

Regency Rules Change Proposal:

Hey there, TT here with a mechanics proposal in regards to the regency rules. The current rules are as follows:

Regencies and their composition are decided in-character, and by default last until the Lord or Lady reaches the age of 16. This can be modified via in-character agreement.

During a regency, the mechanical control of the House falls to its regent. If a regent dies, the new regent can be appointed in a number of in-character ways.

If a regency council is made, majority assent must be had for any mechanical actions to go forward without loyalty rolls.

Loyalty rolls can be used for mechanical action that the regent takes with regards to the claim's troops as well as any unclaimed vassals that either clearly goes against the interests of the house or otherwise causes internal conflict within the house.

Adult PCs and the underage Lord/Lady of the house with the regency may take mechanical actions with the claim, but the regent can overrule. If there is a conflict between the regents and adult PCs of a house, loyalty rolls will be done.

My newly proposed rule would be added. The existing rules would not otherwise be changed:

If a regent with majority mech control of an active house (i.e., the regent or majority characters of a regency council) is inactive for at least 10 days, a new regent must be appointed by the parties who had authority to appoint the regent in the first place, to ensure the regent or regency council has an active majority. This can include adult PCs from the claim in question.