

Presenting: Clifford Credenza

You are Clifford Credenza, second youngest brother of the Flying Credenza Brothers, the greatest acrobatic troupe in the world. You, and your three brothers, Alexander, Bartholomew, and Douglas, were born in the small town of Rome, Italy to parents who had performed for the circus their entire lives. Ah, how you loved the sunny shores of Rome.

Your parents traveled as part of the Florenzo Circus. Oh, how well you remember your father and mother. Heinrich and Svetlana Credenza. How they could fly through the air. You grew up 50 feet above the ground and learned to walk on a high wire by the age of five.

Unfortunately, your parents died in a bizarre tractor accident. Your mother was home, tending to one of the many fields of rice that grew around your village. Your father, unaware that she was in the field, decided to use the tractor to plow it under. He saw her at the last minute and tried to turn the tractor, but it struck her and overturned and they both died instantly.

The four brothers are all that's left of the once proud Credenza family. You left home, joined a circus, and have never looked back. You spent the first few years touring Europe and the rest of Italy. You practically grew up in the circus. It's in your blood.

Three years ago, your family was lost in Kansas. You had arrived in the United States from Italy via atomic dirigible, on a tour of the United States, China, and Sweden. You had arrived in Kansas and somehow became separated from the circus. You tried to talk to the locals, but they did not understand Latin (the language of Rome).

Eventually, they directed you to Colonel Sebastian T. Rawhide's Circus of the Spectacular. What a fabulous place. You had never seen a circus, quite like this one before, all the lights, colors, and the fantastic array of people. The diversity reminded you of home, for some reason.

You quickly befriended the fine folks of this new circus. For some reason, the rest of your family doesn't like to talk about the many previous circuses you used to work for, or about your family, or about the fine rolling hills and beautiful fjords of the small peasant village of Rome. You have no such compunctions and love talking about your family, your history, and your homelife.

Actually, you have been worried about your brothers lately. Douglas seems well enough off, but your older brothers, Alexander and Bartholomew have

gone completely insane. They are claiming mad things, so mad that it makes you worry.

They say that you are sick, that you have influenza. Nonsense. You have never felt better in your life. They say that Douglas has a much worse case. Douglas, happy, healthy Douglas ill? You cannot believe it. Influenza is deadly. You think you'd know if you had a deadly disease.

But worst of all, they say that you are not even human. Alexander and Bartholomew think they are from another world, Mars perhaps. This is so embarrassing. Luckily, they believe that this is a secret to be kept from the rest of the world, but that they can trust you. You have considered playing into their delusions to find out more about their fantasy world, but you would rather try to cure them. You just aren't certain how. And it is plain embarrassing to say that your older brothers believe that they are from another world.

You aren't sure who to talk to about this. You've made a number of close friends in the circus over the past few years, but none of them have problems like this. The main problem seems to be Colonel Rawhide's fiancée, Daisy Belle. Colonel Rawhide is a fine man; he fought in the American Civil War on the side of the West (you think...), and has never been less than honest and friendly.

Daisy, on the other hand, is a woman of strong opinions. And one of her opinions is that circus folk are "ne'er-do-wells who spend their days lounging around instead of trying to find 'decent' work." She isn't hateful or mean spirited, just prejudiced.

Well a group of folks were getting together last week and came up with a plan to get Daisy to like circus folk. You were talking with the Townshed brothers, Bobo, Lydia, and Franklin Winters about how sad it was that Daisy didn't like circus folk and that she might drive a wedge between Colonel Rawhide and the circus.

None of you wanted that to happen. This circus is the best one you've ever been part of. It's clean. It pays well. And the performers are almost an extended family. The six of you decided to do something to get Daisy to like the circus.

Your plan is simple. Using the keen disguise power of the circus folk, you will don a mask (you'll have to get one from the Masked Rider) and attempt to kidnap Daisy. You will be foiled by one of the others in the plot and be allowed to escape. Daisy will be so happy that a circus performer saved her that she will forget her ill will toward the circus. It's brilliant.

You aren't certain if you are supposed to be a kidnapper or rescuer, so you have a mask just in case. The plan is to take place when everyone is free, after the main show ends. Everyone else wanted it to happen before the main show, but you'll be busy.

The Flying Credenza Brothers have a preshow ritual. It helps you get in sync and makes you the spectacular flying troupe you are today. You don't exactly remember what goes on during the ritual, but it is very, very, *very* important that it happens. You are looking forward to the ritual; perhaps it will even help with Alexander and Bartholomew's madness.

