

LADIES AND GENTLEMEN

You can so enrapture a crowd with your speech that you can keep them interested in your monologue for five minutes. They must pay attention to you, and ignore all else. However, you can designate up to three people who can ignore this ability and do something in the background while you create this diversion. One use. Tear off and give to a Roustabout to use.

Colonel Rawhide

THIS IS MY CIRCUS

You can get one person to perform a non-lethal task for you, as long as you own the Circus. This ability will not work on Jack Bungling.

One use. Tear off and give to a Roustabout to use.



Colonel Rawhide

BINKY THE CLOWN

You find Binky so hilarious that after a few minutes of talking with him (or interacting with him in any way), you **must** burst into laughter, no matter what the topic of conversation is. You cannot stop laughing until he leaves, and afterwards, you cannot clearly recall what you were talking about (or doing), but – boy – that Binky sure is funny.

Colonel Rawhide

WELL I NEVER!

You may ignore the result of one special ability played directly on you. Ones that affect a group, still affect the rest of the group as normal, but ignore you. This doesn't work on combat abilities. Combat abilities have a picture of a lion tamer on them.

One use. Tear off and give to a Roustabout to use.

Daisy Belle

BINKY THE CLOWN

You find Binky so hilarious that after a few minutes of talking with him (or interacting with him in any way), you **must** burst into laughter, no matter what the topic of conversation is. You cannot stop laughing until he leaves, and afterwards, you cannot clearly recall what you were talking about (or doing), but – my – that Binky sure is funny.

Daisy Belle

MY FATHER IS HIRAM BUNGLING

You have the ear of Hiram Bungling, one of the most influential men in Washington. You can advise him on three issues and will be given a special card to do so. However, Lydia and John can also advise him. Lydia is Father’s favorite and will get her way on her most important issue. But if you and John work together, you can influence Father’s mind on the second and third issues.

Jack Bungling

GREAT ESCAPE

You may play this card if you lose a combat. You escape and do not have to deal with the results of the combat. See a Roustabout after the first time you use this, as it will start to have repercussions.

Jack Bungling

RESOURCES

You have money and resources. You can leave for a while and get things and come back. You can also use this as a one use “get out of jail free” card if you are arrested.

Jack Bungling

<div data-bbox="71 1314 120 1759"><h2>BINKY THE CLOWN</h2></div> <div data-bbox="177 1129 537 1955"><p>You find Binky so hilarious that after a few minutes of talking with him (or interacting with him in any way), you must burst into laughter, no matter what the topic of conversation is. You cannot stop laughing until he leaves, and afterwards, you cannot clearly recall what you were talking about (or doing), but – boy – that Binky sure is funny.</p></div> <div data-bbox="583 1106 618 1289"><p><i>Jack Bungling</i></p></div>	<div data-bbox="71 388 120 659"><h2>SABOTAGE</h2></div> <div data-bbox="177 128 407 953"><p>You know the circus well and you know how to sabotage an act so that nobody gets hurt, unless you want them to.</p><p>See a Roustabout to sabotage equipment.</p></div> <div data-bbox="574 102 610 342"><p><i>Douglas Credenza</i></p></div>
<div data-bbox="644 1314 693 1759"><h2>BINKY THE CLOWN</h2></div> <div data-bbox="750 1129 1110 1955"><p>You find Binky so hilarious that after a few minutes of talking with him (or interacting with him in any way), you must burst into laughter, no matter what the topic of conversation is. You cannot stop laughing until he leaves, and afterwards, you cannot clearly recall what you were talking about (or doing), but – boy – that Binky sure is funny.</p></div> <div data-bbox="1156 1106 1192 1344"><p><i>Douglas Credenza</i></p></div>	<div data-bbox="644 134 693 913"><h2>MY FATHER IS HIRAM BUNGLING</h2></div> <div data-bbox="750 128 1024 953"><p>You have the ear of Hiram Bungling, one of the most influential men in Washington. You can advise him on two issues and will be given a special card to do so. However, Lydia and Jack can also advise him. Both Lydia and Jack have more influence over Father than you do.</p></div> <div data-bbox="1151 102 1187 342"><p><i>Douglas Credenza</i></p></div>

