

# Entertainer

The Entertainer is one who preforms before a crowd, earning money depending on how the audience reacts to storytelling, Acrobatics, Dancing, Juggling, Singing, Sleight of Hand tricks and the playing of instruments.

A skilled Entertainer is a great asset to an inn, for one with this skill will pull in many and increase the business for that inn.

Modification-point cost: 10

The following are the rules and information concerning each aspect of the Entertainer:

# Acrobatics

Perform certain feats for onlookers, using the physical body.

This is a performed entertainment, accomplished by the entertainer.

Only an Entertainer who has studied and passed the test of Acrobatics can successfully perform Acrobatics.

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Modification-point cost: 1

Training Time: 12 weeks (84 days).

**Training note:** This is an averaged time to complete the full training course for Acrobatics. However, the training time can vary according to the student's added "Physical Prowess" ( $\text{coordination} + \text{dexterity} \div 2$  (rounded up)).

For every point of Physical Prowess above 24, the training time will be reduced by one day (minimum 42 days to train).

For every point of Physical Prowess below 18, the training time will be increased by one day.

Training Cost: 12 white-gold per day of training.

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Your Physical Prowess will be the % chance to successfully perform Acrobatics. Example: If you have a 30 Physical Prowess, you will have a starting 30% chance to succeed at performing Acrobatics.

For each successful show, during which you use Acrobatics a minimum of 3 times, the % chance to perform again successfully will increase by +1.

**Example:**

If you have a 30 Physical Prowess, and successfully perform Acrobatics, you will gain +1 added to your current 30% chance the next time you attempt Acrobatics (you would have a 31% chance). If, once again, you performed Acrobatics three times successfully during a full performance, your skill in Acrobatics would increase from 31% chance to 32%.

Maximum success chance: 98%

## MASTER ACROBATICS

Once you reach the "Maximum success chance" (98%), you can then add in a daring touch to your performance in an attempt to "Master Acrobatics", thrilling onlookers. If you fail to Master Acrobatics, a successful Acrobatics check will cover up the mistake, and you will hide the mistake from a crowd. However, if you fail the Acrobatics check, onlookers will notice with a successful avoidance-roll vs. "Awareness" (each onlooker must avoid).

Performing Master Acrobatics is a possible way to double tips and payment you receive for your services.

You will start out with a 25% chance to perform Master Acrobatics. For each successful show, during which you use Master Acrobatics a minimum of 3 times, the % chance to perform Master Acrobatics again successfully will increase by +1.

### Example:

If you have a 25% chance to perform Master Acrobatics, and do so successfully, you will gain +1 added to your current 25% chance to perform Master Acrobatics the next time it is attempted (you would have a 26% chance). If you performed Master Acrobatics successfully again, your skill in Master Acrobatics performance would increase from 26% to 27% chance.

Once you reach a 98% chance to perform Master Acrobatics, you will have obtained full 1<sup>st</sup> Mastery. You will then start over with a 25% chance to perform 2<sup>nd</sup> Master Acrobatics, which means during an act, you must first perform 1<sup>st</sup> Master Acrobatics, and then follow a successful check to increase the agility of your movement with another roll (2<sup>nd</sup> Master Acrobatics). If successful three times during a performance, you will again gain +1 to your 2<sup>nd</sup> Master Acrobatics performance checks. When you reach 98% chance to perform 2<sup>nd</sup> Master Acrobatics, you can then begin working on your 3<sup>rd</sup> Mastery, starting out at 25%, in which you can attempt to perform Master Acrobatics on a successfully 2<sup>nd</sup> Master Acrobatics performed. You can continue to increase your Mastery levels as high as you like (there is no limit to performing Master Acrobatics).

Remember, each time you successfully perform Master Acrobatics, the possible intake of payment will increase, which can create quite a valuable profession and reputation for your skill.

Master Acrobatics maximum success chance:

98% will be the best chance to perform Master Acrobatics within all Mastery levels.

# Dancing

Perform a dance onlookers, using the physical body.

This is a performed entertainment, accomplished by the entertainer.

Only an Entertainer who has studied and passed the test of Dancing can successfully perform Dancing.

