

Houses of the Blooded



1. BACKGROUND

Roll on the following tables to determine the specifics of your family. You have three points with which to modify any roll.

A. PARENTS

- ☞ Roll once for each parent to determine House.
- ☞ Roll one die for each parent, high result is dominant.

| | | | |
|---|--------|---|---------|
| 1 | Bear | 4 | Fox |
| 2 | Elk | 5 | Serpent |
| 3 | Falcon | 6 | Wolf |

B. SIBLINGS

- ☞ Roll once to determine your birth order (i.e. if you roll a 3 you were born third).
- ☞ Roll one die and subtract one. This is the number of surviving children in your family.
- ☞ Roll one die for each surviving sibling. Even results are brothers, odds sisters.

C. FAMILY STANDING

- ☞ Roll one die for each parent to determine that parent's current title.

| | | | |
|---|-------|---|---------|
| 1 | Baron | 4 | Count |
| 2 | Baron | 5 | Count |
| 3 | Baron | 6 | Marquis |

D. PICK A HOUSE (UNDER THE SHADOW)

- ☞ Choose a House to align yourself with, your mother's or your father's.

| HOUSE | VIRTUE |
|---------|----------|
| Bear | Strength |
| Elk | Cunning |
| Fox | Beauty |
| Serpent | Wisdom |
| Wolf | Prowess |

E. NAME

- ☞ Your family name is your dominant House.
- ☞ Your secret name should be secret and is up to you.
- ☞ Your public name is also up to you.

F. AGE

- ☞ Default age is Spring but talk to your Narrator about what she allows.

| |
|----------------------|
| Spring (adolescence) |
| Summer (adulthood) |
| Autumn (maturity) |
| Winter (solace) |

G. SPOUSE & CHILDREN

- ☞ Determine whether you are married.
- ☞ If married, roll to determine how many children you have.

| | | | |
|-----|--------------|-----|----|
| 1-4 | Yes | 5-6 | No |
| 1-2 | no children | | |
| 3-4 | one child | | |
| 5-6 | two children | | |

H. TITLE

- ☞ All player characters start as either a Baron or Baroness.

2. VIRTUES

The six Virtues are shown at right.

| | |
|------------------|----------------|
| Bear's Strength | physical risks |
| Elk's Cunning | Season Actions |
| Falcon's Courage | determination |
| Fox's Beauty | Romance |
| Serpent's Wisdom | knowledge |
| Wolf's Prowess | Duels |

- ☞ Choose one Virtue as your weakness. You have no rank in that Virtue and can never increase it.
- ☞ Assign the following ranks to your remaining Virtues at your discretion: 4, 3, 3, 2, 2.
- ☞ After assigning ranks, add 1 rank to the Virtue associated with your House.

3. PHASES

Phases represent your character's past as well as age. At right are the phases with accompanying benefits

| | |
|--------|---|
| Spring | 2 Aspects 1 Contact |
| Summer | 4 Aspects 2 Contacts |
| Autumn | 5 Aspects 1 Solace Aspect 3 Contacts |
| Winter | 6 Aspects 2 Solace Aspects 4 Contacts |

A. CHOOSE

STARTING PHASE

- ☞ Typically, player characters start in Spring. Talk to your Narrator about starting in a later phase.

B. CHOOSE OR CREATE ASPECTS

- ☞ Choose or Create a number of Aspects for your character based on your chosen Phase.

C. CHOOSE CONTACTS

- ☞ Pick a number of other player characters to be your character's Contacts.
- ☞ For each contact, work with the other player to create a story about how your characters met and why you became such close friends.

4. DEVOTIONS

You have 3 points to spend on Devotion to Suaven.

- ☞ Your starting Devotion to a single Suaven cannot exceed 3.

5. DOMAINS

The total amount of land that you own is your Domain.

- ☞ Domains are made up of Provinces.
- ☞ Each Province is made up of 10 Regions.

A. BUILDING YOUR PROVINCE

- ☞ Your Province begins with two predetermined Regions: the Castle and the Village.
- ☞ You have 5 points with which you may improve your existing regions or acquire new regions. Each increase in a Regions rank or acquisition of a new region costs 1 point.
- ☞ You may have multiple Regions of the same type in your Province.
- ☞ You may not start play with a Region above Rank 3.

B. RESOURCES

Each region you control that produces Resources, produces a number of Resources each Season equal to its rank (i.e. a rank 2 plain will produce 2 spices or 2 wine).

- ☞ A Region never produces more than one type of resource in a Season. If it produces multiple resources they are all of the same type.

C. VASSALS

- ☞ You have 5 points with which you may acquire Vassals.
- ☞ Acquiring a rank 1 Vassal costs 1 point.
- ☞ You may spend additional points to increase a Vassal's Rank.
- ☞ You may not start play with a Vassal above Rank 3.

| | |
|----------|------------------------|
| Castle | Urban No Resources |
| Farm | Rural Food/Industry |
| Forest | Rural Food/Lumber |
| Hills | Rural Metals/Lumber |
| Mountain | Rural Metals/Stone |
| Plains | Rural Spices/Wine |
| Ruins | Special |
| Shorline | Rural Trade |
| Swamp | Rural Herbs/Poisons |
| Village | Urban Goods |

| | |
|----------------|---|
| Apothecary | Creates medicines and treats poisons |
| Caravan | Move resources between Regions |
| Artisan | Creates Art |
| Court Scholar | Deals with sorcery and supernatural threats |
| Herald | Delivers information to your people and neighbors |
| Maid/Valet | Assists with mundane tasks |
| Personal Guard | Increase security and prevent assassination |
| Roadmen | Wander the countryside quelling trouble. |
| Spy Network | Increase security and investigate other domains |
| Staff | Servants that make your Castle run smoothly |
| Spouse | Automatic if married. Can't be purchased. |

6. SPEND BONUS POINTS

You have 5 bonus points with which you may purchase the options listed below:

- ☞ **Artifact:** You may acquire an artifact created by the sorcerer-kings. Each point in an artifact increases its rank by 1.
- ☞ **Aspect:** You may spend 1 point for an additional Aspect. You may not have more Aspects than your Season limit plus half your Wisdom rounded up.
- ☞ **Contact:** You may spend 1 point to gain an additional contact.
- ☞ **Devotion:** You may spend 1 point to increase a Devotion by 1 (max rank 3).
- ☞ **Friend:** You may spend 1 point to turn a Contact into a friend.
- ☞ **Region:** You may define one of your unexplored Regions or increase the rank of one of your existing Regions (max rank 3) for a cost of 1 point.
- ☞ **Relic:** You may spend 1 point to possess an item sacred to one of the greater Suaven.
- ☞ **Ritual:** You may spend 1 point to know a sorcerous Ritual.
- ☞ **Vassal:** You may spend 1 point to gain an additional Vassal or increase the rank of an existing Vassal by 1.

