

Welcome to the palace of the Prince. Why have you come? Will you get what you want, or end up paying a dark price?

# Characters

## Proximity

Some characters are closer to the prince than others, and their players have more control over the secrets that abound. On the other hand, the closer they are, the more coddled, and less able.

Pick a Proximity to the Prince:

| Proximity | Secrets Points | Abilities |
|-----------|----------------|-----------|
| Prince    | 5              | 1         |
| Family    | 4              | 2         |
| Relation  | 3              | 3         |
| Staff     | 2              | 4         |
| Courtier  | 1              | 5         |
| Outsider  | 0              | 6         |

## Roles

Once you have selected a proximity, select one of the roles typical for that Proximity. Or if you have another idea, talk to the GM, and invent a new role. Your role is one of your abilities, and a broad one that encompasses a wide array of skills and such that go into such a role. Yes, the Prince's only ability is being the Prince.

Only one player may take a particular role, unless otherwise noted in the description.

### Prince Roles

The Prince has no options in terms of specialized roles, they are always the Co-GM, and their role is simply to be the Prince of the Empire.

### Family Roles

These are the close family of the Prince. This is not only brothers and sisters, or sons and daughters, but also it may be the father or mother of the Prince (who may have abdicated previously). They have roles of great importance in ruling with Important titles.

### Vizier

One player should probably play the vizier. The vizier must take some sort of skill related to spying or

international relations, etc.

## **Grand Duke**

Runs a large portion of the Prince's empire. Invent the domain your character administers. More than one player may take this role.

## **Grand Marshall**

The commander of the Prince's armed forces worldwide.

## **Relation Roles**

Relations are more distant family, sometimes quite distant, but not so distant that they aren't allowed near the prince (for that, create a courtier instead). Grandparents, grandchildren, aunts and uncles (by blood, those by marriage are probably courtiers), nieces and nephews, and cousins (probably first, or from disenfranchised lines further back). Relations have roles as advisors to the Prince, typically.

## **Foreign Minister**

Works closely with the Vizier.

## **Chancellor of the Exchequer**

Deals with money matters for the Prince.

## **Minister of Intelligence**

Also works with the Vizier, this minister is in charge of the various spy organizations that the Prince has in place. Only one player may take this role.

## **Staff Roles**

The Staff are involved in all activities that support the palace and thus the running of the Imperial government.

## **Castellan**

The Castellan is in charge of the Palace edifices, and making sure that they are maintained and expanded as needed. The Castellan is always extremely busy.

## **Major Domo**

The Major Domo runs the household in terms of seeing that operations work smoothly. Everything from state dinners, to travel arrangements.

## **Head Gardener**

The Head Gardener is in charge of the exterior of the palace, its grounds and even the many plants on the inside of the Palace. They work closely with the Castellan, and are just as busy ensuring that the grounds are up to the Prince's high standards.

## **Chef**

The chef is in charge of the operation of the many kitchens all over the palace grounds, and works with the Major Domo when planning events.

## **Quartermaster**

The Palace is an amazingly complex place, and maintaining supplies for it is a daunting task. The Quartermaster reports to the Chancellor of the Exchequer who ensures that there is money for supplies.

## **Courtier Roles**

Courtiers serve less formal roles in the palace, mostly being minor nobility who the Prince tends to allow around himself occasionally, a means by which to keep an eye on them all.

## **Dandy**

The Dandy is a foppish type. More than one player may take this role.

## **Gossip**

The gossip is the courtier one goes to in order to get all of the knowledge they need about others at court. They have a knack for finding out the secrets of others. More than one player may take this role.

## **Rake**

The rake is the party animal of the court, carousing, gambling and generally upsetting the peace at all hours. Fortunately for the Rake, the Prince has a fondness for their tomfoolery, and thus lets them

remain at court. More than one player may take this role.

## **Lover**

Like Casanova, this character is good at seducing other members at court (and not just other courtiers). The Lover has a LOT of enemies.

## **Outsider Roles**

Outsiders are always just arriving at court, and would not be there, except for some current specific need that gives them access to the Palace.

## **Business**

A business person who has some contracts or deals, discussions of which have required them to come to court. More than one player may take this role.

## **Media**

Some media hound has written an article that has drawn the attention of the government, or have proposed writing such a story, and thus have been allowed into the palace. More than one player may take this role.

## **Petitioner**

The ancient rite of commoners being able to petition the Prince still exists. No, you might not get to see much of the Prince, if at all, but somebody will be assigned to deal with your petition. More than one player may take this role.

## **Military**

A member of one of the Prince's armed services, you are probably at the palace to discuss a military operation, or observations made during a military operation or some such. More than one player may take this role.

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