**Rules 3: Mortal Hunters Orders**

All characters will select an Order from within their chosen Concept (Nobility, Clergy, or Guild).

**NOBILITY**

Characters of Noble Concept select an Order by choosing from one of the following **families**:

Starting Equipment: Good quality clothing, footwear, hat, belt, basic implements (knife, pouch, backpack, tinderbox & torches, etc.), misc. personal effects. You receive *any* one weapon of your choice from the Equipment list handout (free of charge), and one suit of Composite Armor plus a Light Helmet from the same list. You may sell any of those items at full book value/price to purchase upgraded/better equipment if you wish. You also have a personal stash of silver coins equal to three times your monthly silver coin allowance (per your level in Resources).

You will choose from one of the families below, then feel free to add more detail to your backstory. Each family below has six game traits: Location, Status, Resources, Influence, brief History, and Benefits. When you create your character and choose your noble family, your character’s personal Resources, Status, and Influence levels *cannot exceed* what is listed for your family. You can *equal* your family’s levels in these three Backgrounds, or of course come in under, but never higher. Location is merely where your family’s main home is located. Benefits are the bonuses to your character that you get if you choose that family.

**The Asshetons**

Location: Preston

Status: 5

Resources: 4

Influence: 4

History: The Assheton family dates back to the Norman Conquest, and had fought with the Conqueror at Hastings in 1066. They had formed an alliance by marriage with the Hothams. The family acquired many lands throughout Lancashire and around Preston, where their home, Downham Hall, is located. The family holds a Baronial title.

Benefits: One dot in Law.

**The Chaddertons**

Location: Oldham

Status: 3

Resources: 4

Influence: 3

History: The High Sheriff of Lancashire is a member of this family. Family members are well-connected at the court of the Baron of Lancashire. They are a wealthy family but with only moderate land holdings. The is a martial family whose members have been fine leaders.

Benefits: One dot in Leadership.

**The Claytons**

Location: Blackburn

Status: 2

Resources: 3

Influence: 2

History: The Clayton family dates from the time when Robert de Clayton came to England with William the Conqueror and was granted lands known as Clayton-le-Moors for his important military services during the invasion of 1066. Clayton Hall dates back to the 12th century. This family is relatively small, moderate of means, but its members experts in combat.

Benefits: One dot in Melee.

**The Entwistles**

Location: Bolton

Status: 4

Resources: 3

Influence: 4

History: The Entwistle family is of Norman French origin. Early family members had acquired their lands as Norman Barons after the invasion in 1066. The Entwistles married into noble Norman families of the time. They have many equestrian holdings and train fine horses.

Benefits: One dot in Ride.

**The Gerrards**

Location: Preston

Status: 5

Resources: 5

Influence: 4

History: An ancient and powerful land-owning family in Lancashire. The name Gerrard is an old Anglo-Saxon name meaning "spear carrier" and is recorded in the Doomsday book of 1086. The family holds a Baronial title. This is a quintessential model of a medieval high noble family.

Benefits: One dot in Seneschal and one dot in Etiquette.

**The Hoghtons**

Location: Preston

Status: 4

Resources: 4

Influence: 3

History: The old family of deHoghton (or Houghton), and their country seat at Hoghton Tower, dominate the area of central Lancashire around Darwen and Preston. This old family is of Norman descent, tracing its history back to before the Invasion of 1066. A Houghton came over on the same ship as William the Conqueror himself, and that the Houghton coat of arms is the second oldest in England. This large family is well-connected and greatly involved in politics.

Benefits: One dot in Politics.

**The Molyneux Family**

Location: Liverpool

Status: 3

Resources: 3

Influence: 3

History: The Molyneux family are one of the oldest families in the original county of Lancashire. Normans by descent, they were initially granted the Manor of Little Crosby. By 1212 it is owned by Richard de Molyneux of Sefton. The family also owns most of the districts of Speke and Rainhill. Their family tends to be scholarly with many entering the clergy.

Benefits: One dot in Academics and one dot in Linguistics.

**The Parkers**

Location: Browsholme

Status: 3

Resources: 4

Influence: 1

History: New wealthy family, also known as the Bowbearers of the Forest of Bowland. This family has connections within the carpenters guild, specifically bow and arrow making, and trains some of the finest bowmen in England.

Benefits: One dot in Archery.

**The Scarisbricks**

Location: Scarisbrick Hall (between Bolton and Southport)

Status: 4

Resources: 5

Influence: 2

History: The Scarisbrick family, major county landowners, are described as the 'richest commoners' in Britain. They live at Scarisbrick and hold powerful influences as one of the great families of Lancashire. The family has married extensively with other notable Lancashire families. Few families in the shire can surpass their wealth and opulence.