<div data-bbox="71 1278 120 1793">MASTER OF DISGUISE</div> <div data-bbox="177 1129 427 1955"><p>If you can get hold of a makeup kit and costuming, you can disguise yourself as anyone, male or female, human or animal. Doing this completely uses up the makeup kit.</p></div> <div data-bbox="576 1104 610 1344"><i>Douglas Credenza</i></div>	<div data-bbox="71 283 120 764">EASILY INFLUENCED</div> <div data-bbox="177 128 401 953"><p>The first time someone uses an influence ability on you (it will have a picture of a Ringmaster on the card), it does not count as one of their uses. Just show them this card. Future uses count as normal.</p></div> <div data-bbox="576 105 610 342"><i>Douglas Credenza</i></div>
<div data-bbox="644 1268 693 1803">CREATIVE IGNORANCE</div> <div data-bbox="750 1129 1057 1955"><p>You can reinterpret any influence abilities used upon you. You must still perform them to their letter, but you can determine the spirit of the influence as you see fit. Influence abilities will have a picture of a Ringmaster on the card.</p></div> <div data-bbox="1149 1104 1183 1344"><i>Douglas Credenza</i></div>	<div data-bbox="644 182 693 888">EXCEPTIONALLY PERCEPTIVE</div> <div data-bbox="750 128 1024 953"><p>You are exceptionally perceptive. You can tell that a “freak.” In a mask is actually that freak. This does not work on disguises.</p><p>Also, you can get extra information from the Roustabouts when investigating things.</p></div> <div data-bbox="1123 105 1157 336"><i>Rupert Townshed</i></div>

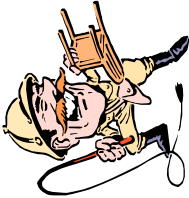
HIVE MIND

You may send a one-sentence telepathic message to Bartholomew or Clifford Credenza. You may do this five times for Bartholomew and twice for Clifford. This should become much more powerful after you perform your “pre-show ritual.”

Alexander Credenza

COORDINATED ATTACK

If you are fighting alongside Bartholomew, the two of you may discuss which MENKS cards to play, and may trade unused cards freely.



Alexander Credenza

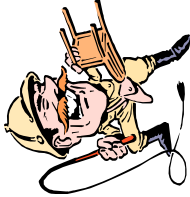
NATIVE LANGUAGE

You may speak your native language which only your brothers understand.

Alexander Credenza


COORDINATED ATTACK

If you are fighting alongside Bartholomew, the two of you may discuss which MENKS cards to play, and may trade unused cards freely.



Bartholomew Credenza

<div data-bbox="71 1302 120 1772" data-label="Section-Header"><h2>NATIVE LANGUAGE</h2></div> <div data-bbox="180 1131 274 1955" data-label="Text"><p>You may speak your native language which only your brothers understand.</p></div> <div data-bbox="586 1106 615 1407" data-label="Text"><p><i>Bartholomew Credenza</i></p></div>	<div data-bbox="71 396 120 651" data-label="Section-Header"><h2>HIVE MIND</h2></div> <div data-bbox="180 128 407 953" data-label="Text"><p>You may send a one-sentence telepathic message to Alexander or Clifford Credenza. You may do this five times for Alexander and twice for Clifford. This will become much more powerful after you perform your “pre-show ritual.”</p></div> <div data-bbox="576 107 605 405" data-label="Text"><p><i>Bartholomew Credenza</i></p></div>
<div data-bbox="644 1373 693 1703" data-label="Section-Header"><h2>SPEAK LATIN</h2></div> <div data-bbox="753 1131 847 1955" data-label="Text"><p>You may speak your native language which only your brothers understand.</p></div> <div data-bbox="1157 1106 1187 1335" data-label="Text"><p><i>Clifford Credenza</i></p></div>	<div data-bbox="644 315 701 732" data-label="Section-Header"><h2>I AM <u>NOT</u> INSANE</h2></div> <div data-bbox="753 128 932 953" data-label="Text"><p>You may resist any attempt to convince you that you are anything other than what you believe or that your history of Italy is anything other than what you believe.</p></div> <div data-bbox="1149 107 1179 333" data-label="Text"><p><i>Clifford Credenza</i></p></div>