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Modification-point cost: 1

Training Time: 48 weeks (336 days).

**Training note:** This is an averaged time to complete the full training course for Dancing. However, the training time can vary according to the student's added "Physical Prowess" ( $\text{coordination} + \text{dexterity} \div 2$  (rounded up)).

For every point of Physical Prowess above 24, the training time will be reduced by two days (minimum 118 days to train).

For every point of Physical Prowess below 18, the training time will be increased by two days.

Training Cost: 12 white-gold per day of training.

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Your Physical Prowess will be the % chance to successfully perform Dancing. Example: If you have a 30 Physical Prowess, you will have a starting 30% chance to succeed at performing Dancing.

For each successful show, during which you use Dancing a minimum of 3 times, the % chance to perform again successfully will increase by +1.

**Example:**

If you have a 30 Physical Prowess, and successfully perform Dancing, you will gain +1 added to your current 30% chance the next time you attempt Dancing (you would have a 31% chance). If, once again, you performed Dancing three times successfully during a full performance, your skill in Dancing would increase from 31% chance to 32%.

Maximum success chance: 99%

## MASTER DANCE

Once you reach the "Maximum success chance" (99%), you can then add in a daring touch to your performance in an attempt to "Master Dance", pleasing onlookers. If you fail to Master Dance, a successful Dancing check will cover up the mistake, and you will hide the mistake from a crowd. However, if you fail the Dancing check, onlookers will notice with a successful avoidance-roll vs. "Awareness" (each onlooker must avoid).

Performing Master Dancing is a possible way to double tips and payment you receive for your services.

You will start out with a 25% chance to perform Master Dancing. For each successful show, during which you use Master Dancing a minimum of 3 times, the % chance to perform Master Dancing again successfully will increase by +1.

### Example:

If you have a 25% chance to perform Master Dance, and do so successfully, you will gain +1 added to your current 25% chance to perform Master Dance the next time it is attempted (you would have a 26% chance). If you performed Master Dance successfully again, your skill in Master Dance would increase from 26% to 27% chance.

Once you reach a 99% chance to perform a Master Dance, you will have obtained full 1<sup>st</sup> Mastery. You will then start over with a 25% chance to perform 2<sup>nd</sup> Master Dance, which means during an act, you must first perform a 1<sup>st</sup> Master Dance, and then follow a successful check to increase the beauty of your movement with another roll (2<sup>nd</sup> Master Dance). If successful three times during a dance, you will again gain +1 to your 2<sup>nd</sup> Master Dance performance checks. When you reach 99% chance to perform 2<sup>nd</sup> Master Dance, you can then begin working on your 3<sup>rd</sup> Mastery, starting out at 25%, in which you can attempt to perform Master Dance on a successfully 2<sup>nd</sup> Master Dance performed. You can continue to increase your Mastery levels as high as you like (there is no limit to performing Master Dance).

Remember, each time you successfully perform Master Dance, the possible intake of payment will increase, which can create quite a valuable profession and reputation for your skill.

Master Dance maximum success chance: 99% will be the best chance to perform Master Dance within all Mastery levels.

# Instruments

Play an instrument before onlookers, using any of the following instruments:

Bells  
Drums  
Fiddle  
Flute  
Harp  
Horn  
Panpipes

This is a performed entertainment, accomplished by the entertainer.

Only an Entertainer who has studied and passed the test of instrument can successfully perform.

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Modification-point cost: 1 per instrument learned.

Training Time: 6 weeks (42 days) per instrument.

**Training note:** This is an averaged time to complete the full training course for Dancing. However, the training time can vary according to the student's Intelligence.

For every point of Intelligence above 24, the training time will be reduced by one day (minimum 21 days to train).

For every point of Intelligence below 18, the training time will be increased by one day.

Training Cost: 24 white-gold per day of training + the cost of buying your own instrument to be trained in.

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Your Intelligence will be the % chance to successfully play an instrument. Unlike many Trade-skills, a record must be kept for each and every instrument trained in. Example: If you have a 30 Intelligence, you will have a starting 30% chance to succeed to playing that instrument.

For each successful performance, during which you play a song successfully, the % chance to perform again with that instrument successfully will increase by +1.

