- Nursemaid -

Description

Nursemaids are employed to fulfil of the role of a mother by those that can't or won't. Most noble households have at least one Nursemaid, and it has become common to find them amongst the burger classes as well. Noble women are rarely in a position to raise children, as they are commonly pregnant, or trying to be so, in order to secure the future of the family – burgher women, often rich, just like the time off. As some older Nursemaids have been with families for many generations, they are often referred to as 'Grandmother', 'Na-na' or 'Nanny' – indeed, this practice is so prevalent in the Empire that Nursemaids are colloquially referred to as 'Nannies'. Contrary to this popular view, however, most Nursemaids are young, as they may need to produce milk for infants. Halflings are commonly believed to make the best Nursemaids, as they seem to intuitively understand, and get along with, children. Some believe this is because they are 'closer to their level', others believe it is because many Halflings come from large extended familles – whatever the reason, it certainly does seem to be the case. Further, as Halflings live longer than Humans, they can gather immense influence over the generations, for their charges will soon grow up to lead the noble line or family business.

- Nursemaid Advance Scheme -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
-	-	+5%	-	+5%	+10%	+10%	+10%

Secondary Profile

A	W	SB	TH	M	Mag	IP	FP
-	+2	-	-	-	-	-	-

Skills: Academic Knowledge (Genealogy/Heraldry) or Charm, Command or Intimidate, Common Knowledge (any one) or Read/Write, Gossip or Silent Move, Haggle, Heal or Sleight of Hand, Perception, Search

Talents: Etiquette or Hardy, Lightning Reflexes

Trappings: Large Blanket, 3 Toys

Career Entries: Peasant, Servant

Career Exits: Burgher, Camp Follower, Governess, Spy, Valet

Note: If you are rolling randomly for your Starting Career, you can substitute Nursemaid for Servant with your GM's permission.