

Philippa / Philippe



Strike a pose.



ORIGINAL RECIPE CLICHE...

You are a swashbuckling type: a musketeer, a pirate, or similar, with a ready blade, a snappy word, and a killer look. You are at the Floating Vagabond because of course you are – where else would someone with your flair be?

Aim	1	Nimbleness	6
Common Sense	2	Smarts	3
Cool	4	Strength	2
Luck	3		

Oops! Points 15

Skills:

- Acrobatics 8
- Allure 6
- Defence 2
- Look Good At All Times 7
- Make Wiseass Remark 7
- Notice Detail 2
- Party Like a Madman 5
- Sneak 8
- Swing Nasty Pointy Thing With Panache 10
- Track 3

Shtick: The Flynn Effect (12). When you use this shtick, you see a previously unobserved rope, vine, chandelier, curtain, chain or other object – all the better to swing across on. The downside is that you can never make a conventional entrance or exit. Why use a door when there's a window to swing through?

...OR WITH A TWIST?

You steal purses, hearts, and the show, because you are 🎵🎵The Singing Bandit🎵🎵 – the star of the Floating Vagabond's very own dinner theatre show of the same name.

Important: You, the player, don't have to sing (but don't let me stop you).

Aim	1	Nimbleness	6
Common Sense	3	Smarts	2
Cool	5	Strength	1
Luck	3		

Oops! Points 14

Skills:

- Acrobatics 9
- Allure 7
- Dodge 1
- The Cool Crime of Stealing 8
- Look Good at All Times 9
- Make Wiseass Remark 7
- Mix Drinks 4
- Performance 7
- Sneak 7
- Swing Nasty Pointy Thing with Panache 4

Shtick: Rogers & Hammerstein Effect (10). When you use this shtick, dramatic moments and plot exposition are conveyed through song. This gives you a slide on rolls (great for combat!) The downside is that you are encouraging the GM to sing.

Shtick Track - To use your shtick, roll the smallest listed die that hasn't been crossed out. Then cross out that die.

d4 → d4 → d6 → d8 → d10 → d12 → d20 → d30 → d100