Bonds



- You can make Bonds with other characters.
- Bonds will be created by following a certain number of steps or requirements that exist
- When you make a Bond it gives each party one mechanical benefit and one roleplaying effect.
- The Mechanical Effect is chosen by each party from three options.
- The Roleplaying Effect will confer a Feeling that should be agreed upon by both parties.
- There are ways to break Bonds, some of which are known.
- When you have met enough conditions for the bond (and do be honest!) seek out the Bonds Ref (Ser Bors the Elder) to create it.
- Where bonds refer to a “Relevant Authority”, this may be one of:
    - A Monarch of a Realm
    - A Knight of the Round Table
    - An otherwise metaphysically powerful NPC (ask them!)

Available Bonds

Best of Friends

Requirements:

- Both parties must be consenting to the Bond
- Neither party currently has a Best of Friends Bond
- Any three from:
    - You have both been involved in a Defining Moment's description in a way which emphasises the nature of this bond
    - You have prevented the other from receiving a Mortal Wound
    - You have gone on at least 1 Quest together
    - You have been in at least 1 Joust together (on the same side)
    - One has at some point given a Blessing to the other
    - A relevant authority has declared that you are “Greater Friends Than Any Other”

Mechanical Effect options (pick one):

1. +1 hit when on a Quest or in a Melee or Joust alongside your Best Friend.

2. When your Realm takes the Support action to assist the Realm of your Best Friend, this action provides an extra +1 Strength. You may perform this action by presenting your Best of Friends Bond to the Conquest Refs.
3. When you cast a spell targeting your Best Friend, you won't miscast if you are 1 Bean above or below the Cost.

Roleplaying Effect: You feel <FEELING> in the presence of your Best Friend

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True Love

Requirements:

- Both parties must be consenting to the Bond
- Neither party currently has a True Love Bond
- Any three from:
    - One has declared a Joust for the honour of the other
    - You have both been involved in a Defining Moment's description in a way which emphasises the nature of this bond
    - You have declared your love for each other publicly at Camelot in front of the Monarchs of your respective Realms (or singular Monarch if you are from the same Realm)
    - Someone beside yourselves has expressly forbidden you from creating this Bond
    - One has stepped down as Monarch or General at the bequest of the other
    - A relevant authority has declared that your “Love Is Like No Other”

Mechanical Effect options (pick one):

1. A HEAL from your true love always restores you to full hits.
2. Once per event, in Conquest, a Territory in your True Love's Realm gains +5 Strength for the duration of the phase. You may perform this action by presenting your True Love Bond to the Conquest Refs.
3. You may take the effect of a Curse in the place of your True Love. This can only happen once per Curse and at any time after the Curse has been cast by informing a Ref. The person who placed the Curse will be informed.

Roleplaying Effect: You feel <FEELING> in the presence of your True Love.

Nemeses

Requirements:

- Neither party currently has a Nemeses Bond
- Both parties **do not** need to be consenting to the Bond
- Any three from:
    - One has fought the other in a Joust
    - One has reduced the other to 0 hits
    - One has led an invasion of the other's Realm - either by ordering it in conquest, having it loudly declared by your Monarch or by using the Wanderer skill to take a quest into their

territory.
    - One has Cursed the other or contributed blood to one
    - One has caused the other to fail a Quest
    - A relevant authority has declared that your “Hatred For Each Other Knows No Bounds”

Mechanical Effect options (pick one):

1. After winning against your Nemesis in a contest agreed upon with a relevant authority, gain +1 hit for the next 12 hours.
2. Once per phase in Conquest, a specified Force gains +1 Strength if they attack the Realm of your Nemesis. You may perform this action by presenting your Nemesis Bond to the Conquest Refs.
3. When contributing Blood to the cost for Curses against your Nemesis, those they are Bonded to, and their home Realm, you lose 1 fewer body hit. (e.g. 1 Blood cost is free, 2 Blood cost is 1 hit, etc)

Roleplaying Effect: You feel <FEELING> at the mere mention of your Nemesis.

Most Trusted Servant

This is a bond between a Master and Servant - you must state who is who on creation of the bond.

