

HEAD OF HOUSE

Landed (Laird)

BACKGROUND

The highest class of citizens within the Kordi Nation are the landowners. Their rank and fortune confer upon them many advantages, but their lives are far from carefree. Land is granted to those who have shown some modicum of excellence to the nation, be it through military service, diplomatic ventures, or other feats demonstrating skill and loyalty to the nation. Such examples of land grants have been innumerable in recent years. But notably, the founding of House Ekten has become a well-known tale. The late Ard Laird, Elisar Ekten had his lands gifted to him after rescuing the two youngest children of House Posa from a troop of roving Prytanis. Tales aside, the true test of the landed is not merely maintaining the prestige and name of their house, but in employing citizens as their tenants, and enabling them to prosper. A landowner who fails to do so, or who develops a reputation of cruelty or unfairness towards their tenants, is at severe risk of having both their lands and titles stripped.

Landed citizens are provided a small estate by the Kordi government. The estate contains a modest manor house with approximately 10 acres of land suitable for farming and a small staff to perform basic maintenance and operation of the house and grounds. The rank of *Laird* is given to the specific owner of the land, and the responsibility of running the house falls to them. A Laird, if they so choose, may attempt to expand the influence of their house by gathering additional vassals, acquiring access to valuable resources, or by advancing the overall prestige and reputation of their house. By growing the house, the Laird is able to climb the ranks and exert more influence over the political landscape as they gain the ear and attention of those in positions of significant power, and have the clout to make valuable friends and allies. If a household grows to gain recognition from a Tiarna, that Tiarna may petition to have the family's rank elevated. If approved, the Laird is granted the title of Ard Laird from their region's Ard Tiarna. After advancing to the rank of Ard Laird, the estate can be inherited between family members, and the household is able to take on a surname that can also be given to each subsequent member. The top three to four Ard Laird families of any city receive the most respect and renown, typically serving as a governing council beneath the Tiarna of their city.

Please note: While the rank of Ard Laird is a reasonable in-game goal to strive for, it is, realistically, the highest level that a player might attain.

PROGRESSION

Level	Requirement	Time	In-game Benefits
<i>Fledgling House</i>	Obtain 2 new Assets over the course of 2 events .	<i>2 events</i>	Maintain a ledger of 10 Assets Skill: <i>Household Management</i>
<i>Notable House</i>	Obtain 2 new Assets over the course of 2 events .	<i>+2 events</i>	Maintain a ledger of 20 Assets Skill: <i>Leverage Asset</i>
<i>Prominent House</i>	Obtain 2 new Assets over the course of 2 events .	<i>+2 events</i>	Maintain a ledger of 30 Assets Skill: <i>Advanced Management</i>
<i>Influential House</i>			Maintain a ledger of any number of Assets Skill: <i>Exert Influence</i>

MECHANICS

The structure of nobility in Kordi is based largely on the success and influence of each individual house. The influence and ranking of nobility can and often do change rapidly as the noble houses compete to build up their households to climb the ranks. The success and status of a household are measured by scores in four different categories: Land Holdings, Personnel, Resources, and Prestige.

Land Holdings: This represents the physical land that the family has control over. Land is assigned to families by the Ard Tiarnas in control of that area, typically as a reward or payment for some form of service. Landholdings carry significant weight as they are a direct measure of a particular family's standing with the higher nobility.

Personnel: Personnel represents the vassals that fall under the protection of a particular household. A laird will typically make an arrangement to pay either a stipend or some other form of payment in exchange for goods or services that a person may be able to provide. This particular score represents only the actual person themselves.

Resources: Resources represent the household's access to various goods or notable natural resources that they may leverage in some manner. Resources may come from vassals that the household has made agreements with or may come naturally with the acquisition of land and can be further unlocked with appropriate personnel

Prestige: Prestige represents the overall notoriety and esteem of a house. Prestige can come in many forms and can manifest as a standalone asset or can be paired with a person or resource. For example, a statue in itself would provide prestige to a household as would having a skilled jeweler on retainer. Prestige varies widely and the effects can grow or diminish as situations dictate.

The job of a head of house is to obtain and manage the various assets of the house. Each asset will receive a cost which signifies the expenses associated with maintaining that asset and revenue which signifies the value and income the household is able to generate off that asset.

Although assets may be assigned costs or revenue of zero, all assets are scored within one or more categories which represent their influence in the house.

As a household gains assets, it will be forced to balance the costs and revenue generated with each asset and attempt to expand its influence. The values associated with each asset are dynamic and can change over time either by external influences or by direct actions from the household itself. Assets also are not entirely independent. While each asset has its own individual values assigned, the presence or strength of another asset may have a positive or negative impact on its value.

BLOOD FEUD

A noble household is permitted to initiate a “Blood Feud” with another noble house in order to usurp the other household’s position and acquire their assets. The rules of the feud are simple, once the feud has been declared officially, the aggressor must completely eliminate all living family members tied to a particular noble house. During the feud, any aggression directed by either party towards the other may not be addressed by the law, however, no outside parties are permitted to interfere. A feud must be completed within two years of becoming official, after which the feud is automatically conceded and the aggressor must cease all activities.

In the event the aggressor is successful in eliminating the entire household, they obtain all remaining assets and assume the ranking of the household they eliminated. No legal recourse can be taken against the victorious house. If the aggressor is unsuccessful, the entire attacking house is then eliminated in turn by the government, and all assets are given to the surviving house as repayment for their losses. Once a feud is officially called no treaties or ceasefires can be reached which would save both houses; only one house may remain after the conclusion of the feud.

HOUSE RANKING

Aside from the blood feud, a house may also advance by gathering assets thus increasing the house’s overall score. After becoming an *Influential House*, the score of the house will determine which of the upper ranks they fall into. The additional rankings are as follows:

Distinguished (Score of 150 - 200)

Prestigious (Score of 200 - 275)

Renowned (Score of 275 - 350)

Legendary (Score of 350+)

SKILLS

Household Management (2) Spend your *Between-Game Profession Action* tending to an aspect of your household. Describe your intended action or desired information on the asset you wish to attend to. Actions taken via this skill may be used to influence aspects of the household and allow the head to direct some of the actions or development of their assets. Gathering information will provide the head with a detailed summary of the status and pertinent information regarding a particular part of their house.

Leverage Asset (2) Spend your *Between-Game Profession Action* to Exert your leverage over one of your assets to acquire some form of in-game material gain. Any items obtained through *Leverage Asset* will be provided in your character bag at the following event.

Advanced Management (2) When using *Household Management* you may attend to a second aspect of your household during a single between-game period.

Exert Influence (2) Spend your *Between-Game Profession Action* to call upon the status of your household to influence a political or economic situation in-game once per season. Submit a description of the situation as you understand it and the influence you wish to exert over it. Your effect on the situation will be gauged based on the overall impact requested and the overall status and standing of your house.