

Creative

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.

- ☐ **Artificer.** Creative builder who loves to experiment on his own skin, learning from experience.
+1 Ardour. Initial Skill: Perceptive.
- ☐ **Eclectic.** An original and eccentric artist with a fascinating variety of passions and interests.
+1 Empathy. Skill: Unique Style.
- ☐ **Entertainer.** He follows the enthusiasm of the moment and he is the soul of the party. He loves socializing and having fun.
+1 Passion. Initial Skill: Bard.
- ☐ **Rebel.** Impulsive and rebellious, he loves to be the center of attention.
+1 Cunning. Skill: Oops.

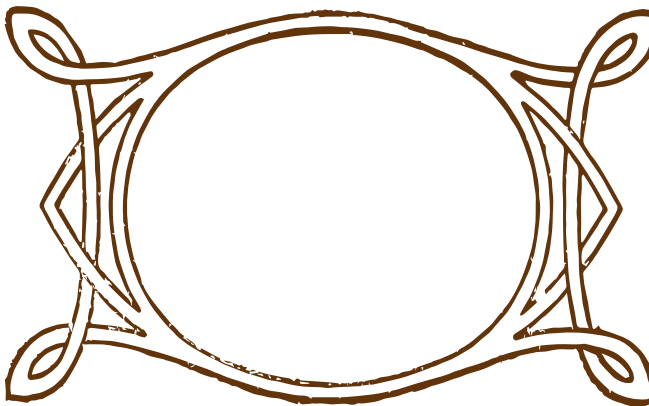
Stats

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.

○ **Perceptive (Artificer)** ☐ ☐ ☐

You can use your senses to memorise or follow traces, recognise people, or locate new information.

○ **Unique Style (Eclectic)** ☐ ☐ ☐

Thanks to your originality, you have a unique style and you are able to transform almost anything into a piece of clothing. You can disguise your allies in what you need, taking advantage of what is in scene.

○ **Bard (Entertainer)** ☐ ☐ ☐

Whether it's singing, dancing or playing an instrument, you are a formidable artist capable of captivating audiences. You can attract an NPC to ask for help or information, but also distract large numbers of people.

○ **Oops (Rebel)** ☐ ☐ ☐

Thanks to your ability to improvise, you can correct an action that is taking a bad turn. You can make a Test again, but you have to consider only the second result.

Personal Skills

○ **Acrobatic** ☐ ☐ ☐

Sinuous and flexible movements, quick gestures are your secret to escaping from any danger, whether it's staying still in balance or escaping from the rooftops. Get an automatic Success when you have to make daredevil escapes from places that have no nearby escape paths, without making a Test.

○ **Patron** ☐ ☐ ☐

You have a benefactor, patron, or colleague you know to reach you wherever you go. He will be able to provide you with the support that you or your allies need.

○ **Quick-Tempered** ☐ ☐ ☐

No one touches your art! An unkind comment, a tavern fight or an artistic divergence can inflame you. When you fight with improvised weapons or with your bare hands you get an additional Success.

○ **Quirky** ☐ ☐ ☐

Your artistic works and your personality inflame the soul of those who listen to you. All Wanderers present regain 1 point of Empathy.

○ **Rumours** ☐ ☐ ☐

Taverns, market squares or dark alleys are the best places to get local information. It is always easy to find someone willing to talk, when you are a good listener.

○ **Unpredictable** ☐ ☐ ☐

You can surprise your opponent by suddenly changing your strategy. You can turn a Setback into an Opportunity.

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.