Requirements:

- Both parties must be consenting to the Bond
- The Servant is not the Most Trusted Servant of any other
- The Master cannot already have a Most Trusted Servant Bond as Master or Servant
- The Servant cannot have had a Most Trusted Servant Bond broken with this Master
- You do not have a Nemesis bond together
- Any three from:
    - The Servant has provided resources which the Master has used to create a scroll
    - The Servant has facilitated the Master's creation of another Bond
    - The Servant has fought on the Master's behalf in a Joust
    - The Servant has prevented the Master from receiving a Mortal Wound
    - The Servant has collected resources in stead of the Master on at least one occasion
    - A relevant authority has declared “I Wish I Had A Squire As Trustworthy As Yours”

Mechanical Effect options:

1. Once per hour, the Servant gains 3 uses of RESIST while defending their Master.
2. Once per Conquest phase, the Servant of a Monarch or a General for a Realm may choose to give an order in Conquest that overrides that of their General. Present your Bond to the Conquest Refs when you wish to do so, as well as the order you wish to submit.
3. Once per Event, a Most Trusted Servant may collect twice the number of resources that their Master could collect if sent in their stead.

Break Condition:

- The Master may, at any point, choose to break this bond by publicly denouncing their Servant. This prevents the Servant from ever creating a new Most Trusted Servant Bond with this Master

again but deals no further consequences.

Roleplaying Effect: Masters feel <FEELING> about their Servants at all times.

Sage Mage

This is a bond between a Sage Mage and a Student - you must state who is who on creation of the bond.

Requirements:

- Both parties must be consenting to the Bond
- Neither the Student nor the Sage must be Student of another Sage Mage
- The Student cannot have had a Sage Mage Bond broken with this Sage before
- You do not have a Nemesis bond together
- Any three from:
  - The Student has ignored the Sage's advice and Miscast a spell as consequence
  - The Student has brought knowledge of a new spell to the Sage
  - The Sage has blessed the Student
  - The Sage has provided resources that the Student has used to create a scroll
  - The Sage has taught a new spell to the Student (and they cast it correctly)
  - A relevant authority has declared to the Student that “You Could Learn A Lot From This One”

Mechanical Effect options (pick one):

1. The Sage may freely call YOU: REPEL against anyone attacking their student while the Student is reading a Scroll.
2. Once per 12 hours, Students that are attempting to create a Conquest spell may, with their Sage supervising, avoid miscasting if they pay up 3 Beans over or under.
3. By expending 1 Blood from the consenting Sage, the student may reattempt a Miscast spell once every 12 hours by informing the Magic Ref of this bond when they inform you the spell is miscast.

Break Condition:

- The Sage may, at any point, choose to break this bond by publicly denouncing their Student. This will prevent the student from ever creating a new Sage Mage Bond with this Sage again but deals no further consequences.

Roleplaying Effect: The Sage feels <FEELING> over their Student and a desire to teach them.

Wise Mentor

This is a bond between a Mentor and Apprentice - you must state who is who on creation of the bond.

Requirements:

- Both parties must be consenting to the Bond
- Neither the Apprentice nor the Mentor must not be an Apprentice of another Mentor
- The Apprentice cannot have had a Wise Mentor Bond broken with this Mentor before
- You do not have a Nemesis bond together
- Any three from:
    - The Apprentice has declared (or offered to surrender) a Joust on the advice of the Mentor
    - One has created a Defining Moment featuring the other in a way which emphasises the nature of this bond
    - The Apprentice has ignored the advice of the Mentor to their detriment
    - The Mentor has Stepped Down from a position which the Apprentice Stepped Up into
    - The Apprentice has made a public decision on the advice of the Mentor. This can be any of:
        - Forming a bond
        - Submitting Conquest orders
        - Allowing or denying permission to embark on a Quest in their Realm
        - Stepping down from a decision
        - Declaring a Joust.
        - A relevant authority has declared to the Apprentice “You Should Listen To This One”

Mechanical Effect:

1. With the Mentor actively instructing at the time, the Student may use one of the Mentor's skills. (e.g. Giving instructions on how to block with a shield, while the student is being attacked and is holding a shield.)
2. Once per 12 hours, Apprentices may rescind a Conquest order that they have placed, if they are under the supervision of their Mentor. Present your Bond to the Conquest Refs to perform this action.
3. Once per 12 hours, under the supervision of their Mentor, if the Apprentice miscasts a spell they may select one of two Miscast effects.

Break Condition:

- The Mentor may, at any point, choose to break this bond by publicly denouncing their Apprentice. This will prevent the Apprentice from ever creating a new Wise Mentor Bond again with this Mentor but deals no further consequences.

Roleplaying Effect: The Mentor feels <FEELING> when advising their Apprentice.

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