Troupe Over Hills, Under Trees		Playbook Special Abilities Trained Performers: Each PC may add +1 action rating to Consort, Sway or		Expert
		Finesse (up to a max rating of Patron: When you advance yo	ur Tier, it costs half the coin it normally would.	
Name	Reputation		hree +3 faction statuses you hold as if it was	
Rep Renown Hold Tier O		Memorable Presence: When you use a social plan to carry out a quest, you can decide to take +1 result to the engagement roll. If you do, the minimum notoriety you can acquire for this quest is 4.		Expert
Artifact	Artifact	High Society: It's all about who you know. Take -1 notoriety during downtime and +1d to gather information about the nobility and the elite.		
		O Diversification: Pick an additional party XP trigger from another party playbook.		
		OOO Multidisciplinary: Pick a special ability from another character playbook.		
Artifact	Artifact	Contacts D Usa, a noble	Party Upgrades 〇 Troupe Rigging	Expert
		 Windscar, a ringmaster 	O Fine Props	
		 Rukzir, a luthier 	O-O Ardent Fans	
		Tabadh, a tavern owner	O−O−O Composed	
		Irae, a merchant	0	
Artifact	Artifact	\triangleright	0	Upgrades
		Party XP		Party O 🔿 Camp
		At the end of each session, for each item below, mark 1 xp (in your playbook or an		O Provisions
Coin Vault Provisions		attribute) or 2 xp if that item occurred multiple times.		🔿 🔿 Transport
000000000000000000000000000000000000000	0000 0000 0000	 Execute a successful performance, gain influence or expand your repertoire. Contend with challenges above your current station. 		🔿 🔿 Vault
		 Bolster your party's reputation or develop a new one. 		Quality
Notoriety Nemeses		• Express the goals, drives, inner conflict, or essential nature of the party.		O Documents
00000000 0000				🔿 Gear
Notes				O Implements
				O Supplies
				⊖ Tools
				🔿 Weapons
				Training O Insight
				O Prowess
				Resolve
		·		O Personal
				O−O−O−O Mastery