<div data-bbox="71 1289 120 1785">ALMOST ILLITERATE</div> <div data-bbox="180 1131 272 1955"><p>You cannot read or write any words more than four letters long.</p></div> <div data-bbox="586 1106 618 1323"><i>Binky the Clown</i></div>	<div data-bbox="71 180 120 867">FEATS OF GREAT STRENGTH</div> <div data-bbox="180 128 310 953"><p>You are as strong as ten strong men. You can perform feats of great strength. See a Roustabout to do so.</p></div> <div data-bbox="576 105 609 281"><i>Susan Wildes</i></div>
<div data-bbox="644 1371 693 1703">LUCKY PUNCH</div> <div data-bbox="751 1131 967 1955"><p>Play this in combat if your opponent plays Wahoo! You do not have to play a combat card, and your opponent can only play BAM or CRASH on this card. You can do this once per combat.</p></div> <div data-bbox="984 1753 1170 1948"></div> <div data-bbox="1146 1106 1179 1283"><i>Susan Wildes</i></div>	<div data-bbox="644 302 693 745">BINKY THE CLOWN</div> <div data-bbox="751 128 1117 953"><p>You find Binky so hilarious that after a few minutes of talking with him (or interacting with him in any way), you must burst into laughter, no matter what the topic of conversation is. You cannot stop laughing until he leaves, and afterwards, you cannot clearly recall what you were talking about (or doing), but – my – that Binky sure is funny.</p></div> <div data-bbox="1125 105 1157 281"><i>Susan Wildes</i></div>

CANNOT DIE

No matter how much damage you take, you regenerate and cannot die. You are immune to all drugs and alcohol.

Franklin Winters

BINKY THE CLOWN

You find Binky so hilarious that after a few minutes of talking with him (or interacting with him in any way), you must burst into laughter, no matter what the topic of conversation is. You cannot stop laughing until he leaves, and afterwards, you cannot clearly recall what you were talking about (or doing), but – boy – that Binky sure is funny.

Rupert Townshed

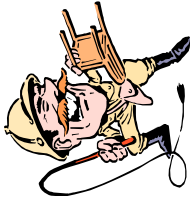
WE'RE GOING THIS WAY

Using willpower and brute strength, you can direct Rudolph to go with you to a specific location, and there's nothing he can do about it. You can only do this once, though, so use it wisely.

Rupert Townshed

COORDINATED ATTACK

You and Rudolph are always in fights together. You win as one, you lose as one, and you fight as one. Either one of you can play MENKS cards when one of you is involved in a fight.



Rupert Townshed

WE'RE GOING THAT WAY

Using willpower and brute strength, you can direct Rupert to go with you to a specific location, and there's nothing he can do about it. You can only do this once, though, so use it wisely.

Rudolph Townshed

WELL SCHOOLED

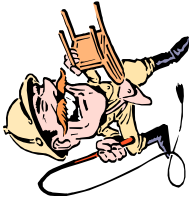
You have learned many things. You may ask the Roustabouts four yes/no questions during the game. Or, instead of asking a question, you can attempt an activity that would require some training, even though your character history doesn't specifically mention that training. This is limited to things a normal person, even a princess, might be trained to do. For example, you can use this ability to perform simple first aid, but not major surgery.

Four Uses: Check off when used. ☐☐☐☐

Helena Ferez

COORDINATED ATTACK

You and Rupert are always in fights together. You win as one, you lose as one, and you fight as one. Either one of you can play MENKS cards when one of you is involved in a fight.



Rudolph Townshed

BINKY THE CLOWN

You find Binky so hilarious that after a few minutes of talking with him (or interacting with him in any way), you must burst into laughter, no matter what the topic of conversation is. You cannot stop laughing until he leaves, and afterwards, you cannot clearly recall what you were talking about (or doing), but – boy – that Binky sure is funny.