ROLEPLAYING HINT

OK, it should be obvious, as a player, that everything your character believes about Italy and your life before the circus is whacked. Feel free to make up more unusual details about your family and Italy. You don't have to go overboard, just enough to make folks curious. Obviously, your worldview is skewed, but your character has no idea and you probably should get very upset if someone tries to correct you.

THE OTHER CHARACTERS:

Colonel Sebastian T. Rawhide: He is a good man. His love for the circus is clear in his every move. You are proud and happy to be working for such a good man.

Daisy Belle: Colonel Rawhide's fiancée. She does not care for the circus very much, but you and some others are working to change her mind.

Jack Bungling: The older of the two Bungling Brothers, who are trying to buy out this circus. You have heard stories about the Bungling Brothers, stories about how things tend to go awry for people who oppose the Bungling Brothers. They have their eyes set on this circus and there were some problems in Europe. Now he is hanging around here. Maybe you should talk to your friends and family and see if there is something you need to do about this.

The Flying Credenza Brothers: You care deeply for your family, but your older brothers, Alexander and Bartholomew, have gone completely mad. They have confided in you that they believe they are from another world and that you and Douglas are sick. Douglas seems well and you feel fine, yourself, so you are at your wits end about what to do with them.

Binky The Clown: Herman Binkowicz. Binky is hilarious. You have never met a more talented performer. You notice that no matter what he says, people laugh, even in the middle of a serious conversation. You aren't sure why, but you go along with it.

Susan Wildes, The Strong Woman: There is something odd about her, something in the back of your mind, but you cannot quite put your finger on it.

Franklin Winters, The Lion Tamer: He's one of your closer friends. Oh the many nights the two of you have gone off drinking; he does like his alcohol. He would go to bars and challenge the local to drinking contests and could drink all of them under the table. He's also quite capable with animals and cares greatly for them. You have never seen him abuse an animal, they way some trainers do in other circuses. He is in with the plan to make Daisy like circus folk.

Rupert and Rudolph Townshed: Many of the circus folk are worried about the Siamese twins. They had a big fight last night and now they aren't speaking to each other. Maybe you can find a way to reconcile them. They are also part of the plot to kidnap Daisy.

Helena Ferez: The bearded lady. She seems like a nice person, but you sense that she's hiding something.

Peter Wainwright, the Fire Eater/Sword Swallow: He can juggle fire and swallow swords, all without getting hurt. He puts a lot of flash in his acts.

Bobo, the Dog Faced Boy: He's a good kid, even if he does have more facial hair than anyone else in the circus. Bobo helps Franklin with the animals and they are good friends. He's also going to help with the plan to make Daisy like the circus.

Zelda the Clown: Poor girl, she cannot speak a word. Her tumbling and tricks are first rate, though.

Señora Mysterioso: Apparently she can see into people's minds and see the future as well. Maybe you can talk to her about your family problems.

The Masked Rider: The Masked Rider is a very solitary individual, staying aloof since joining up in Europe. You've tried to strike up a friendship, but all your advances have been rebuffed.

The Knife Thrower: The Knife Thrower also joined the circus in Europe. The Knife Thrower also isn't a very forthcoming individual.

Lydia the Tattooed Lady: Lydia is a nice woman, but you get the feeling that she's torn about some important issue. She's also helping with the plan to convince Daisy that circus people are ok.

Zimmie the Clown: He isn't the nicest fellow, but you try to be friendly. He does, however, scare small children.

The Great Zamboni: He arrived today asking for a job. Colonel Rawhide decided to give him a chance. You hope he fares better than Preston.

WELL KNOWN CHARACTERS NOT IN GAME:

Senator Hiram Bungling: He is the father of the Bungling Brothers who are trying to buy out the circus. He is a powerful and influential man in Washington DC.

John Bungling: The younger of the Bungling Brothers. Jack is the public persona and John runs things behind the scenes.

Uma the Unicyclist: Uma used to ride a large unicycle while juggling or across a high wire. However, while in France, she fell and severely twisted her ankle. She has stayed on in France in the care of a Doctor. She was a very nice person and you are sorry to see her go.

Preston the Prestidigitator: His act also was ruined while in France. While he was sawing a woman in half, a panel swung open revealing the illusion. He was booed out of the tent and Colonel Rawhide had to fire him. You haven't seen him since.

ABILITIES

Combat: 12 cards.

I am **not** insane: 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.

Speak Latin: You may speak your native language which only your brothers understand.