** Census**Fuzzy Group:**

Proficiencies: Medical

Aspect: Care

College Faculties: Medical College (Proficiency College)**Institution:** A Hospital may be constructed at any Friendly, Naturalized, or Converted Colony upon activation of the Census and Construction Powers and actualization of the Fuzzy Group to activate this Writ. Hospitals cost 10 RPs each, and each serves up to 50 population Colonies may have multiple hospitals, but not more than needed by the population.**Maintenance:** Each Hospital must be supported by one Faculty each turn from the Medical College. Multiple Hospitals on a colony require multiple Faculties.**Effect:** Hospitals reduce the death rate, and generally improve the health of the population. Whenever the Census Power is activated, for each Hospital on a colony, a unit of 50 population factors grows by an extra 10%, regardless of Habitability Class. Additionally, the loss from each instance of Orbital Bombardment is reduced by 10% if there is a Hospital on the colony.**Historical Society (Land Grant Writ)****Power:** Culture**Fuzzy Group:**

Proficiencies: Education

Aspect: Reverence

College Faculties: Temporal College (Constructural Element College)**Institution:** Historical societies may be placed on any Friendly, Naturalized, or Converted colony for 1 RP each by activation of the Culture and Construction Powers and activation of this Writ by actualization of the Fuzzy Group.**Maintenance:** Every five Historical Societies requires one Faculty each turn from the Temporal College. Historical Societies not supported in any turn are lost.**Effect:** Each turn, one free Temporal Constructural Element is received for each new piece laid, for every five Historical Societies located on Friendly or Naturalized colonies. Historical Societies located on Converted Colonies, add one to all Naturalization die rolls if they were not constructed in the same turn as the Naturalization attempt.

WRIT of NATURALIZATION

Issuer: Mégapole de France

Power: Order

Aspect: Surety

History: Aragorn Colony having converted peacefully to Mégapole de France (no insurgency) three Regular Turns ago, who has since cause the colony to prosper without further incident is now desirous of no other cultural sovereign.

Body: The population of Aragorn Colony wish to fully join Mégapole de France (True)

Directive: On the 11th hour of the 11th day of the 11th month of the year of our lord 1918 (insert flowery language) Aragorn Colony and all populations dwelling thereon, become Naturalized to Mégapole de France.

Condition Precedent: Activation of this Writ by actualization of the appropriate Fuzzy Group on Mégapole de France's Public Space after acceptance by the Concierge.