

# The Sanguine Order of Santus Valentinus

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*Deep in the picturesque wilderness of the Western United States lies the sleepy little town of Hannah, Montana. But this small town hides a secret. If you visit, you soon realize something is amiss. Perhaps it is the ornate church in the center of town dedicated to the Valorous Saints. Perhaps it is how the population is surprisingly fit. Perhaps it's because rather than small dogs, the women of Hannah, Montana walk small cherubic beasts with wings and fat pink bodies.*

*The truth is, Hannah, Montana is the home of the Sanguine Order of Santus Valentinus an ancient order of Church Knights founded over 2,500 years ago. An esoteric order focusing largely on learning and study, they under go a fascinating transformation during the late Winter season. During this time members of the order travel the world, bringing love, romance, and joy to potential couples which they select through curious divination routines (such as plucking rose petals or examining cards for hidden messages). Then, as the day of their namesakes arrives, the knights slaughter the chosen couples with as much brutality and collateral damage as feasible.*

## A Short Chronology of the Order

- 562 B.C. The Three Most Worthy Knights (Ejekial, Riguriel, and Susan) found the order of Santus Valentinus on the dual principles of love and bru-

tality. The order is tasked by Pope Morris II with the elimination of dragons and the romantics on which they feed.

- 315 B.C. The first Rainbow Dragon is encountered by the Order. More civilized and intelligent than most dragons, this was the first true challenge they encountered since their formation. In the following four centuries the Order was nearly wiped out by subtle plots and romantic entanglements.
- 44 B.C. Disastrous conflict with Rainbow Dragon cult of Rome results in Gaius Julius Caesar being slain by various lovers, including Marcus Junius Brutus (a Knight himself). A cover story of political assassination is successfully used, but these events result in the outlawing of Unrequited Love within the Order.
- 8 B.C. Following the Order's discovery of a Rainbow Dragon enclave containing the largest cupid farm known to date, the Order requests assistance from the Church at large. But the Church is engaged in other business, leading to an ever widening schism between the Order and the Church.
- 128 A.D The Truce of Corinth is forged, where the Rainbow Dragons join with the Order in the elimination of all other dragons. Grand Mistress Susan (descended from the Most Worthy Knight) and Chubbs, now known as the Valentine's Day Dragon, are the

signatories. The Church threatens excommunication over the treaty, especially the Dragon's condition of editing the Seven Deadly Sins article, but the paper work was lost.

- 171 A.D. After many years of successful collaboration, the Rainbow Dragons have become full members of the order, as signified by the election of Chubbs, the Valentine's Day Dragon to lead the order following the combat death of Grand Mistress Susan.
- 831 A.D. Order's Seven Deadly Sins is revised to combat the growth of Emo across Europe.
- 1194 A.D. Chubbs is killed by a Crimson Dragon warrior. Much beloved his body is displayed across the lands patrolled by the Order in what is Known as the Black Parade. After this mass ritual, the members of the order discover they gain blessings from slaughter, drawing upon the Death of the dragons the order has slain. To this day a Black Parade is the final step to becoming a full Brother or Sister in the order.
- 1244 A.D. The final Crimson Dragon is defeated. Scrolls found among the Crimson clan of dragons indicate that they and several other clans worked together to cast a ritual, ensuring their eventual rebirth. To counteract this rebirth, the Order constructs a yearly ritual of love and slaughter to keep the dragons imprisoned in Death.
- 1352 A.D. Under the cover of the first colonists to the American West, the Order secrets itself away and replants itself. Their new headquarters is founded on the site of the Grandmaster's vision of Chubbs. The new town is called Hannah, the Rainbow Dragon word for Hope. This also marks the

beginning of the cult of Chubbs, who believe Chubbs will return during the Order's darkest hour.

- 1493 A.D. The Order begins to recruit from the native people of the territory now called Montana, cat people. Soon their culture and populace becomes integrated within the order as their incredible fighting prowess becomes better known.
- 1703 A.D. The Research and Matchmaking Branch of the Order is founded, with experiments in weaponizing chocolate and heart shaped candies.