**Example:**

If you have a 30 Intelligence, and successfully play, you will gain +1 added to your current 30% chance the next time you attempt to play that particular instrument (you would have a 31% chance). If, once again, you performed with that instrument successfully, your skill in playing that instrument will increase from 31% chance to 32%.

Maximum success chance: 97%

## MASTER PLAY

Once you reach the "Maximum success chance" (97%), you can then add in a touch to your performance in an attempt to "Master Play", pleasing onlookers. If you fail to Master Play, a successful Play check will cover up the mistake, and you will hide the mistake from a crowd. However, if you fail the Play check, onlookers will notice with a successful avoidance-roll vs. "Awareness" (each onlooker must avoid).

Performing Master Play is a possible way to double tips and payment you receive for your services.

You will start out with a 25% chance to perform Master Play. For each successful show, during which you use Master Play to increase the impact of your music, the % chance to perform Master Play again successfully will increase by +1.

### Example:

If you have a 25% chance to perform Master Play, and do so successfully, you will gain +1 added to your current 25% chance to perform Master Play the next time it is attempted (you would have a 26% chance). If you performed Master Play successfully again, your skill in Master Play would increase from 26% to 27% chance.

Once you reach a 97% chance to perform a Master Play, you will have obtained full 1<sup>st</sup> Mastery. You will then start over with a 25% chance to perform 2<sup>nd</sup> Master Play, which means during an act, you must first perform a 1<sup>st</sup> Master Play, and then follow a successful check to increase the complexity of your music with another roll (2<sup>nd</sup> Master Play). If successful, you will again gain +1 to your 2<sup>nd</sup> Master Play performance checks. When you reach 97% chance to perform 2<sup>nd</sup> Master Play, you can then begin working on your 3<sup>rd</sup> Mastery, starting out at 25%, in which you can attempt to perform Master Play on a successful 2<sup>nd</sup> Master Play performed. You can continue to increase your Mastery levels as high as you like (there is no limit to performing Master Play).

Remember, each time you successfully perform Master Play, the possible intake of payment will increase, which can create quite a valuable profession and reputation for your skill.

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| Master Play maximum success chance: | 97% will be the best chance to perform Master Play within all Mastery levels. |
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# Juggling

Juggle objects for onlookers, using items.

This is a performed entertainment, accomplished by the entertainer.

Only an Entertainer who has studied and passed the test of Juggling can successfully perform Juggling.

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Modification-point cost: 1

Training Time: 4 weeks (28 days).

**Training note:** This is an averaged time to complete the full training course for Juggling. However, the training time can vary according to the student's Dexterity.

For every point of Dexterity above 30, the training time will be reduced by one day (minimum 14 days to train).

For every point of Dexterity below 18, the training time will be increased by one day.

Training Cost: 4 white-gold per day of training + the cost of materials to practice with.

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Your Dexterity will be the % chance to successfully perform Juggling. Example: If you have a 30 Dexterity, you will have a starting 30% chance to succeed at performing Juggling.

For each successful juggling act, the % chance to perform again successfully will increase by +1.

**Example:**

If you have a 30 Dexterity, and successfully perform Juggling, you will gain +1 added to your current 30% chance the next time you attempt Juggling (you would have a 31% chance). If you perform Juggling successfully during a full performance, your skill in Juggling would increase from 31% chance to 32%.

Maximum success chance: 96%



## MASTER JUGGLING

Once you reach the "Maximum success chance" (96%), you can then add in a daring touch to your performance in an attempt to "Master Juggling", entertaining onlookers. If you fail to Master Juggling, a successful Juggling check will cover up the mistake, and you will hide the mistake from a crowd. However, if you fail the Juggling check, you will drop one or more items you are juggling.

Performing Master Juggling is a possible way to double tips and payment you receive for your services.

You will start out with a 25% chance to perform Master Juggling. For each successful show, during which you use Master Juggling, the % chance to perform Master Juggling again successfully will increase by +1. To preform Master Juggling, one can add or take away an item during a juggling act, changing directions, or changing the juggling pattern, etc. Anything like this would be considered as an attempted Master Juggling.