Rudolph Townshed

<div data-bbox="71 1428 120 1646" data-label="Section-Header"><h2>LINGUIST</h2></div> <div data-bbox="177 1129 321 1955" data-label="Text"><p>You can read, write and speak English, Fandonian, Freedonian, Spanish, Italian, and French.</p></div> <div data-bbox="566 1106 597 1274" data-label="Text"><p>Helena Ferez</p></div>	<div data-bbox="71 302 120 747" data-label="Section-Header"><h2>BINKY THE CLOWN</h2></div> <div data-bbox="177 128 545 953" data-label="Text"><p>You find Binky so hilarious that after a few minutes of talking with him (or interacting with him in any way), you must burst into laughter, no matter what the topic of conversation is. You cannot stop laughing until he leaves, and afterwards, you cannot clearly recall what you were talking about (or doing), but – my – that Binky sure is funny.</p></div> <div data-bbox="550 105 581 273" data-label="Text"><p>Helena Ferez</p></div>
<div data-bbox="644 1369 693 1705" data-label="Section-Header"><h2>READ FÆRIE</h2></div> <div data-bbox="750 1129 894 1955" data-label="Text"><p>You can read and write the language of the Fey. You will be provided with a translation sheet.</p></div> <div data-bbox="1140 1106 1170 1339" data-label="Text"><p>Peter Wainwright</p></div>	<div data-bbox="644 302 693 747" data-label="Section-Header"><h2>BINKY THE CLOWN</h2></div> <div data-bbox="709 128 1122 953" data-label="Text"><p>You find Binky so hilarious that after a few minutes of talking with him (or interacting with him in any way), you must burst into laughter, no matter what the topic of conversation is. You cannot stop laughing until he leaves, and afterwards, you cannot clearly recall what you were talking about (or doing), but – my – that Binky sure is funny. <i>Warning: If you laugh in this fashion for more than five minutes, you may start to inadvertently breathe fire. See a Roustabout if this occurs.</i></p></div> <div data-bbox="1133 105 1164 338" data-label="Text"><p>Peter Wainwright</p></div>

DRAGON SKIN

You are very difficult to hurt, and are completely immune to fire. You **can** be defeated in combat, but you do not take any damage from normal people and bladed weapons. Very strong - or otherwise powerful - people and guns can hurt you, even kill you. If you lose a combat to someone, you are still at that person's mercy, but you cannot be damaged unless they have a gun or are very strong.

Peter Wainwright

BREATHE FIRE

You can breathe flame. If you do this in combat, you can seriously damage someone. Fire will be simulated with streamers. See a Roustabout to breathe fire.



Peter Wainwright

THE NOSE KNOWS

Everybody has their individual scents. If you see a player in a mask and the same player without a mask, you can tell if it is the same character. Greasepaint masks the scent, though, so you cannot tell who someone in disguise is.

Bobo the Dog Faced Boy


ANIMAL EMPATHY

You are very good with animals, to the point of almost being able to communicate with them. See a Roustabout to communicate with the animals. Note: This will not work on Señora Mysterioso's snake; you've tried.

Bobo the Dog Faced Boy

<div data-bbox="73 1318 121 1755">BINKY THE CLOWN</div> <div data-bbox="177 1129 539 1955"><p>You find Binky so hilarious that after a few minutes of talking with him (or interacting with him in any way), you must burst into laughter, no matter what the topic of conversation is. You cannot stop laughing until he leaves, and afterwards, you cannot clearly recall what you were talking about (or doing), but – hey – that Binky sure is funny.</p></div> <div data-bbox="583 1108 617 1419"><i>Bobo the Dog Faced Boy</i></div>	<div data-bbox="73 346 121 724">CANNOT SPEAK</div> <div data-bbox="177 128 539 953"><p>You cannot vocalize a sound. You cannot talk, sob, laugh, or yell. You may pantomime actions, but a poor understanding of English means that you cannot use standard charade devices (syllables, homonyms, “sounds like”). ASL is right out.</p></div> <div data-bbox="583 107 617 317"><i>Zelda the Clown</i></div>
<div data-bbox="646 1241 695 1833">CANNOT READ OR WRITE</div> <div data-bbox="750 1129 1055 1955"><p>You do not know how to read or write. You may not read any written documents. You may write your name (Zelda) as often as you wish. You may write a total of ten words during the game (keep track). None of these words can be more than five letters in length. Every ten minutes that Daisy Belle tutors you in reading and writing resets the uses of this ability and adds one to the words’ length in letters.</p></div> <div data-bbox="1141 1108 1174 1318"><i>Zelda the Clown</i></div>	<div data-bbox="646 369 695 701">SENSE MAGIC</div> <div data-bbox="750 128 901 953"><p>You can tell if someone or something is inherently magical. You can also recognize the language of the Fey if you see or hear it.</p></div> <div data-bbox="1141 107 1174 317"><i>Zelda the Clown</i></div>