## Making Your Knights

1. Choose a Name
2. Choose a Race

- **Human**  
**Hearts 3,**  
**Choose 3 Expertises,**  
**Choose 3 Weapons,**  
**Starting Emo = 0 STD**  
Humans are the most common type of Valentines Knights, they are flexible, but neither masters of slaughter nor expertise.
- **Rainbow Dragon**  
**Hearts 4,**  
**Choose 4 Expertises,**  
**Choose 2 Weapons,**  
**Starting Emo = 0 STD**  
Rainbow dragons are smaller dragons with an acute sense of romance, love, and cunning. By necessity they have learned to wield the weapons of the Valentine Knights.
- **Cat Person**  
**Hearts 2,**  
**Choose 2 Expertise,**  
**Choose 3 Weapons,**

**Catfight: All Weapons roll +1 die.**

**Starting Emo = 3 STD**

Deadly and vicious cat girls and boys are the combat experts of the Order. Unfortunately years ago their bloodlines were contaminated by Emo.

3. Choose your Expertises (Things some, but not all, Valentine Knights are good at). These may also give you non-weapon gear you'll always have on you.

- **Carding** - With this expertise you perform divinations connection a target with their ideal mate. This expertise also lets you perfectly determine a targets age. *Gear:* Dozens of sappy Valentine's Day cards.
- **Deflowering** - With this expertise you can determine who in a group of people would be ideal for romance. This expertise also makes you an expert in flowers. *Gear:* A bouquet of at least a dozen red roses.
- **Deriving** - This expertise triangulates the locations for the most appropriate romance and slaughter (by the changes in the love and violence fields). This expertise enables you handle the controls of a vehicle. *Gear:* If at least one Knight has Deriving the team has access to a Pimpmobile, a ubiquitous vehicle during the days and weeks before Valentine's Day.
- **Heartbreaking** - With this expertise you can use the ancient techniques for breaking romantic couples apart to make them stronger, causing a lover's quarrel. *Gear:* Broken heart shuriken.
- **Cupiding** - By shooting your target with cupid venom, you can

cause them to fall into sacrificial love for whomever they next see. *Gear:* Eight inch tall enchanted bow and arrows.

- **Conversing** - With this expertise you can use the power of a conversation heart to bring about the initial spark of love between two people. *Gear:* Big bag of conversation hearts.

*Things all Valentine Knights are good at*

- Remaining in the Background - Knights are exceptionally good at remaining unnoticed until the bloodshed begins.
- Cupid Wrangling - From a young age, each Valentine Knight is required to care for the cupid flocks near Hannah, Montana. This has given them the ability to handle venoms and poisons (such as the weaponized chocolate for the darts) with ease, as well as the care and feeding of cupid kind.
- Slaughter - Valentine Knights are experts at all sorts of weapons, although they each have their advantages. While a Knight may only carry a few weapons, they can reliably find an alternative if the needs of slaughter arise.

*Things Valentine Knights are not good at*

- Anything Without an Expertise - a Knight is rigorously trained, but isolated from the greater world. For example, no Knight is good at disguise, music, or non-cupid animal training. On these types of action the Knight rolls only 1 die.

*Things Valentine Knights shouldn't be good at, but are*

- Sinning - Valentine Knights have learned that their Seven Deadly Sins are a double edged sword, which means they can cut their enemies with them to. For each sin which you commit as preparation for your action you gain 1 bonus die per STD gained (see Emo below).
4. Choose Weapons - Note, Cat People get +1 die for each weapon. Without a weapon you attack as unarmed: 1 die.
    - Slashing Sword - 3 dice, after you roll you may turn one die red.
    - Impaling Pike - 3 dice, after you roll you may turn one die black.
    - Sharpened Darts - 2 dice, after you roll you may turn one die pink.
    - Plasma Cannon - 5 dice, but you cannot gain blessings from this roll.
  5. Choose Starting Blessings - Before each mission a knight gains three blessings - signs of the sacred nature of slaughter. These may be chosen from the first four on the following list. A knight may select any of them he or she chooses, from three of one blessing to three different ones. From then on, blessings are gained due to specific dice outcomes for successful slaughter actions (after you use your Hannah dice).
    - **Death Notes** - Your target's body sang sweetly of its demise. You may spend this blessing to enhance a Flesh Wound to a Heart Wound, a Tendon Wound, or a Ligament Wound. *Granted by:* Equal number of each color on a successful slaughter roll.
    - **Heart Impaled** - Your target's heart leapt towards your weapon.
- You may spend this blessing to heal one wound. *Granted by:* More black dice than any others on a successful slaughter roll.
- **Blood Turned to Chocolate** - Your target's blood turned to chocolate as it left the body. You may spend this blessing to roll 1 extra die on a weapon action, 2 extra if you are using sharpened darts. *Granted by:* More red dice than any others on a successful slaughter roll.
  - **Spray of Wings** - Your target's wounds sprayed blood in the shape of wings. You may spend this blessing to roll two dice and add them to your Hannah dice. *Granted by:* More pink dice than any others on a successful slaughter roll.
  - **Head on a Pike** - Your target's head placed itself neatly upon your weapon. You may spend this blessing to upgrade a Flesh Wound to a Carotid Kill. *Granted by:* Only black dice on a successful slaughter roll.
  - **Arterial Spray in Shape of a Rainbow** - Your target's dying blood erupted into a rainbow. You may spend this blessing to count the largest number of matches as your successes on a roll. *Granted by:* Only red dice on a successful slaughter roll.
  - **Rose Petal Explosion** - Your target's body turns into a cloud of rose petals. You may spend this blessing to automatically cause a couple to be in love at level 3. *Granted by:* Only pink dice on a successful slaughter roll.
6. Choose Pimp - Just before the mission begins decide which knight is the

