



# The Chronicler



## Instinct

*(Mark experience at the end of the expedition if you followed your instinct, or struggled with it.)*

- Ambition:** To increase your status or influence.
- Dispassion:** To disregard emotion or sentiment.
- Harmony:** To seek a path that makes everyone happy.
- Orthodoxy:** To strictly adhere to rules and traditions.
- Scholarship:** To take great risks in the pursuit of knowledge.
- \_\_\_\_\_
- \_\_\_\_\_

## MOTIVATION *(Choose one to explain why you have come to the Westernmost Isle.)*

### Researcher

A people is nothing without its history. Your order has always known this truth, and for twelve generations your predecessors read, wrote and guarded the precious chronicles.

Much of their work was lost during the Collapse. You dedicated your life to studying the remaining fragments, but you have reached the limit of what you can learn through academic research alone. It is time to travel to the Westernmost Isle and recover the knowledge that was lost.

- ◆ When you Know Something about the history of civilisation on the Westernmost Isle, you have advantage.
- ◆ At the start of any expedition, if you previously spent days or weeks poring over the chronicle fragments you brought with you, ask the GM a question. The GM will tell you what you learned.

### Trailblazer

Other chroniclers prefer the quiet of their sanctums in the safety of their villages on the Grasslands, but you were always different. So when your order sought a volunteer to return to the Westernmost Isle and report back on what you found, there was never any doubt that you would answer the call.

You can communicate with the chroniclers back home, sending messages across the waters via trained seabird.

- ◆ At the start of each expedition, the GM will let you know what questions or instructions you have received.
- ◆ You may also ask questions of your fellow chroniclers, or send for aid. The GM will tell you if and when you receive a response, and what it says.

### Prophet

What is left of the ancient chronicles are now scattered across a hundred Survivor communities, in the hands of those who are too ignorant to understand their many meanings, or don't care enough to respect them.

But the ancestors have called on you personally through dreams, omens and visions, to take up the mantle of the chroniclers once again and reforge your people's connection with heroes and deeds of the past.

- ◆ When you spend a few hours communing with the ancestors about a threat you face, roll +Wis. On 7+, the ancestors reveal the course of action they would have you take. On 10+, also take 2 ancestral tokens. While acting in accordance with the ancestors' wishes, spend 1 token to add +1 to a roll you just made.

Armour

Hit points

Max 20

Level

Experience

*(Deduct your armour from each damage roll against you. If you ever have 0 hit points, you are at The Last Door.)*

*(Level Up when you have experience equal to 6 + twice your current level. Spend 2 surplus experience to Boost a roll by +1.)*

(Assign +2, +2, +1, 0, 0, -1.)

Str <sub>ength</sub>	Dex <sub>terity</sub>	Int <sub>elligence</sub>	Wis <sub>dom</sub>	Con <sub>stitution</sub>	Cha <sub>risma</sub>
<input type="radio"/> Weakened (-1 Str & Dex)	<input type="radio"/> Dazed (-1 Int & Wis)	<input type="radio"/> Miserable (-1 Con & Cha)			

## MOVES (You start with Bear Witness, Censure, and two more moves of your choice.)

### Aegis Of Faith

When you use a shield, it can turn away spells, magical effects and insubstantial attacks as well as physical blows.

#### Mirror Shield (level 6+)

When you Defend with a shield, you can spend a readiness token to intercept a magical force and redirect it to a different target, or dispel it harmlessly.

### Armoured

At the start of each expedition, you may add an  iron hauberk,  bronze cuirass or  scale coat to your gear. Each gives 2 armour. For any other armour you wear, and any shield you carry, mark only  for each one (instead of ). You never suffer disadvantage because of the weight or clumsiness of your attire.

### Bear Witness

When you speak the truth with conviction and candour, nobody who hears you can doubt you. They might deny what you say, but in their hearts they recognise the truth.

#### Armistice (level 6+)

When you approach an enemy to negotiate in good faith, they will at least hear you out. Even the most debased and savage foe will delay violence until you've had your say.

### Break Bread

When you share a proper meal with someone and each of you eats their fill, each of you recovers +1d8 (extra) hit points.

### Bulwark

When you Defend, you can spend a readiness token to stand fast, holding your position no matter what happens to you.

#### A Mighty Rampart (level 6+)

While you have any readiness tokens, you can never be forced from your position (this replaces the effect of Bulwark). You may spend a readiness token to completely ignore the effects of an attack that you suffer.

### Censure

When you first denounce a person or thing as anathema to civilisation, pick 1:

- ◆ You and your allies deal +1 damage against them
- ◆ They deal -1 damage
- ◆ They recoil and might be momentarily stunned

The bonus or penalty ends if you use this move again.

#### Castigate (level 2+)

When you use Censure, pick 2 effects instead of 1.

#### Condemn (level 6+)

When you use Censure against a person, they are marked with a mystical brand that cannot be removed or hidden until you dismiss it. Any intelligent creature who sees the mark will recognise the bearer as anathema to civilisation.

#### Proclamation (level 6+)

You may use Censure against a group or faction, as long as you can clearly identify them. The effects apply to everyone in that group, regardless of distance.

