

## Emissary

I am \_\_\_\_\_  
of \_\_\_\_\_ bloodline  
and I deal with \_\_\_\_\_

## Attitude

Choose an Attitude with a tick, then add the Stats Point and mark the Attitude Skill.

- ☐ **Avenger.** Concrete and conscientious, he does not give in to injustice.  
+1 Ardour. Skill: Protector.
- ☐ **Enthusiast.** A free, extroverted and generous spirit, he is an incurable optimist.  
+1 Empathy. Skill: Body Language.
- ☐ **Idealist.** A creative and imaginative dreamer, he helps others thanks to his empathy and sensitivity.  
+1 Will. Skill: Dreamer.
- ☐ **Inspirer.** Reflective and idealistic, he is a born, charismatic and inspiring leader.  
+1 Passion. Skill: Leave the Mark.

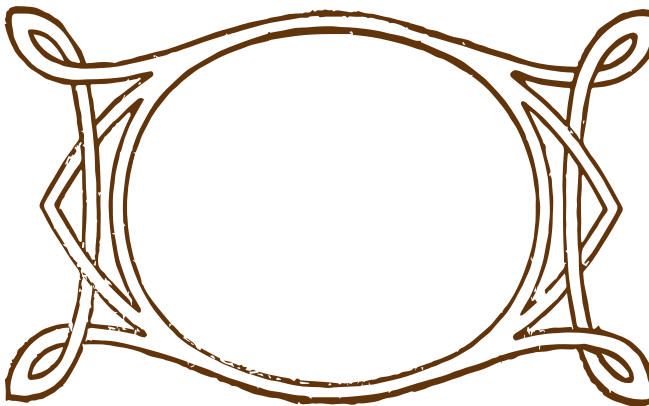
## Stats

Add the Attitude point, then distribute another 12. Each Stat can have a minimum of 1 and a maximum of 5 points.

Ardour	Cunning	Empathy	Passion	Will
--------	---------	---------	---------	------

# Fantasy Chronicles

## Portrait



## Quirks

Choose one per column and tick the one chosen.

### Strong Point

- ☐ Charisma
- ☐ Courage
- ☐ Creativity
- ☐ Leadership
- ☐ Optimism
- ☐ Oratory
- ☐ Perseverance
- ☐ Proactivity
- ☐ Trust

### Weak Point

- ☐ Arrogance
- ☐ Envy
- ☐ Greed
- ☐ Insecurity
- ☐ Insincerity
- ☐ Laziness
- ☐ Pessimism
- ☐ Resentment
- ☐ Selfishness

## Equipment

Choose a starting item.

---

---

---

---

---

## Bonds

Indicates relationships with other Wanderers.

I rely on \_\_\_\_\_

I want to protect \_\_\_\_\_

I wish \_\_\_\_\_

## Conditions

---

---

---

---

---

---

---

## Attitudinal Skills

Each Archetype has access to specific Skills, typical of that type of Wanderer. During the creation phase, only two Skills are possessed: the Attitudinal Skill, determined by the choice of the Attitude, and the Personal Skill, at the discretion of the Player. During the creation phase, it is not possible to choose an Ability provided by an Attitude other than your own.

### ○ Protector (Avenger) ☐ ☐ ☐

You stand as a defender of the weakest, not tolerating abuse and injustice. When you intervene on behalf of someone in situations of clear disadvantage, you automatically obtain an Opportunity, regardless of the Test result.

### ○ Body Language (Enthusiast) ☐ ☐ ☐

You are a good listener but, above all, an observer. That's why you can tell if someone is lying to you just by observing their body language.

### ○ Dreamer (Idealist) ☐ ☐ ☐

You are convinced that whatever is going through your head can become a reality, with the right determination and the right commitment. Tell us how you achieve your goal thanks to your Memento.

### ○ Leave the Mark (Inspirer) ☐ ☐ ☐

Whether it's your words or your behavior you've definitely impressed! Activate this skill to impress an NPC. When you need it, you can call it back once to get support, an escape path or help in combat.

## Personal Skills

### ○ Animal Companion ☐ ☐ ☐

You can ask for the help of nature, obtaining the support of a creature whose life you have saved in the past, thanks to an agreed call that has been trained.

### ○ Go Away with Me ☐ ☐ ☐

You can remove a Wanderer or other NPC from the scene to keep them safe from capture or injury.

### ○ Heart to Heart ☐ ☐ ☐

Facing discomforts and disturbances with sincerity, talking about them with your teammates, is the best way to solve problems and tensions. All Wanderers present regain 1 point of Empathy.

### ○ Let's Talk About It ☐ ☐ ☐

You can choose to suppress a fight before its start, turning it into a verbal conflict.

### ○ Samaritan ☐ ☐ ☐

People carry their benefactors in their hearts. You can claim to have an NPC from your past ready to help you, just as you helped him in the past.

### ○ Take Me ☐ ☐ ☐

You can decide to help a teammate, standing between him and his opponent or obstacle. You take his Condition.

## Group Skills

A Wanderer or Storyteller can call a Group Skill if: the whole group is on stage and agrees to the use, in a calm situation.

**Deduct.** By sharing information you can get a complete picture of the situation and notice that detail that escapes you, looking at things from another perspective. You can ask the Storyteller for confirmation of an information in your possession.

**Plan.** If players have taken the time to organise a plan and then act accordingly, each performing their own task (regardless of any Test results), they get a final collective Opportunity.

**Share.** Everyone can tell an impression, a moment of glory or an action that they did not like about themselves or others, to compare you on the points of view of others. At the end, based on what has been said, everyone can change their Strong and Weak Points.

**Soothe.** To treat a Wanderer who has reached the maximum number of Conditions, physical or mental, each player shares a positive memory about his actions or behaviours. Then he deletes all Conditions.

**Travelling.** Players can organise their movements by dividing roles and assigning tasks to each one. If the whole group has a role and completes its task, each Wanderer regains 1 point to a Stat of his choice, then telling why the performance of this action helps him to refresh his spirit.

**Collect.** (Wanderer Advancement Only). Write down an object and its power here, with the approval of the Storyteller. You can use it together in the next Adventures.

---

---

---