Honor

Your Honor is a capability that represents your social standing or 'face', or your cultural privileges within a caste or class system.

Importantly, if you live in an honor-bound society, then Honor is about the observances you must follow — and the respect and dignities owed to you for doing so — as a member of your caste. That is, *a better rank doesn't indicate a 'higher caste'*, but may mean that you are a more upstanding member of your caste compared to others.

Use Honor in games that heavily feature aspects of duty, etiquette, and chivalry, be that via feudal codes of conduct, religious vows, social credit, or some other organized system of public respect.

Honor Rolls

Some examples of Honor Checks include:

- Making yourself clean and presentable and properly greeting a superior.
- Resisting temptations and habits that may lead you to a unvirtuous lifestyle.
- Assessing the Honor of someone else, to determine how much respect to treat them with.
- Overcoming a moral qualm, and forcing yourself to do the right thing, whatever that may be.
- Sacrificing something dear to you in the name of protecting your honor, or the honor of another.

Some of the above may be things you are able to do without a Check, and that's great! But if there is ever any inner conflict or *doubt* then roll dice, and let the result make a decision for you. This creates great opportunities for roleplaying.

Honor may also be used occasionally for Tasks, in conjunction with one of your Jobs, but only in specific scenarios when your Honor in relation to your ability to perform that Job is called into question.

> For example, an armorer may be called on to make a sword for his queen to prove his loyalty, or as a form of taxation. This would result in a 'Smith' roll using the rank of the armorer's Honor to count successes. Where failure to comply may mean disgrace.

This generally implies that the *lower* your Honor rank gets, the *harder* it becomes to continue to act honorably in the eyes of your society.

Deriving Your Honor Rank

Honor starts at rank 3, and regresses by one step (+1) according to each of your answers below:

- If you have had to defend your own honor and failed, or tried to offend someone else's and failed, *then regress your Honor by 1*.
- If you have acted in an immoral way, or reached beyond the duties of your station, *then regress your Honor by 1*.
- If you have disobeyed a direct order from your superior, or broken an oath, *then regress your Honor by 1*.
- If you have continually pursued principles (during play) that don't match the ideals of your society, *then regress your Honor by 1*.

If you fall below rank 6, then remove the Honor capability from your sheet entirely and gain a Trait to represent your societal punishment: such as being branded, stripped of certain rights, or even exiled. In the most extreme feudalistic societies, losing all your honor may result in a death sentence; in which case you're character will have to become a fugitive to survive.

Honor can only be regained when you do something that annuls one of your transgressions in the eyes of your society, advancing back up by

one step (-1) each time. These redemptions should be discussed with Peers, but should reflect your culture's values, and can be something to strive for with your principles.

> For example, maybe your setting's culture deems large charitable donations to be a good way to regain honor, or another thinks that going on a pilgrimage is the only way to redeem yourself in the eyes of the gods, or perhaps it's settled with a good old-fashioned duel.