### Example:

If you have a 25% chance to perform Master Juggling, and do so successfully, you will gain +1 added to your current 25% chance to perform Master Juggling the next time it is attempted (you would have a 26% chance). If you performed Master Juggling successfully again, your skill in Master Juggling performance would increase from 26% to 27% chance.

Once you reach a 96% chance to perform Master Juggling, you will have obtained full 1<sup>st</sup> Mastery. You will then start over with a 25% chance to perform 2<sup>nd</sup> Master Juggling, which means during an act, you must first perform 1<sup>st</sup> Master Juggling, and then follow a successful check to create a more spectacular show with another roll (2<sup>nd</sup> Master Juggling). If successful during a performance, you will again gain +1 to your 2<sup>nd</sup> Master Juggling performance checks. When you reach 96% chance to perform 2<sup>nd</sup> Master Juggling, you can then begin working on your 3<sup>rd</sup> Mastery, starting out at 25%, in which you can attempt to perform Master Juggling on 2<sup>nd</sup> Master Juggling successfully performed. You can continue to increase your Mastery levels as high as you like (there is no limit to performing Master Juggling).

Remember, each time you successfully perform Master Juggling, the possible intake of payment will increase, which can create quite a valuable profession and reputation for your skill.

**Master Juggling maximum success chance:** 96% will be the best chance to perform Master Juggling within all Mastery levels.

# Singing

Singing a song for another, or a gathering of people.

This is a performed entertainment, accomplished by the entertainer. Only an Entertainer who has studied and passed the test of Singing can successfully perform Singing.

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Modification-point cost: 1

Training Time: 12 weeks (84 days).

**Training note:** This is an averaged time to complete the full training course for Singing. However, the training time can vary according to the student's Charisma.

For every point of Charisma above 22, the training time will be reduced by one day (minimum 42 days to train).

For every point of Charisma below 18, the training time will be increased by one day.

Training Cost: 16 white-gold per day of training.

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Your Charisma will be the % chance to successfully perform Singing. Example: If you have a 30 Charisma, you will have a starting 30% chance to succeed at performing Charisma.

For each successful Singing performance, the % chance to perform again successfully will increase by +1.

Example:

If you have a 30 Charisma, and successfully perform Singing, you will gain +1 added to your current 30% chance the next time you attempt Singing (you would have a 31% chance). If you perform Singing successfully during a full performance, your skill in Singing would increase from 31% chance to 32%.

Maximum success chance: 99%

# MASTER of VOICE

Once you reach the "Maximum success chance" (99%), you can then add in beautiful and intricate touches to your performance in an attempted "Mastery of Voice", enthralling listeners. If you fail to Mastery of Voice, a successful Singing check will cover up the mistake, and you will hide the mistake from a crowd. However, if you fail the Singing check, onlookers will notice with a successful avoidance-roll vs. "Awareness" (each onlooker must avoid).

Performing Mastery of Voice is a possible way to double tips and payment you receive for your services.

You will start out with a 25% chance to perform Mastery of Voice. For each successful show, during which you use Mastery of Voice, the % chance to perform Mastery of Voice again successfully will increase by +1. To preform Mastery of Voice, one can add notes of harmony during a performance.

Example:

If you have a 25% chance to perform Mastery of Voice, and do so successfully, you will gain +1 added to your current 25% chance to perform Mastery of Voice the next time it is attempted (you would have a 26% chance). If you performed Mastery of Voice successfully again, your skill in Mastery of Voice would increase from 26% to 27% chance.

Once you reach a 99% chance to perform Mastery of Voice, you will have obtained full 1<sup>st</sup> Mastery. You will then start over with a 25% chance to perform 2<sup>nd</sup> Mastery of Voice, which means during an act, you must first perform 1<sup>st</sup> Mastery of Voice, and then follow a successful check to create a more beautiful song with another roll (2<sup>nd</sup> Mastery of Voice). If successful during a performance, you will again gain +1 to your 2<sup>nd</sup> Mastery of Voice checks. When you reach 99% chance to perform 2<sup>nd</sup> Mastery of Voice, you can then begin working on your 3<sup>rd</sup> Mastery, starting out at 25%, in which you can attempt to perform Mastery of Voice on 2<sup>nd</sup> Mastery of Voice successfully performed. You can continue to increase your Mastery levels as high as you like (there is no limit to performing Mastery of Voice).