Pimp, the official leader of the squad. Use the following rules, in order, to determine who will be the Pimp:

- (a) The Pimp is the knight with least STDs and with Deriving.
- (b) If no knights in the squad have Deriving, the lutenist is the knight with least STDs.
- (c) Rainbow Dragons win ties against non-Dragons.
- (d) If there is still a tie, the squad votes to determine the Pimp.

## Being a Knight

### The Basic Roll

Each time a knight attempts an uncertain, but possible, action the player rolls one die if their knight has no appropriate expertise or weapon, three dice if the knight has an expertise, and a number of dice based on your weapon if using a weapon. The player then attempts to match the opposed roll, which is a number of 3-sided dice based on the difficulty and the ability of any opposition.

Each of the values of the 3-sided dice is associated with a color and a concept:

Color	Concept	d6	FUDGE
Black	Death	1,2	-
Pink	Love	3,4	blank
Red	Blood	5,6	+

For the dice examples we'll write these as B,P, and R.

Once both sets of dice are rolled, the knight may add any Hannah dice saved to his or her roll. Then the player attempts to match the each distinct value appearing in the opposed roll. For example, a B,B,R on an opposed roll requires that the B and the P be matched, but not the R. The player counts the smallest number of matching dice he or she of the dice values rolled by the opposition. So if the player needs to match the above roll and had rolled a

P,R,R and had added a B as a balance die, the smallest match would be 1, from the Bs, rather than 2 from the Rs. If the number of matches is a 0, the action fails, otherwise the knight succeeds, according to the match table.

Here are some examples of matches. Try to work out each one. Finding the smallest match takes a little getting used to, but becomes much easier after some practice

Knight's Roll	Opposed Roll	Matches
P,P,P	B,P	0
P,P,P	P,P	3
B,B,R	R,R,R	1
B,P,R	R,R,R	1
B,P,P	P,P	2

Once the matches are determined, any dice not used in any match may be added by the knight to his or her Hannah dice. Note, that after a roll the knight cannot have more dice Hannahed than his or her Hearts, if so the knight can discard the unwanted dice. In the original example above, the knight can add a P to the Hannah dice, replacing the B used. These Hannah dice are literally being held within the hearts the knight wears for this purpose, as they go about their sacred business.

### Opposing Dice

Simple Task	1 die
Difficult Task	2 dice
Exceptional Task	3 dice
vs. Average Foe	+1 die
vs. Competent Foe	+2 dice
vs. Expert Foe	+3 dice
vs. Multiple Foes Strongest	+ 1 die

A competent foe is anyone trained in fighting or otherwise stopping your action. An expert foe has an appropriate Expertise or Weapon, such as Emo Knights, Happy Folk, or other Valentine Knights.

## Matches Effect

0	Failure, in combat you take a wound
1	Simple or Difficult task success
2+	Exceptional task success

In general one success is all that is needed for most actions, but sometimes there are added bonuses to a second success, such as the carotid splatter bonus during slaughter.

## Wounds

Wounds accumulate until a knight takes as many wounds as his or her Balance. Any further wounds cause a knight to die.

For opponents, wounds work differently. There are three standard levels of wounds:

1	Flesh Wound	no slaughter
2nd	Jugular Kill	1 slaughter
2+	Carotid Kill	2 slaughter

One success on a target in slaughter inflicts a flesh wound, any later success inflicts a Jugular kill on the target, adding 1 slaughter to your team's total. Two successes on that first attack though, deals an immediate Carotid kill, an attack so impressive as to warrant 2 slaughter awarded to the team.

There are also three special wounds, which are advanced versions of the Flesh Wound, inflicted using Blessings.

1*	Heart Wound	-2 opposed dice
1*	Tendon Wound	cannot strike back
1*	Ligament Wound	cannot escape

These add a special condition to the target, reducing their defense, making them unable to hurt a knight on a miss, or preventing them from fleeing the scene.

