

Dear Heir,

I must admit, I haven't heard from you in awhile. I know the pressure of the future of your family often weighs on you, but do be kind to yourself. Don't forget to find your own joys and happiness! After all, being the next in line in your family brings many perks as well as pressures. I am sure if you tried you could easily capture the heart of almost anyone in the county. Then again, you may be too focussed on your siblings, parents, or business to give any thoughts to your own happiness. Pity. You are quite a catch....

Skills:

As Heir to the Family, you gain 3 dots in two skills, 2 dots in one skill, and 1 dot in one skill. You grew up with everything a child could ask for and so many opportunities to grow as a young person. Unfortunately, you spent a lot of time learning the ins and outs of the family business, the family's affairs, and all the information the Heir to the family needs to know. While less skilled than some of your siblings, you still feel alright, as you know all your family has falls to you.

Personality:

As Heir to the Family, you gain 2 dots in Presence, 1 dot in Intellect, and 1 dot in Constitution. You can command a room, as high society demands, and leave everyone feeling dazzled by your mere appearance. Your tutors did well, crafting you into a well learned individual. As the upper crust of society, you missed very few meals, and as such, you are healthy.

Standing:

As Heir to the Family, you start the game with a Standing of 4 in the Family. You are the Heir. Your parents will heed your advice most often, you have

more sway over family decisions, and influence the family business the most. Beware: the higher the standing, the more painful the fall.

Accomplishments:

This is a list of accomplishments that you can take as the heir. 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.

Heir Accomplishments	All Accomplishments:
The Family Business, Strength of Will, Family Affairs, The Last Word	Dancing, Court Politics, Humor, Instrument, Art Form, Grooming, Sports, Hunting, School Lessons, Flattery, Religion, Flirtation, Fashion,

Finesse:

Once per novel the Heir may use their abilities as head of the family to squash one scandal from ever coming to light. Do be careful though, often times smaller scandals vanish, only for a much bigger one to arrive later.

Foible:

The Heir exists as a pinnacle of their family, their family's future, and have tremendous burdens lain on their shoulders, but one does not make a cake without breaking a few eggs. As such, these heirs tend to accidentally step on the wrong person's toes. As such, they end up with a Rival. Another high ranking member of society who would like nothing more than to watch you fail.