



Name: _____

Merits _____

Demerits _____

Situation: **Troubadour**

Class: **Middle**

Muse: **Polyhymnia (Lyric Poetry)** Immunities: **Probity, Wisdom in**

Special Serious Ability: **Woo Your Muse**

the Ways of Science

Trait: **Musicianship**

Accoutrement: Harp

Accoutrement Stats: +1 to Musicianship rolls, +1 to Nimbleness rolls, -1 to Authority rolls

Musical
(Serious)



**Bing Tittle
Tittle Bong**
(Silly)

Trait: **Strategy**

Accoutrement: Innocent Calfskin Boots

Accoutrement Stats: +2 to Strategy rolls vs. armoured opponents, -1 to Valour rolls

Strategic
(Serious)



**McKamikaze
Highlander**
(Silly)

Trait: **Lorefulness**

Accoutrement: Naughty Phrase Book

Accoutrement Stats: +2 to Lorefulness rolls, -1 to Chastity rolls, -1 to Decorum rolls

Loreful
(Serious)



Gumby
(Silly)

Trait: **Nimbleness**

Accoutrement: Removeable Mustache

Accoutrement Stats: +1 to Glibness rolls, -1 to Chastity rolls

Nimble
(Serious)



**Mrs. Two-
Lumps**
(Silly)

Trait: **Argumentation**

Accoutrement: Portable Lectern

Accoutrement Stats: +2 to Argumentation rolls, +1 to Authority rolls, -3 to Humility rolls

Argumentatious
(Serious)



**Automatic
Gainsaying**
(Silly)

DEATH STATUS



LOONEY STATUS



Troubadour

How ever would English history have been transmitted to the future without you? An adventurer with the soul of a poet, observing the Mighty downtrod the meek and relating it for a coin in the next taproom down the lane. A musical journalist, really, and, if you're lucky, the Mighty will co-opt you to tell their story in the best possible light. You're also a musician of relative accomplishment ready to enliven even the most heart wrenching arranged marriage or pry at least one remorseful tear from the merriest of funerals in honour of some atrocious petty tyrant. You also look, smell, and ARE delicious.

SPECIAL SERIOUS ABILITY: Woo Your Muse!

They might think you are playing for them, but you play for her...your muse. She is the inspiration behind every chord, the subject of every sonnet, the belle of every ballad. Now, draw upon what talent you have to make an offering to her, however unworthy it may be.

d30	Your Muse is...	Recharges...
1-5	Discordant. Your instrument shatters, and you suffer an immediate Dire Consequence. You cannot use Musicianship at all until you meet the Recharge requirement.	When you acquire a new instrument.
6-14	Unimpressed. Tune up next time, you hack! Move Musicianship one degree toward Silly.	Right away.
15-20	Moved...minimally. Nudged maybe. She'll alter one person's perception of you slightly.	After 3 hours of tuning and throat massages / vocal warm-ups.
21-24	Amused. Everyone near you laughs heartily, sheds a tear or two, or whatever your performance intended. It might count as a successful Deed, depending on what you were trying to do. You may move Musicianship one degree toward Serious.	After you write and recite 3 smashing rhyming couplets.
25-27	Rapt. Everyone who can see and hear you is thoroughly charmed with your performance for up to an hour. They are oblivious to any other occurrences, or you can put them to sleep. You heal a point of Looney damage. You may move Musicianship up to two degrees toward Serious.	Next session.
28-29	Deeply entranced. Everyone who can see and hear you views you as a trusted friend for the next hour. They are in the palm of your hand, gov, for as long as you are playing. Do with them what you will. Everyone in your party heals a point of Looney damage. You may move Musicianship up to three degrees toward Serious.	Next session.
30	In love with you. You are the greatest living practitioner of your bardic trade until the next sunrise. Any performance you give before then has the same effect as 28-29. You will be barraged with fawning would-be apprentices and mobbed by fans. Set the mental health of your entire party to Reginal Mauldling. You may move Musicianship up to four degrees toward Serious.	Next session.