Lineage — <b>→≈</b> **•=			Maneuvers		
<del>→ ≈ × · × · × · · · · · · · · · · · · · ·</del>	Rank		<del>→</del> ≈**		
Mother:		Maneuver:		Attacker 🗌	Defender [
Father:		Effect:			Cost:
mark the dominant one		Maneuver:		Attacker 🗌	Defender [
Siblings:		Effect:			Cost:
		Maneuver:		Attacker	Defender [
Spouse:		Effect:			Cost:
Children:		Maneuver:		Attacker	Defender [
		Effect:			Cost:
Contacts		Maneuver:		Attacker	Defender [
<del>→ &gt;&gt;+++++++++++++++++++++++++++++++++++</del>		Effect:			Cost:
[		Maneuver:		Attacker	Defender [
		Effect:			Cost:
		Maneuver:		Attacker	Defender [
		Effect:			Cost:
		Maneuver:		Attacker	Defender [
		Effect:			Cost:
Mark your friends.  When making a contested risk with a friend, you don't lose wagers if your friend is the victor. If a friend takes any risk that may endanger you or your friendship, she gets 3 dice.  Artifacts & Relics					
	- - - -			Win.	

## Player Tips

- $^{st}$  Houses of the Blooded is about tragedy.
- \* Get yourself a spouse.
  \* Whenever you want something in the game, offer to spend style.
- \* You, as a Player, are also a Narrator.
- \* If you like a NPC, give him/her one of your Style Points.
- \* Do not keep your character's background secret.
- $* \ Take \ your \ personal \ guard, \ your \ Swordsman, \ your \ roadmen$ with you.
- \* But don't try to protect your character. Get him in trouble.
- \* Share plots with other characters.
- \* Trigger other characters' plots.
- \* Remember these two questions when using wagers:
- Does your wager move the plot forward? Does your wager have an opening for others to work with?
- \* Spend a Style Point to start a flashback.

## The Season's phases:

- 1. Planning
- 2. Trouble
- 3. Action
- 4. Harvest
- Available actions:
- 1. Build a holding.
- Compose Opera.
   Craft Goods.
- 4. Create Art.
- 5. Explore a region.
- 6. Hire a Vassal.
- 7. Make a new Contact.
- 8. Personal Training. 9. Quell Trouble.
- 10. Region development. 11. Research Sorcery.
- 12. Transport Resources and Goods.
- 13. Vassal training.

## The Season

 $You\ get\ one\ Action\ plus\ half\ your\ Cunning\ (rounding\ up).$ Your Vassals can take as many actions as their Rank.
Other players can take actions for you (paying one extra action)
Your Spouse can take actions as if he or she were you.

Season bonuses:

Spring:

All Romances created in Spring gain a one Rank bonus. Any Art created in Spring gains 1 additional Rank of Potential. Summer:

One Region per Province makes an additional Resource.

All PC nobles get an additional Season Action.

Winter:All Regions roll one additional die of Trouble.

> https://github.com/jantoniomartin/hotb\_character\_sheets