### The Hammer And The Book

When you strike a thing of supernatural chaos, roll +Wis. On 10+, deal your damage and pick 1:

- ◆ Deal +1d6 damage
- ◆ Ignore its armour or other defences
- ◆ Suppress one of its unnatural powers
- ◆ Force it from its host

On 7-9, also pick 1, but you are exposed to harm or unwanted attention.

### Improved Stat 1

Increase one of your stats by 1, to a maximum of +2.

#### Improved Stat 2

Increase one of your stats by 1, to a maximum of +2.

#### Superior Stat (level 6+)

Increase one of your stats by 1, to a maximum of +3.

## ○ Knowledge Is Power

When you Know Things and roll 10+, you or an ally gain advantage on the next roll to act on what you learn.

## ○ Many Hands Make Light Work

When you jump in to help an ally who just rolled, tell us how and ask the GM what else is needed or what the consequences will be. If you accept, increase the roll by +1.

## ○ A Bundle Of Sticks Unbroken

When you Defy Danger as a group, you and one ally of your choice have advantage.

## ○ Sanctuary

When you walk a perimeter and then remain inside the area, you create a sanctuary. You and everything inside it are shielded from the eyes of spirits, magical or supernatural scrying. If anyone enters the sanctuary with hostile intent, you will instantly know. The effect lasts until you dismiss the sanctuary or leave it.

## ○ Shadespeak

When you touch the corpse of a person, you can commune with that person's spirit. The spirit will answer a single question honestly.

## ○ The Tower Unmoved (level 6+)

When you Defy Danger against magic, treat a result of 6 or less as 7-9.

## ○ Truth Or Consequences

When you look into someone's eyes and gaze upon their soul, you can ask their player (or the GM, for an NPC),

'Are you lying or hiding something from me?' and get an honest answer. If the answer is yes, you have advantage on your next roll against them.

When you lie or otherwise deceive someone through words, you have disadvantage on your next roll against them.

## ○ Binding Arbitration

When you bear witness to someone's promise or oath, henceforth you may ask their player if they have kept their word. They must answer honestly. The character need not be present. If they have broken their word, you gain advantage on all rolls against them until they admit their wrong and suffer an appropriate consequence (your call).

## ○ Vision Unclouded

When you Seek Insight, you can always ask 'What here is hidden by illusion or magic?' for free, even on 6 or less.

## ○ Voice Of The Ancestors

When you Seek Insight, you can always ask 'What here is tainted by chaos?' for free, even on 6 or less.

## ○ Blade Of The Ancestors

When you attack something you know to be tainted by chaos, deal +1d6 damage.

## ○ Well Read

When you Know Things and name the source in which you read about the matter at hand, you may roll +Wis instead of +Int.

# GEAR (Between expeditions, gear is kept at camp and available to anyone, except your personal possessions. At the start of an expedition, choose what to take, or mark Undefined and decide later.)

## Weapons

- Dagger
- Hatchet
- Hammer
- Maul
- Staff
- Short spear
- Long spear
- Bow and arrows  
(ammo:  low  all out)
- Extra arrows (ammo:  
 plenty  low  all out)
- Shield  
(+1 armour, bonus when you Defend)

## Personal possessions

- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_

## Survival

- Supplies (uses: ○○○○)
- More supplies (uses:  
○○○○)
- Even more supplies  
(uses: ○○○○)  
(Use supplies to Make Camp or Recover.)
- Mess kit  
(requires fire and water; each use of  
supplies counts for 4 people)
- Bedroll  
(recover +1d6 when you Make Camp)
- Blanket
- 10m rope
- Cloak
- Change of clothes
- Shovel
- Snow-shoes
- Sledge
- Torch  
(lasts about an hour)
- Oil lamp (hours: ○○○)
- Firewood  
(lasts one full night)
- Thick hides  
(1 armour, keeps you warm)

## Others

- Undefined  
(Mark at the start, then use Have What You Need during the expedition.)
- Pocket items  
(Each  allows you to mark up to 3 ○.)
- awk  tallow
- bowstring  tinderbox
- chalk  waterskin
- charcoal  whetstone
- clay jar  whisky
- cloth  whistle
- cord  \_\_\_\_\_
- cup  \_\_\_\_\_
- extra socks  \_\_\_\_\_
- gloves  \_\_\_\_\_
- knife  \_\_\_\_\_
- little box  \_\_\_\_\_
- needle and thread  \_\_\_\_\_
- sack  \_\_\_\_\_
- sawdust  \_\_\_\_\_
- sling  \_\_\_\_\_

(You can carry up to 9 . 0-3 = light, quick and quiet. 4-6 = normal. 7-9 = heavy, noisy, loud, slow, quick to tire.)

## Ward of the People (Choose 1.)

The chroniclers have traditionally carried a Ward of the People, a mighty symbol of their authority and special status which is to be wielded only in defence of civilisation at large. Whichever Ward you choose is available to you to include in your gear at the start of an expedition (assuming you brought it home safely last time!).

- Black iron maul: +1 damage, forceful, messy, awkward, utterly immune to all magic.
- Makerglass shield: +1 armour, +1 readiness token when you roll 7+ to Defend, indestructible.
- Dark ice helm: protects your mind from magical influence; allows you to see through the eyes of the ancestors when they permit it.
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\_\_\_\_\_ (discuss with GM)