

## Guardian

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.

- ☐ **Councillor.** He embraces the values of honesty, dedication and dignity, becoming an excellent guide and advisor.  
+1 Passion. Skill: Ancient Knowledge.
- ☐ **Defender.** Attentive to details, it is precise and punctual, sensitive and responsible.  
+1 Will. Skill: Behind the Scenes.
- ☐ **Intrepid.** With his strong sense of integrity, he faces difficulties with calm and logic.  
+1 Cunning. Skill: Fearless.
- ☐ **Philanthropist.** Generous and reliable, he believes in the power of hospitality and good manners.  
+1 Empathy. Skill: Etiquette.

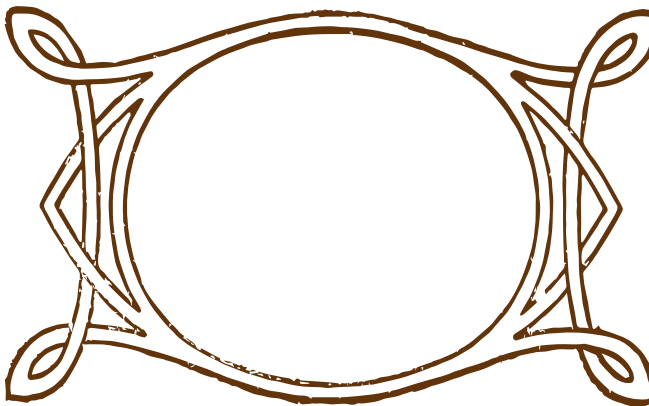
## Stats

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
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# 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.

- **Ancient Knowledge (Councillor)** ☐ ☐ ☐  
Get to know your traditions and cultures and those of other peoples, remembering rites and celebrations. You can ask the Storyteller to provide you with information about a specific holiday, rite or tradition.
- **Behind the Scenes (Defender)** ☐ ☐ ☐  
When your ally gets a Failure in a Test you can change its result turning it into a Success (while maintaining the possible consequences).
- **Etiquette (Philanthropist)** ☐ ☐ ☐  
When you meet an NPC for the first time, your good manners impress them, improving their Predisposition towards you by one degree.
- **Fearless (Intrepid)** ☐ ☐ ☐  
You are able to remain calm and rational even in the most stressful situations. Increase by one the maximum number of Mental Conditions you can undergo before becoming Fatigued.

## Personal Skills

- **Consecrated** ☐ ☐ ☐  
You can give an object the “Consecrated” Condition, that is, sacred to you and your people. If it is stolen from you, the thief suffers a negative condition (a malus in combat, a narrative effect such as not being able to lie, etc.). If the Condition is placed on a weapon, when used in Combat it always provides an additional automatic Success, regardless of the result of the Test.
- **Duel of Honour** ☐ ☐ ☐  
By invoking the traditions of your people you can attract an Adversary to you, preventing him from attacking your ally on his Combat turn.
- **Make Yourself at Home** ☐ ☐ ☐  
Thanks to your hospitality, you have a network of contacts wherever you go. A cousin, friend, or acquaintance is willing to offer you and your allies shelter, a hot meal, information, or equipment, to the best of their ability.
- **Master** ☐ ☐ ☐  
Choose a field of knowledge (herbalism, divination, history, geography, etc.). You are an expert in the subject and can remember notions, events or characters related to the subject of study.
- **Reconnaissance** ☐ ☐ ☐  
Going ahead allows you to take advantage of the surprise effect against your opponents. During the fight you act first, regardless of the Combat Order, and obtain an additional Success, regardless of the result of the Test.
- **Wise Advice** ☐ ☐ ☐  
Your guide gives courage to everyone present, showing the way to follow. Wanderers in the scene regain 1 point of Ardour.

## 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.

**Travel.** 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.

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