

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.
- There are ways to break Bonds, but these are not generally known.
- When you have met enough conditions for the bond (and do be honest!) seek out a Ref to create it.

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 Knight of Camelot has declared that you are "Greater Friends Than Any Other"

Mechanical Effect: +1 hit when on a [Quest](#) or in a [Melee](#) or [Joust](#) alongside your Best Friend.

Roleplaying Effect: You feel confident in the presence of your Best Friend

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 Knight of Camelot has declared that your "Love Is Like No Other"

Mechanical Effect: 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. In addition to this a [HEAL](#) from your true love restores you to full hits.

Roleplaying Effect: You feel serene in the presence of your True Love.

Nemeses**Requirements:**

- Neither party currently has a Nemeses 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 Knight of Camelot has declared that your "Hatred For Each Other Knows No Bounds"

Mechanical Effect: When contributing Blood to the cost for Curses against your Nemesis, those they are Bonded to (excepting their other Nemeses), 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 irrational hatred 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
- 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 Knight of Camelot has declared "I Wish I Had A Squire As Trustworthy As Yours"

Mechanical Effect: Once an Event, a Most Trusted Servant may collect twice the number of resources that their Master could collect if sent in their stead.

Roleplaying Effect: Masters feel inherent trust in 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:

- Neither the Student nor the Sage must be Student of another Sage Mage
- Both parties must be consenting to the Bond
- You do not have a Nemesis bond together
- Any three from:
 - The Student has ignored the Sage's advice and [Micast](#) 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)
 - Merlin has declared to the Student that "You Could Learn A Lot From This One"

Mechanical Effect: With your Sage present, you may reattempt a [Micast](#) spell once every 12 hours by informing the Magic Ref of this bond when they inform you the spell is miscast.

Roleplaying Effect: The Sage feels a duty of care 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:

- Neither the Apprentice nor the Mentor must be an Apprentice of another Mentor

- 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**.
 - Guinevere or Arthur has declared to the Apprentice "You Should Listen To This One"

Mechanical Effect: 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.)

Roleplaying Effect: The Student feels a desire to learn from their Mentor

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