**Rules 2: Mortal Hunters Concept**

Your character’s Concept (also known as Social Rank) is your place in society, your caste, your situation – it is more than likely the strata into which you were born, and in many cases, something you have little control over. Once you choose, Concept cannot be changed except during gameplay. You notate Social Rank on your character sheet under Concept.

All characters choose one Concept from the following:

Nobility

If you choose Nobility, you are a member of a noble family. You may be a military officer, a low or mid-level official, or even a knight. Your family may be poor or wealthy, influential or relatively obscure, high ranking or barely notable. It can vary (depending in part on your choice of Backgrounds). Your place in that family can also vary, depending on how you want to write up your backstory, and how you allocate your Background dots.

Clergy

If you choose Clergy, you are a member of the church or a monastery, and your life is one of prayer, labor, service, and religious devotion. You may be rich or poor, high ranking or low (were you originally born into a noble family?), religiously influential or just another face in the crowd. Your place in the church will vary, depending on how you want to write up your backstory, and how you allocate your Background dots.

Guild

If you choose Guild, you are a skilled craftsman of some sort. You would allocate dots in your Craft skill as normal, then select one (or more) secondary skills which would be craft-related. Your choice of Backgrounds would determine whether you are wealthy, whether you are influential or obscure, and whether you are of high rank within your guild, or just another common worker.

Blurring the lines with these is more common than you might think. For example, a 3rd or 4th son of a Noble family may choose (or be forced) to join the Clergy. This would be a character of noble *birth*, but that will play and advance as a member of the Clergy, rather than to your own noble household. In such a case, this character would follow the concept of the Clergy when detailing his/her backgrounds. Another example, a member of a family belonging to a trade Guild may have enlisted in the army, performed a very brave deed on the battlefield, and received a rank or title from it – or perhaps, may have even been adopted into a noble family. In such a case, this character would follow the concept of the Nobility when detailing his/her backgrounds. This choice is up to you (and the GM) to come up with your backstory and tell how your character went from point A (past) to point B (present).