## Matchmaking

Expertise are the way which knights find or create romance from which to start their slaughter. Three of the expertise (Deriving, Carding, and Deflowering) help the Knights locate possible couples. Three of them help the knights to enhance the love of the couple (Heartbreaking, Cupiding, and Convers-

ing). The GM should keep track (using index cards, or the like) of the couples located or spontaneously formed, their love level and where they are. A love level of 0 or less means that the couple is not romantic. A love level of 1 is the starting point for a viable couple, but no slaughter will be gained by their deaths. A love level of 2 is the minimum for slaughter to be gained from the couple, but it is at love level 3 and above that the couple's romance can include bystanders as productive targets for slaughter.

When using expertise to locate a couple, the GM has a prospective couple, track the love level starting at 0. Each expertise can be used at most once per couple (with the exception of Cupiding, which may be used once per person). For each success on an expertise action add 1 to the love level, but for each failure subtract two from the love level of that couple, and one from the love level of any persons nearby. Alternatively, on a failure the GM can make the love unrequited in that couple. The love level remains the same, but any slaughter gained in the vicinity also inflicts that much Emo on the acting Knight. This may be remedied by two successes on a single Heartbreaking, Cupiding, or Conversing roll.

## Emo

Emo is an affliction much like leprosy, but to which the Valentine Knight is particularly vulnerable due to their dual charges of romance and slaughter. Research by the RMB has yielded a measure for the Emo a knight is manifesting, Standard Trauma Dementium, or STD for short.

The actions which can cause a knight to incur Emo are described by the Seven Deadly Sins:

STD	Deadly Sin
	<b>Denial</b>
1	Refusing an Offered Pleasure
2	Baldfaced Lie
	<b>Envy</b>
1	Stealing
3	Taking from a knight
	<b>Paranoia</b>
1	Mistrusting a knight
2	Attacking from ambush
	<b>Flirtatiousness</b>
1	Flirting
2	Flirting with a knight
	<b>Shameless Commercialism</b>
1	Per point of slaughter in a mall
3	Failing to burn down a mall
1	<b>Graffiti</b>
	<b>Unrequited Love</b>
1	Per point unrequited slaughter
5	Having love level 3 or higher

At different totals of STD, knights experience increasingly problematic dementia, leading eventually to forced retirement and incarceration at the hands of the RMB.

Emo Levels	Dementia
6+ STDs	Lovesickness
12+ STDs	Pyramid Head
20+ STDs	They Are Coming to Take Me Away...

*Lovesickness:* You must discard a Hannah die (if you have one) every time the love level of a couple in your presence increases.

*Pyramid Head:* This ailment is the inspiration for the popular video game character. Your Emo swoop has become so pronounced that it interferes with your ability to hold blessings from slaughter. You must use your blessings at the first opportunity or lose them. This does not apply to blessings gained before the mission.

*They Are Coming to Take Me Away...* Your Emo levels are now toxic to other knights. RMB will be arriving shortly to incarcerate you, and if you escape you have no recourse but to join Aphrodite's Emo Knights.

## On Love and Slaughter: Being a Valentine Knights GM

The task of the GM is to act as the superiors and antagonists of the knights. Each session the knights should receive a location where they must go, and a slaughter total to achieve before they can leave. The former should be an interesting, fairly populated place, towns, cities, cruise ships, etc. The slaughter total should be at least 3 per knight, up to doubled by areas with especially large populations (and malls).

The antagonists will often be the erstwhile lovers/victims of the knights. Remember, while it is the solemn duty of the knights to slaughter on Valentine's Day that's not going to make people accept it. Mall security guards especially are a concern. But the biggest threats for the knights are of two kinds: the Emo Knights and the Happy Folk. At least one of which ought to show up during the course of the session.

*Emo Knights:* Years ago, Aphrodite was a Cat Girl who succumbed to Emo. However she escaped the clutches of the RMB and has begun a guerilla war against the Order, and in favor of all things Emo. Reckless, flirtatious, and shamelessly commercial, the Emo Knights are a double risk to the Valentine Knights, not only can they wound or kill with Expertise, they can also choose to flirt, instead giving the poor Valentine Knight a love level for the Emo Knight.

*Happy Folk:* Cultists of the Self-Proclaimed King Loveton of Canadia, the Happy Folks are dealers and users of the world's first totally safe and completely happy drug, Happy Pills. These pills have only one side-effect, they diminish love, in favor of effervescent joy and happiness. While Happy Folks and their influence are around, matchmaking is extra difficult (+2 dice opposing). And because their so happy the Happy Folks are all but immune to Valentine Knight powers. Only the most

experienced Knights are sent to Canadia to try to stop Loveton, but so far, none have succeeded.