Benefits: One dot in Resources.

**The Winstanleys**

Location: Wigan

Status: 3

Resources: 4

Influence: 3

History: The Winstanley name pre-dates the Norman Conquest. They are a highly religious family. From 1212 AD, Roger de Winstanley held the manor and is noted for the benevolent grants which he made to Cockersand Abbey.

Benefits: One dot in Hearth Wisdom and one dot in Theology.

**CLERGY**

Characters of Clergy Concept select from one of the following **religious Orders**:

Starting Equipment**:** Basic clothing, black monk robe, simple footwear, belt, pouch, crucifix on a string or thin link chain, scroll with prayers, and a minor relic (see GM). Your character will not have any silver coins (thus considered poor), *unless* you have given your character a Status of 3 dots. If your character has 3 dots (or higher) in Status, he will receive the amount of Silver Coins indicated under the level of Resources that you select, including the starting stash.

*Order Rules, Chapter 33, forbids the* [*private possession*](https://en.wikipedia.org/wiki/Poverty#Voluntary_poverty) *of anything without the leave of the abbot (status 4) or the prior (status 3), who is bound to supply all necessities.*

**About the Benedictines (of which you are a member):** Saint Benedict is considered the founder of Western monasticism (rule founded ca. 525 A.D.). The Benedictine monks were one of the first monks to live in community. Prior to this time, monks typically lived as hermits, or [eremites](http://en.wikipedia.org/wiki/Eremite) (known as Desert Fathers). Traditionally, Benedictines are cloistered; living within an enclosure with very little to no interaction with the world. Being a coenobitic order, their "world" is the monks around them, which they interact with frequently (community meals, community prayer, community work, etc.). The Benedictine "motto" is ora et labora; Prayer and Work. Their tenets are stability and obedience. A monk’s time is usually taken up with some sort of work; their day occupied by recitation of the complete Divine Office.

You will choose from one of the Orders below:

**Oblates of St Anselm:** These are individuals, either [laypersons](https://en.wikipedia.org/wiki/Laity) or [clergy](https://en.wikipedia.org/wiki/Clergy) but not monks or nuns, living in general society, who have individually affiliated themselves with a monastic community of their choice. They make a formal, private promise (annually renewable or for life, depending on the affiliated monastery) to follow the [Rule](https://en.wikipedia.org/wiki/Monasticism) of the Order in their private life as closely as they can. Such oblates are considered an extended part of the monastic community.

Bonuses: One dot in Hearth Wisdom, one dot in Occult.

**Barbers of St Herman the Crippled:** Monks from this order specialize in the care of the sick and wounded. Sometimes their members travel out from their monasteries on healing missions.

Benefits: One bonus dot in Academics, One bonus dot in Medicine.

**Table of Benedictine the Scholar:** Monks from this order specialize in academics and knowledge. This is the most common order in the region.

Benefits: One bonus dot in Academics, one bonus dot in Theology.

**Circle of St. Marus the Divine:** Monks from this small order seem to be more attuned to the power of God. They are more intent and passionate about prayer and worship.

Benefits: You replenish Mana at the rate of TWO points per hour (instead of the standard one point per hour), and you receive one bonus dot in Humanity.

**GUILD**

You and your family are connected to a craft or merchant occupation of some kind. Characters of Guild Concept select their Order from one of the following **guilds**.

Starting Equipment: Basic clothing, footwear, hat, belt, basic implements (knife, walking stick, pouch, knapsack, tinderbox & torches), misc. personal effects. Personal stash of silver coins equal to three times your monthly silver coin allowance (per your level in Resources). Set of fine tools appropriate for your specific craft (if questions, see GM).

You will choose form one of the following crafts guilds as your Order:

* Apothecaries
* Bakers
* Blacksmiths
* Brewers/Rectifiers
* Butchers
* Carpenters
* Chandlers
* Cloth Makers/Fullers
* Cobblers
* Coopers
* Fishmongers
* Lampwright
* Masons
* Minstrels
* Painters
* Saddlers
* Sailmakers
* Shipwrights
* Silversmiths
* Tanners/Cordwainers
* Tinkers
* Weavers
* Wheelwrights
* Woolmen

Membership: Your starting rank within your guild will depend on your level in Status.

Benefits: All craft guild members receive one free dot in Crafts and one free dot in Commerce. While traveling, they are also able to receive free, temporary lodging and aid within a house of your guild if there is one in the town or village.