

48 Troubadour (Ver 2.0)

A troubadour is a multi-talented entertainer and performer, and a well skilled troubadour may be an actor, poet, mimic and musician. The most powerful ability that a troubadour can gain is the Bardic Voice, which enables them to influence all but the deaf.

48.1 Benefits

All troubadours gain a grounding in stagecraft. They become able to size up an audience and determine what form of entertainment will be the best to perform, and how to handle interjection and ridicule.

In addition, a troubadour gains 3 abilities at Rank 0, and one further ability per Rank. All abilities are usually performed at the overall Rank of the troubadour. However, a troubadour may choose to specialise. If, upon gaining a new Rank, the troubadour wishes to forego gaining a new ability, they may specialise in one of the abilities that they already possess. That ability then operates at (troubadour's Rank + 1), maximum 10. A troubadour may specialise more than once with the same ability, gaining Rank + 2, Rank + 3, etc. Additional abilities may be gained after achieving Rank 10, by the expenditure of 500 Experience Points and 2 weeks of training. Individual Base Chances are not provided for the various troubadour skills; rather there is a generic Base Chance of $3 \times$ appropriate characteristic (+ 5 / Rank), modified by the GM to reflect the difficulty of the feat being attempted.

The abilities available to a troubadour are:

Acrobatics mostly involves tumbling across the ground, but also performing manoeuvres after swinging from a trapeze, rope, or bar; jumping from a springboard, or high ledge.

Acting Portraying fictitious personalities and devising rationales for assumed identities. Usually involves accentuated and exaggerated actions and emotions.

Bardic voice (see below). Note: A troubadour may not specialise in Bardic Voice.

Comedy The use of timing, inflection and language to cause merriment or laughter. Also writing both jokes and skits. Comedy may also be combined or included in many other art forms.

Dance Mostly traditional, often rural dances, performed for an audience; also includes creating new dances.

Fire eating Appearing to swallow and/or produce flame, usually, from the mouth. To do this, a fire eater requires a special liquid, which may be purchased from an Alchemist for a modest fee.

Juggling Throwing and catching objects. A juggler is able to keep up to 1 (+ 1 / Rank) items, of equal weight and size, in the air at the same time. If the items juggled are of a different size and/or weight, each difference counts as another item juggled.

Make up using props, stage makeup, and items such as wigs, fake beards, and wax noses, a troubadour can portray a character of a different age, race, sex, or profession to their own.

Mime Using only the performer's body, and its movements, to convey an idea, describe a scene, tell a tale, or entertain.

Mimicry Imitating sounds and voices accurately and believably.

Patter Talking interestingly, seemingly non-stop, either as advertising for a show or as a misdirecting part of a performance.

Play an instrument This ability may be taken several times with different instruments. A singer is one who has play instrument (voice). A troubadour can usually play similar instruments to the ones they have chosen at (Rank / 2).

Poetry Creating and reciting poetry, including lengthy epics running to hundreds of lines.

Prestidigitation Manipulation of small articles such as coins, eggs, or pebbles to make them move, disappear and reappear in unusual and entertaining ways. This ability also gives a bonus to the casting of all Minor Magics of 2% (+ 2 / Rank).

Production Play writing and turning a play into a successful production. Includes set design and sound effects. The higher the Rank, the less likely it is that a major catastrophe will befall the production through something having been forgotten or overlooked.

Puppetry Writing a story to be performed by puppeteers, and performing a story or play with puppets.

Stilt walking Balancing and walking on stilts of up to 50% (+ 20% / Rank) of the troubadour's height.

Storytelling Creating and reciting stories for an audience.

Sword swallowing Controlling the mouth, tongue and throat such as to be able to allow long, rigid props to pass into the throat.

Tightrope walking Walking, balancing, and turning on a taut raised rope, or narrow beam.

Ventriloquism The ability to speak without moving the lips and make the voice seem to come from any location up to (Rank / 2) feet away.

48.2 Bardic Voice

A troubadour may use their Bardic Voice in an attempt to influence an audience. Beings who are affected will see the troubadour as their friend, and the troubadour's words as wise and well meant. Bardic Voice may be used, for example, to calm a lynch mob, or to begin a riot against a cruel tyrant. The troubadour begins speaking to key elements in the crowd, stirring their emotions and playing upon their beliefs and feelings. All beings to be affected must be within earshot, and capable of understanding the language used by the troubadour. When the troubadour begins to use this ability they may enthrall up to $(4 + 6 / \text{Rank})$ beings, with $(15 - \text{Rank})$ minutes being required to work their skill. Once they have spent the required time, the troubadour makes a Check to see if they are having the desired effect. If successful, the troubadour may elect to use their voice again on the same crowd. By doing this they may double the number of beings whose attention they have captured. Using Bardic Voice is tiring, and a troubadour must expend 4 FT each time that they use this ability. A troubadour may use their voice continuously upon a crowd until they exhaust their FT; they reach the limit of the size of audience; they fail a Bardic Voice roll; or they have doubled (Rank / 2, round down) times. The Base Chance is 50% (+ 5 / Rank), modified by the GM for the reasonableness of the troubadour's suggestions and the audiences' predisposition to certain actions.