A session of Valentine Knights will usually consist of a series of matchmaking-slaughter cycles, punctuated by a big threat. The cycle goes with the Knights locating a prospective couple or two, then building their love to the required level, and finally the requisite slaughter. Each time through you should increase the difficulty, as tensions grow for prospective lovers and as SWAT teams arrive rapidly to the scenes of devastation. The aim is to build to a

final slaughter, where the big threats, the government response, and the overall chaos of several spontaneous couples and their bystanders. Look for evocative locales, like funerals and basketball games.

Finally, when the slaughter total is met, the knights sneak off, fading into the background. Their work is done, and the world has been saved, for another year.

Not all sessions will start or end that way, but its a good formula to start with.

Now get out there and be Worthy enough to save the world.

# Sanguine Order of Santus Valentinus

## Character Sheet

Name: \_\_\_\_\_ Player: \_\_\_\_\_

**Human** \_\_\_\_\_  
Hearts 3

Three Expertise

Three Weapons

Emo = 0 STD

**Rainbow Dragon** \_\_\_\_\_  
Balance 4

Four Expertise

Two Weapons

Emo = 0 STD

**Cat Person** \_\_\_\_\_  
Hearts 2

Two Expertise

Three Weapons

Catfight: +1 die on weapons

Emo = 3 STDs

Hearts O O O O

### Expertise:

If you have an Expertise, roll 3 dice for that action, otherwise roll 1.

#### O Carding

Card Divination of Connections  
Gear: Valentine's Day cards

#### O Deflowering

Rose Divination of Susceptibility  
Gear: bouquet of red roses

#### O Deriving

Triangulating Targets and Driving  
Gear: pimpmobile

#### O Heartbreaking

Strengthen love w/ Quarrels  
Gear: broken heart shuriken

#### O Cupiding

Strengthen love w/ Cupid Venom  
Gear: 8 inch bow and arrows

#### O Conversation

Spark love between two people  
Gear: conversation hearts

### Success Chart:

Matches	Effect
0	Failure, even wound
1	Simple
2	Difficult
3+	Exceptional

### Wounds:

O O O O

### Weapons:

#### O Slashing Sword

3 dice, turn 1 die red after roll

#### O Impaling Pike

3 dice, turn 1 die black after roll

#### O Sharpened Darts

2 dice, ranged, turn 1 die pink after roll

#### O Plasma Cannon

5 dice, but no blessings

### Blessings:

#### OOOO Death Notes\*

Turn Flesh Wound to Heart, Tendon, or Ligament *Granted by* Equal dice of each color

#### OOOO Heart Impaled\*

Heal one wound *Granted by* More Black

#### OOOO Blood Turned to Chocolate\*

Add 1 die to weapon, 2 to darts *Granted by* More Red

#### OOOO Spray of Wings\*

Add two Hannah dice (rolled) *Granted by* More Pink

#### OOOO Head on a Pike

Turn Flesh Wound to Carotid Kill *Granted by* All Black

#### OOOO Rainbow Arterial Spray

Use largest match to determine successes *Granted by* All Red

#### OOOO Rose Petal Explosion

Cause couple to gain love level 3 *Granted by* All Pink

\* At beginning of mission choose three from these blessings.

### Emo:

Current STDs:

STD	Deadly Sin
1*	<b>Denial</b> Refusing an Offered Pleasure
2*	Baldfaced Lie
1*	<b>Envy</b> Stealing
3*	Taking from a knight
1*	<b>Paranoia</b> Mistrusting a knight
2*	Attacking from ambush
1*	<b>Flirtatiousness</b> Flirting
2*	Flirting with a knight
1	<b>Shameless Commercialism</b> Per point of slaughter in mall
3	Failing to burn down a mall
1*	<b>Graffiti</b>
1	<b>Unrequited Love</b> Per point unrequited slaughter
5	Having love level 3 or higher

\* STD from sinning gives an equal number of dice

### Emo Dementia:

Emo Levels	Dementia
6+ STDs	Lovesickness
12+ STDs	Pyramid Head
20+ STDs	They Are Coming to Take Me Away...

*Lovesickness:* Discard a Hannah die every time a love level increases.

*Pyramid Head:* Must use your blessings at the first opportunity or lose them. Does not apply to blessings gained before the mission.

*They Are Coming to Take Me Away...* Retire or become Emo Knight.