<div data-bbox="71 1299 120 1774" data-label="Section-Header"> <h2>MUST OBEY MAGES</h2> </div> <div data-bbox="177 1129 539 1955" data-label="Text"> <p>You must follow any direct command given to you by Susan Wildes or The Great Zamboni, even if it is against your own self interests or is self destructive. The one exception is commands that deal with Binky. Your love for him overpowers this compulsion.</p> </div> <div data-bbox="581 1106 612 1320" data-label="Text"> <p><i>Zelda the Clown</i></p> </div>	<div data-bbox="71 317 120 753" data-label="Section-Header"> <h2>BINKY THE CLOWN</h2> </div> <div data-bbox="177 128 539 955" data-label="Text"> <p>You find Binky so hilarious that after a few minutes of listening to him (or interacting with him in any way), you must burst into silent laughter, no matter what the topic of conversation is. You cannot stop laughing until he leaves, and afterwards, you cannot clearly recall what he was talking about (or doing), but – hey – that Binky sure is funny.</p> </div> <div data-bbox="581 107 612 319" data-label="Text"> <p><i>Zelda the Clown</i></p> </div>
<div data-bbox="644 1350 693 1722" data-label="Section-Header"> <h2>CRYSTAL BALL</h2> </div> <div data-bbox="750 1129 1105 1955" data-label="Text"> <p>You can use your crystal ball to get information on the other characters. They must stand (or sit) in front of the ball for at least five minutes. You can then open your envelope about that person. This must be voluntary on their part, or they must have been defeated in combat.</p> </div> <div data-bbox="1154 1106 1185 1348" data-label="Text"> <p><i>Señora Misterioso</i></p> </div>	<div data-bbox="644 228 693 842" data-label="Section-Header"> <h2>RETROACTIVE RESEARCH</h2> </div> <div data-bbox="750 128 1105 955" data-label="Text"> <p>You have done some research on members of the circus. You can tell what became of them after they left the circus. Note that this may change depending on how you change time, so if you use the ability on the same character at different times in the game, you may get different results. You can do this five times during the game. Five Uses: Check off when used. <input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/></p> </div> <div data-bbox="1154 107 1185 346" data-label="Text"> <p><i>Señora Misterioso</i></p> </div>

<div data-bbox="73 1400 120 1673" data-label="Section-Header"><h2>HYPNOTIZE</h2></div> <div data-bbox="178 1129 431 1955" data-label="Text"><p>If someone is placed in a receptive state of mind, you can convince them to perform a task for you or you can awaken lost memories. You can only do this for a willing subject.</p></div> <div data-bbox="438 1768 612 1955" data-label="Image"></div> <div data-bbox="570 1108 602 1346" data-label="Text"><p><i>Señora Mysterioso</i></p></div>	<div data-bbox="73 415 120 655" data-label="Section-Header"><h2>LOCKPICK</h2></div> <div data-bbox="178 128 431 953" data-label="Text"><p>You have a good chance of getting into any locked room or strongbox. This may take time. You may escape from a locked room or from being bound in five minutes instead of ten.</p></div> <div data-bbox="570 107 602 344" data-label="Text"><p><i>Señora Mysterioso</i></p></div>
<div data-bbox="647 1453 695 1621" data-label="Section-Header"><h2>SNAKE</h2></div> <div data-bbox="755 1129 1000 1955" data-label="Text"><p>You can give your snake simple commands or have it fight alongside you in combat. It has simple voice recognition software and the intelligence of a child. The snake has 5 combat cards.</p></div> <div data-bbox="1141 1108 1174 1346" data-label="Text"><p><i>Señora Mysterioso</i></p></div>	<div data-bbox="647 415 695 655" data-label="Section-Header"><h2>PARADOX</h2></div> <div data-bbox="755 128 1000 953" data-label="Text"><p>If something happens that significantly changes world history as you know it, you may be given additional memories of two worldviews happening at the same time. Significant conflicts may cause insanity.</p></div> <div data-bbox="1141 107 1174 344" data-label="Text"><p><i>Señora Mysterioso</i></p></div>

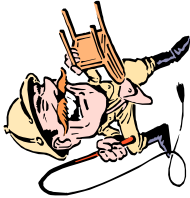
BINKY THE CLOWN

You find Binky so hilarious that after a few minutes of listening to him (or interacting with him in any way), you must burst into laughter, no matter what the topic of conversation is. You cannot stop laughing until he leaves, and afterwards, you cannot clearly recall what he was talking about (or doing), but – gosh – that Binky sure is funny.

