

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.

