Performer

Citizens & Unaffiliated

Background

Performers are a part of every culture across the Known World, providing entertainment to all different classes of people; immortalizing heroes, historical figures or events, and various folkloric tales; and contributing to multiple artistic fields and endeavors throughout their lives. In a society where many people are illiterate, they represent an important source of historical, topical, and legendary events. Although performers are not necessarily affiliated with innate magic or thaumaturgy, their art often produces unique effects in their audiences. For as long as anyone can remember, there has always been an element of the unbelievable in the performing arts.

Many performers decide to serve the households of the landed elite, performing at functions or the court. Others prefer to work among the people, participating in local performing troupes or making a living on their own. Either way, a great deal of skill and training is required to become a performer, and talented and experienced individuals—with the proper patronage—have the opportunity to become quite wealthy and famous throughout Kordi and even further. In general, performers tend to appeal to the Gold God for good luck, inspiration, and fortune, as it has been said that the Gold God has a particular fondness for the arts.

Mechanics

Being a performer involves undertaking creative performances within a specific classification— verbal (actors, storytellers), musical (singers, musicians), and physical (dancers, acrobats)—to entertain people or, in some cases, grant certain buffs. In order to progress within this profession, you will be required to perform in-game. Unlike other professions, performers do not earn a set stipend; rather, their income depends on how much they charge for their performances and/or whether they choose to work under landed citizens. Many performers play songs or undertake street performances for tips, while staged events may require audience members to purchase tickets beforehand. For the mechanical purposes of this profession, a performance is any event, routine, recitation, or other presentation with at least 5 audience members.

It is possible to train all specializations; however, for the purposes of training and progression, each specialization is considered separate from the others. Thus, participation in 1 performance during an event will only progress 1 of your specializations, although you can choose which. You can attempt to progress all of your specializations during any given event, but you will need to meet the requirements for each.

We request that you keep the time and setting in mind when selecting songs and stories, and avoid anything that might pull people from their immersion (top radio hits and re-telling Disney stories, for example). Please modify words and lyrics to fit the world and avoid anything jarringly modern.

Progression

Level	Requirement	Time	In-game Benefits
Novice	Participate in at least 1 in-game performance per event, over 2 events.	*2 events*	Skills: *Inspiration, Bluff*
Journeyman	Participate in at least 1 in-game performance per event, over 2 events.	*2 events*	Choose specialization Skill: *As per specialization*
Master	Participate in at least 2 in-game performances, per event, over 2 events.	*+2 events*	May select a secondary specialization Skill: *Improved inspiration; as per specialization*
Grandmaster			May select a third specialization and access to ONLY Master Level skills and below, *OR* may gain grandmaster skills for two currently selected specializations.

Basic Skills

Bluff (2+) Respond as you please to *"Detect Lie"* (found in the Interrogator profession).

Inspiration (4+) After a performance lasting at least 1 minute in duration, call, "All within the sound of my voice, I restore you 2 CP worth of skills." As the source of inspiration, you do not receive the benefits of this skill. This effect does not stack with another performer's use of the skill.

Inspiration, Improved (3) *Prerequisite: Inspiration*. Once per day you may restore 3 CP worth of skills to your audience when using Inspiration.

Skills: Verbal

Make 'Em Smile (2) *Journeyman-level*. Once per day, attempt to cause a target to laugh, cheer or smile at a humorous or inspiring performance lasting 1 minute in duration. If you are successful by the end of your performance, call **either** "I grant you 5 points of magical armor" **or** "I heal you 5 vitality," whichever you so choose.

Orator (2) *Master-level*. Once per event, after a one-minute speech or story you may call "All within the sound of my voice, I grant you 1 temporary vitality."

Sweet-talk (2) *Grandmaster-level*. Once per event, convince a target to do your bidding by performing a speech, story, or poem of 1 minute in duration about the importance of what you want the target to do; then call "Unstoppable Dominate."

Skills: Musical

Inspire courage (2) *Journeyman-level*. Once per event, courage in a target—as per the Courage skill—by performing a song about a brave deed. The song must be 1 minute in duration; then call, "[Target's name], I inspire courage in you." This effect **does** stack with the Courage skill.

Serenade (2) *Master-level*. Once per event, give a target the ability to resist the very next called ability that affects them by performing a serenade in their honor. Before beginning, state, "[Target's name], I serenade you." The song must be 1 minute in duration and should be in some way about or dedicated to the target; then call, "You may resist the very next called ability that affects you."

Resonance (2) *Grandmaster-level*. Once per event, hold a high note—ideally the highest note within your range without needlessly straining yourself—for 5 seconds, then call, "All within the sound of my voice, Unstoppable Drain 5 vitality."

Skills: Physical

Feign Death (2) *Journeyman-level*. Once per event, pretend you are dead for up to 5 minutes. During this time, you do not register as having a pulse (answer "no" to checks). Although you are feigning death, you are still affected by damage as per normal, including death strikes.

Impersonate (2) *Master-level.* You are able to pass for another person for approximately 2 hours. Once per event, you may use at least 1 piece of costuming by which your target would be immediately recognized and mimic their speech patterns, tone, bearing, and mannerisms to the best of your abilities. During this time, others will legitimately believe that you are your target. The effect immediately ends as soon as 2 hours have passed, you remove the identifying piece of costuming, or the person you are mimicking appears. Anyone who sees you put on the costume at the beginning of the effect will know your true identity.

Elusive (2) *Grandmaster-level*. Call "Resist" any time someone attempts to Grapple you. Additionally, if you have purchased Escape, you may now escape Bind or Pin after 10 seconds of roleplay. Likewise, if you have Escape bonds, you may escape bonds after 10 seconds of roleplay.