Remember, each time you successfully perform Mastery of Voice, the possible intake of payment will increase, which can create quite a valuable profession and reputation for your skill.

Mastery of Voice maximum success chance:

99% will be the best chance to perform Mastery of Voice within all Mastery levels.

# Sleight of Hand

Sleight of Hand will enable the Entertainer to do non-magical magic tricks to astound an audience.

This is a performed entertainment, accomplished by the entertainer.

Only an Entertainer who has studied and passed the test of Sleight of Hand can successfully perform these tricks.

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Modification-point cost: 1

Training Time: 4 weeks (28 days).

**Training note:** This is an averaged time to complete the full training course for Sleight of Hand. However, the training time can vary according to the student's Dexterity.

For every point of Dexterity above 24, the training time will be reduced by one day (minimum 14 days to train).

For every point of Dexterity below 18, the training time will be increased by one day.

**Training Cost:** 6 white-gold per day of training + the cost of materials to practice with.

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Your Dexterity will be the % chance to successfully perform Sleight of Hand Mastery. Example: If you have a 30 Dexterity, you will have a starting 30% chance to succeed at performing Sleight of Hand Mastery.

For each successful Sleight of Hand trick, the % chance to succeed again will increase by +1.

Example:

If you have a 30 Dexterity, and successfully perform Sleight of Hand Mastery, you will gain +1 added to your current 30% chance the next time you attempt Sleight of Hand Mastery (you would have a 31% chance). If you perform Sleight of Hand Mastery successfully during a full performance, your skill in Sleight of Hand would increase from 31% chance to 32%.

**Maximum success chance:** 99%

# Sleight of Hand Mastery

Once you reach the "Maximum success chance" (99%), you can then add in a daring touch to your performance in an attempt to "Sleight of Hand Mastery", thrilling beholders. If you fail to Sleight of Hand Mastery, a successful Sleight of Hand check will cover up the mistake, and you will hide the mistake from a crowd. However, if you fail the Sleight of Hand check, you foil the trick.

Performing Sleight of Hand Mastery is a possible way to double tips and payment you receive for your services.

You will start out with a 25% chance to perform Sleight of Hand Mastery. For each successful show, during which you use Sleight of Hand Mastery, the % chance to perform Sleight of Hand Mastery again successfully will increase by +1. To perform Sleight of Hand Mastery, one can throw in the astounding possibility to shock onlookers and confound them during a Sleight of Hand trick.

Example:

If you have a 25% chance to perform Sleight of Hand Mastery, and do so successfully, you will gain +1 added to your current 25% chance to perform Sleight of Hand Mastery the next time it is attempted (you would have a 26% chance). If you performed Sleight of Hand Mastery successfully again, your skill in Sleight of Hand Mastery tricks would increase from 26% to 27% chance.

Once you reach a 99% chance to perform Master Sleight of Hand, you will have obtained full 1<sup>st</sup> Mastery. You will then start over with a 25% chance to perform 2<sup>nd</sup> Sleight of Hand Mastery, which means during an act, you must first perform 1<sup>st</sup> Sleight of Hand Mastery, and then follow a successful check to create a more spectacular trick with another roll (2<sup>nd</sup> Sleight of Hand Mastery). If successful during a performance, you will again gain +1 to your 2<sup>nd</sup> Sleight of Hand Mastery trick checks. When you reach 99% chance to perform 2<sup>nd</sup> Sleight of Hand Mastery, you can then begin working on your 3<sup>rd</sup> Mastery, starting out at 25%, in which you can attempt to perform Sleight of Hand Mastery on 2<sup>nd</sup> Sleight of Hand Mastery successfully performed. You can continue to increase your Mastery levels as high as you like (there is no limit to performing Sleight of Hand Mastery).

Remember, each time you successfully perform a Sleight of Hand Mastery, the possible intake of payment will increase, which can create quite a valuable profession and reputation for your skill.

Sleight of Hand Mastery maximum success chance: 99% will be the best chance to perform Sleight of Hand Mastery within all Mastery levels.