Señora Misterioso

AMAZING DEXTERITY

Once per combat, you may ignore the effects of an opponent’s advanced combat card (BOOM, ZOWIE, OOF, or THUMP). You must still play a card on it as if it were a basic card.



The Masked Rider

MASTER OF THE EQUINES

You are the best horseback rider in the world. You can stay on a horse even under the most difficult circumstances.

The Masked Rider

KEEN INSIGHT

You may ask the Roustabouts a yes/no question about something you have observed during the game. This question must be about an event or action, not about a specific character’s identity or background. (For example: If you come upon a dead body, you may ask questions about the murder’s identity, but you may not ask questions about Clifford Credenza’s history.) You may do this three times during the game. The Roustabout may answer Yes, No, I Don’t Know, or I Cannot Reveal That. If the answer is neither Yes or No, then the question does not count as one of your uses. Three Uses: Check off when used. ☐☐☐

The Masked Rider

FIRST AID

Should anyone become injured, you have learned a few methods to patch people up in emergencies.

The Masked Rider

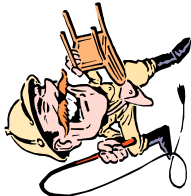
BINKY THE CLOWN

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The Masked Rider

AMAZING DEXTERITY

Once per combat, you may ignore the effects of an opponent’s advanced combat card (BOOM, ZOWIE, OOF, or THUMP). You must still play a card on it as if it were a basic card.



The Knife Thrower

THE KNIFE THROWER

You can throw knives with deadly accuracy, or completely non-lethal accuracy. If you wanted to, say, pin someone’s clothing to a wall so they couldn’t move, you probably could do that. If you are initiating a combat using thrown weapons, you may start the combat with an advanced combat card (BOOM, ZOWIE, OOF, or THUMP).



The Knife Thrower

<div data-bbox="71 1417 120 1656" data-label="Section-Header"><h2>LOCKPICK</h2></div> <div data-bbox="180 1129 427 1955" data-label="Text"><p>You have a good chance of getting into any locked room or strongbox. This may take time. You may escape from a locked room or from being bound in five minutes instead of ten.</p></div> <div data-bbox="566 1106 602 1350" data-label="Text"><p><i>The Knife Thrower</i></p></div>	<div data-bbox="71 315 120 758" data-label="Section-Header"><h2>BINKY THE CLOWN</h2></div> <div data-bbox="180 128 545 953" data-label="Text"><p>You find Binky so hilarious that after a few minutes of listening to him (or interacting with him in any way), you must burst into laughter, no matter what the topic of conversation is. You cannot stop laughing until he leaves, and afterwards, you cannot clearly recall what he was talking about (or doing), but – my – that Binky sure is funny.</p></div> <div data-bbox="550 105 586 348" data-label="Text"><p><i>The Knife Thrower</i></p></div>
<div data-bbox="644 1402 693 1673" data-label="Section-Header"><h2>SABOTAGE</h2></div> <div data-bbox="753 1131 849 1955" data-label="Text"><p>You know this circus well and you know how to sabotage an act.</p></div> <div data-bbox="1140 1108 1175 1417" data-label="Text"><p><i>Lydia the Tattooed Lady</i></p></div>	<div data-bbox="644 147 693 926" data-label="Section-Header"><h2>MY FATHER IS HIRAM BUNGLING</h2></div> <div data-bbox="753 128 1053 953" data-label="Text"><p>You have the ear of your daddy, Hiram Bungling, one of the most influential men in Washington. You can advise him on three issues and will be given a special card to do so. However, Jack and John can also advise him.</p></div> <div data-bbox="1140 107 1175 415" data-label="Text"><p><i>Lydia the Tattooed Lady</i></p></div>

FLUTTER YOUR EYELASHES

You can have one person perform one task for you. That task must be doable and not against that person’s basic interests (not suicidal, not something that is wholly against character, and so forth). You can only do this once.



