

## Erudite

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.

- ☐ **Leader.** A charismatic and determined leader, he spurs others on with grit and energy.  
+1 Passion. Skill: Negotiator.
- ☐ **Orator.** He solves complex situations with brilliant arguments, indulging his rebellious streak.  
+1 Ardour. Skill: Sincerity.
- ☐ **Prudent.** Reflective, detached and often reserved, he has a strong intellect.  
+1 Will. Skill: All as expected.
- ☐ **Strategist.** Imaginative and strategic thinker, excellent planner and organizer.  
+1 Cunning. Skill: The Devil is in the Details.

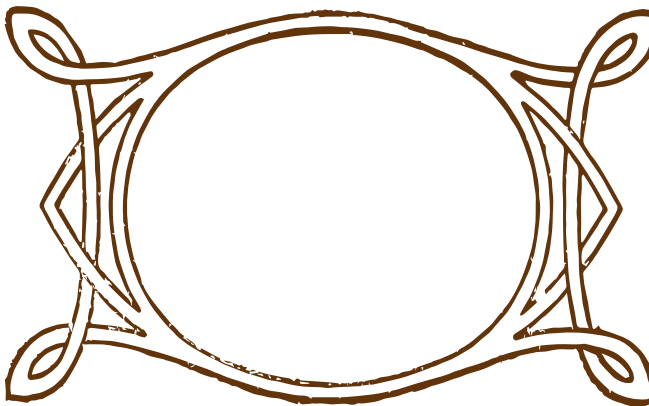
## Stats

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.

- **Negotiator (Leader)** ☐ ☐ ☐  
You are able to conclude a business or hostage negotiation on your own terms, convincing the interlocutor to follow your directives and requests.
- **Sincerity (Orator)** ☐ ☐ ☐  
Talking outspokenly can be risky, but it's the best way to gain someone's trust. Your interlocutor grants you a favour or consents to your requests.
- **All As Expected (Prudent)** ☐ ☐ ☐  
During an unforeseen situation, you can tell how you had already foreseen what would happen. Narrate a flashback of preparing the plan and tell how the scene changes for the benefit of the group.
- **The Devil is in the Details (Strategist)** ☐ ☐ ☐  
Thanks to your keen eye for patterns, you can notice that detail that reveals the invisible: the hidden lock for a secret passage, the spell that seals a parchment, the interlocutor's lie.

## Personal Skills

- **Authority** ☐ ☐ ☐  
Grit, confidence and a clear goal is what you need to spur your teammates to action. All Wanderers in the scene regain 1 point of Will.
- **Escape Path** ☐ ☐ ☐  
There is always an emergency exit, you just have to know where to look. You can escape from the current scene, showing the path to your present allies. You don't need to make a Test: your escape will automatically succeed. Your allies still need to make a Test instead.
- **Interrogation** ☐ ☐ ☐  
Your resolve can inspire fear and respect. An NPC answers a maximum of three questions with the information in its possession. You don't need to make a Test.
- **Lone Wolf** ☐ ☐ ☐  
When you take a solo action, whether it's outdoors, studying a plan, or brewing a potion, you automatically succeed.
- **Planner** ☐ ☐ ☐  
You planned everything, even the unexpected. Thanks to your plan B you can prevent one of your teammates from getting a physical or mental Condition, even if it is not your turn.
- **Weak point** ☐ ☐ ☐  
Thanks to your spirit of observation you can notice a weakness in your opponent. Get an automatic Success in Combat. You don't need to make a Test.

## 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.

---

---

---