

Dear Newcomer,

~~I heard you~~
~~Have you decided~~
~~You must consi~~

Honestly, I am afraid to say that I really do not know much about you at all. Are you a cousin? A distant friend? A recent widower? I have not the faintest clue. Luckily, no one else does either. The wildcard. The unknown. A mystery for the County to unwrap and dissect. Hopefully, they like what they see...

Skills:

As the Newcomer to the Family, you gain 3 dots in two skills, 2 dots in three skills, and 1 dot in two skills. Did you have a private tutor? Were you simply well-read? Did you grow up in a place where you were allowed to explore? I have no idea, but what I do know, is that you are a talented individual.

Personality:

You are the Newcomer. No one knows who you are or what you can do. You can take 4 dots in any of the Personality Traits. You get to define who you are in this new world. However, you also have your flaws. You must lose 2 dots in any of the Personality Traits. There is no such thing as perfect.

Standing:

You just got here, you can not expect to have a high Standing right away? As such, you start at a Standing 2 in the Family. You have less sway over Family matters and the Family never turns to you for advice. Perhaps if you rise in Standing, the Family may favor you more. Or perhaps, you will fall from grace and teach them to not trust you.

Accomplishments:

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

Newcomer Accomplishments	All Accomplishments:
Traveling, Storytelling, Cutting Words, Foreign Affairs, Discretion	Dancing, Court Politics, Humor, Instrument, Art Form, Grooming, Sports, Hunting, School Lessons, Flattery, Religion, Flirtation, Fashion,

Finesse:

You have a secret and it is a good one. Work with the Author to figure out what wonderful thing you may bring to the table. Once per novel, you may have a Reveal, in which you may use your secret to save the day.

Foible:

You are not from around here. We get that, but that does not mean you may behave however you like. You will commit a Faux Pas. The Author will decide when and what it was, but at some point in the novel it will be revealed that you messed up without you knowing. Mistakes happen. Hopefully, yours does not end too bad.