Lydia the Tattooed Lady

BINKY THE CLOWN

You find Binky so hilarious that after a few minutes of listening to him (or interacting with him in any way), you must burst into laughter, no matter what the topic of conversation is. You cannot stop laughing until he leaves, and afterwards, you cannot clearly recall what he was talking about (or doing), but – my – that Binky sure is funny.

Lydia the Tattooed Lady

BALLOON CREATIONS

You may breathe life into your balloon creations and have them work as if they were the real thing (a gun or sword will do damage, a dog can be used to search, and so forth). The effect lasts for a few minutes. You may do this twice after each feeding, then you cannot do it again until you feed again. The creations much be within reason – as defined by the Roustabouts. A balloon nuclear bomb, for example, would not work.

Zimmie the Clown

MESMERIZE

You can influence others to do your bidding or to forget certain experiences. You do this through the Roustabouts so the players do not have any specific knowledge that it was you. You may do this twice after each feeding, then you cannot do it again until you feed again.



Zimmie the Clown

VAMPIRE

You must feed off energy during the game. Adult humans have the best energy, but you can feed off of children or animals in a pinch (although they might not give you enough power to use your other Abilities). After a feeding, your victims are dizzy and tired. See a Roustabout when you try to feed. You must defeat your victim in combat before you can feed.

Zimmie the Clown

DARK AND SINISTER POWERS

Your powers are great and unbounded, but at the sufferance of The Old Woman of the Woods. And her powers are weakest during the day. You may attempt anything, but if it does not fit in with the desires of the Old Woman of the Woods, you may not get exactly what you want.

The Great Zamboni

BINKY THE CLOWN

You find Binky so hilarious that after a few minutes of listening to him (or interacting with him in any way), you must burst into laughter, no matter what the topic of conversation is. You cannot stop laughing until he leaves, and afterwards, you cannot clearly recall what he was talking about (or doing), but – my – that Binky sure is funny. Note that your laughing sounds like a dog barking, so you tend to avoid Binky.

Zimmie the Clown

PHANTASM

You may create a visual and auditory illusion or a colored light show. This is what you plan to do for your act. You only have the power to do this three times during the game. Three Uses: Check off when used. ☐☐☐

The Great Zamboni

<div data-bbox="71 1299 120 1774">CURSE OF REVENGE</div> <div data-bbox="178 1129 532 1955"><p>You may curse another character such that everything they attempt fails spectacularly. You must get a personal item of that character's and curse that item. Then the item must be returned and the character is cursed so long as they retain possession of that item.</p></div> <div data-bbox="581 1106 613 1358"><i>The Great Zamboni</i></div>	<div data-bbox="71 380 120 690">GRANT WISH</div> <div data-bbox="178 128 532 953"><p>You may, as the emissary of the Old Woman of the Woods, grant wishes. However, before you actually grant the wishes, you will have to negotiate a payment. You may communicate with the Old Woman of the Woods via the Roustabouts.</p></div> <div data-bbox="581 105 613 357"><i>The Great Zamboni</i></div>
<div data-bbox="644 1314 693 1759">BINKY THE CLOWN</div> <div data-bbox="755 1129 1117 1955"><p>You find Binky so hilarious that after a few minutes of listening to him (or interacting with him in any way), you must burst into laughter, no matter what the topic of conversation is. You cannot stop laughing until he leaves, and afterwards, you cannot clearly recall what he was talking about (or doing), but – wow – that Binky sure is funny.</p></div> <div data-bbox="1125 1106 1157 1358"><i>The Great Zamboni</i></div>	<div data-bbox="644 180 693 888">EXCEPTIONALLY PERCEPTIVE</div> <div data-bbox="755 128 1027 953"><p>You are exceptionally perceptive. You can tell that a “freak.” In a mask is actually that freak. This does not work on disguises.</p><p>Also, you can get extra information from the Roustabouts when investigating things.</p></div> <div data-bbox="1125 105 1157 252"><i>Daisy Belle</i></div>

EXCEPTIONALLY PERCEPTIVE

You are exceptionally perceptive. You can tell that a “freak.” In a mask is actually that freak. This does not work on disguises.

Also, you can get extra information from the Roustabouts when investigating things.

Helena Ferez

EXCEPTIONALLY PERCEPTIVE

You are exceptionally perceptive. You can tell that a “freak.” In a mask is actually that freak. This does not work on disguises.

Also, you can get extra information from the Roustabouts when investigating things.

Rudolph Townshed