

Dear Darling,

The sweet, sweet Darling of the Family. No one probably has ever had a stern word about you. The world mostly passed by your window, unnoticed by you, safe at home, surrounded by a world of love, comfort, and support. The real world might eat you alive. Your sweetness may be exploited. Your naivety could pose a danger. The Darling of the Family may end up failing, simply because no one thought to worry you about how life truly works. Perhaps you will have a love match or perhaps you will have a heart break. Welcome to the world Darling.

Skills:

As the Darling Family member, you gain 3 dots in three skills and 2 dots in four skills. You stayed home more than your siblings, so you gained a lot of knowledge in a smaller skill set. Being at home is not all bad.

Personality:

Being a homebody comes with some benefits. You gain one dot in Poise, Intellect, and Presence. You had time to read many books and there is nothing more intriguing than being an unknown. Unfortunately, being a homebody comes with negatives as well. You lose one dot in Constitution and Wits. Staying home truly is not good for ones health and as you have had little interactions with non-Family members, you can be a little too trusting.

Standing:

Quietly maintaining your dignity and position in the Family over the years has lead you to have a Standing 3 in the Family. Not too high that the Family wants to give you extra responsibility, but not too low that they don't care about your views at all. If you go up, perhaps your parents will rethink who

they made Heir. If you go lower, perhaps they will rethink giving you an allowance at all.

Accomplishments:

This is a list of accomplishments that you can take as the Darling. A few are personal to your trope, but you may take any three. If you find that a skill you want isn't listed, speak with your Author about making yourself a new skill.

Darling Accomplishments	All Accomplishments:
Politeness, Peace Keeping, Well-Read, Care Taking, Wall-Flower	Dancing, Court Politics, Humor, Instrument, Art Form, Grooming, Sports, Hunting, School Lessons, Flattery, Religion, Flirtation, Fashion,

Finesse:

Once per game, you may save a Meal. If things start going wrong, you come in and save the day with your charm, your talents in the home, and quite abilities. No matter what has occurred, the meal turns out good and none of your guests will leave with a complaint on their tongues.

Foible:

You will never inherit. It is as simple as that. You will have no true access to your Family's wealth as you get older. Perhaps you are the youngest, perhaps your parents intend for you to marry, or perhaps they simply cannot afford it. No matter. When your parents pass on, you will receive no inheritance. However, marriages can often be lucrative...