### **Rulebook: Bloodlines of Fate**

#### **Introduction**

Welcome to *Bloodlines of Fate*, a tabletop role-playing game set in a world of power struggles and intrigue. Players assume the roles of key characters navigating political tensions between three nations. Your actions will influence the fate of the continent and your character’s destiny.

#### **World Setting Overview**

The game takes place in a continent divided into three nations:

* **Caldean Kingdom**: A monarchy with divine-right traditions.
* **Falor Theocracy**: A religious nation emphasizing equality.
* **Nagari Tribe**: A nomadic group of former slaves seeking freedom.

Players engage in the politics of these nations, uncovering secrets and building alliances.

#### **Objective**

Players explore their characters’ personal stories while shaping the future of the continent. Choices lead to varied story outcomes and endings.

#### **Game Setup**

1. Each player receives a character sheet.
2. Place a game map in the center for reference.
3. Begin with introductions to characters and their motivations.

#### **Basic Gameplay**

* **Exploration Phase**: Players visit locations (e.g., Royal Archives, Falor Temples) to gather information.
* **Decision Phase**: Major decisions are made through group discussions and votes, impacting the storyline.

#### **Major Decisions and Endings**

Key decisions affect alliances, power dynamics, and the final outcome. Examples include:

* Choosing the next ruler of Caldean.
* Aligning with Falor, Nagari, or maintaining monarchy power.

Each decision has consequences that determine the ending.

#### **Game Tips**

* Embrace roleplay to deepen immersion.
* Share or withhold information strategically.
* Focus on creating an engaging story rather than winning.

#### **Ending the Game**

The game concludes with a summary of major decisions and the final ending. Players are encouraged to discuss their choices and explore potential follow-ups.