

The Faith

Arguably more so than any other Kingdom, the Faith of the Seven looms large in the Reach. Afterall, the Faith is based in the Starry Sept in Oldtown. As the dominant faith on the continent, vast funds at their disposal, and their own army in the Faith Militant, the Faith is also incredibly powerful, and an incredibly valuable ally.

Luckily for the Houses of the Reach, the Faith is not flawless. Each House will be able to accumulate Influence with the Faith through donations, events and other ways.

Influence

Influence is the primary resource when interacting with the Faith.

The easiest way to acquire Faith is through a donation. You can donate once per quarter, donating 20% of your base quarterly income for 2 Influence. If you donate every quarter in a year you get an additional 2 influence for a total of 10 Influence.

At any point, Influence can be spent on buffs for yourself and debuffs for your enemies. Examples include charity in your lands, having the Warrior's Sons protect your lands, or even having Septons spread rumours and slander about your rivals.

All Houses have a minimum level of Influence. For most Houses this is 0. Whenever you spend Influence, if you go below your minimum level of Influence, it automatically increases back to your minimum level at a rate of five per quarter. The Gardeners have a minimum level of 10 due to being royalty. The Hightowers also have a minimum level of 10 as the Starry Sept is in Oldtown.

Houses can increase their minimum level. If a PC of the House is a Warrior's Son, that increases the minimum level by 1, unless they are the Grand Captain which increases the minimum level by 10. Building the Provincial Sept building increases it by 2. Building the Large Sept building increases it by 5.

A House cannot have more than 60 influence, and Minimum influence cannot go above 30.

Influence Actions

Action	Effect	Influence Cost
Poor Fellow Guards	200 Maintenance Free Levies in a Province for 1 year	10
Septons Share Confessions	+1 to your next Spying roll	20
Provincial Charity	Adds 1 to positive outcome for next event roll	20

Alms Collecting	Reduce Income in a Province by 50 for a year	20
Faith Militant Assignment	100 MaA and 300 Levies Maintenance free troops with a Pursuer I commander in a province for a year	20
Septons Praise Your Ruler	Reduces the chance of a negative outcome on event rolls to a minimum of 1 for a year	30
Faith Trials	Adds 1 to a chance for a negative outcome on event rolls for another claim for a year	30
Inquisitors of the Faith	+2 to your next counterintelligence roll	30
Septons Slander a Rival	+5 to your next Rumour Spreading roll	40
Faith Militant Command	150 MaA and 500 Levies Maintenance free with a Duellist I and Inspiring Commander I leader under your command for a year.	40
High Septon Officiates a Ceremony	The High Septon can knight a PC, officiate a wedding	50
Accuse a Rival	The Faith issues an arrest warrant against a PC, will try to arrest them, and go to the Gardeners if they fail to.	60

Note: While these troops of the Faith Militant will be assigned to you, they will not be mindless drones and may refuse certain orders or actions.

Sinning

The Faith expects certain behaviours from its followers, and those who break these expectations and get caught can suffer consequences in regards to their influence.

Act	Influence Loss/Consequence
Unmarried Man having an affair	-2
Married Man having an affair	-5

Unmarried Man having a bastard	-5
Married Man having a bastard	-10
Unmarried Woman having an affair	-5
Married Woman having an affair	-10
Unmarried Woman having a bastard	-15
Married Woman having a bastard	-20
Killing an opponent after they've yielded (battles don't count)	-20
Polygamy	-30, Arrest Warrant Issued
Incest	-30, Arrest Warrant Issued
Kinslaying (Siblings, Parents and Children)	-60
Breaking Guest Right	-60

The High Septon and Biases

The High Septon is meant to be the voice of the Seven, but that voice can have opinions of its own. The High Septon is a GM controlled NPC whose behaviour is affected by his biases.

Whenever a High Septon dies, a new High Septon is elected, who will have biases. A High Septon will have 3 biases. All Influence will be added up and tallied, and a 3dX where X is the total influence will be rolled. If a House is rolled, they are one of the Faith's biases.

Other factions will have Influence for these rolls. The Faith will have 30 Influence. The Kingdoms of the Rock, Stormlands, Vale and the Principality of Dorne will have 20 Influence each. The Trident will have 10 Influence.

If the High Septon is biased towards you, you gain 10 Minimum Influence with the Faith and you cannot be targeted with negative Influence Actions.

The High Septon at game start is known as the Passionate One, and is biased towards the Faith, the Gardeners and the Stormlands.