

Comfort and Safety Tools

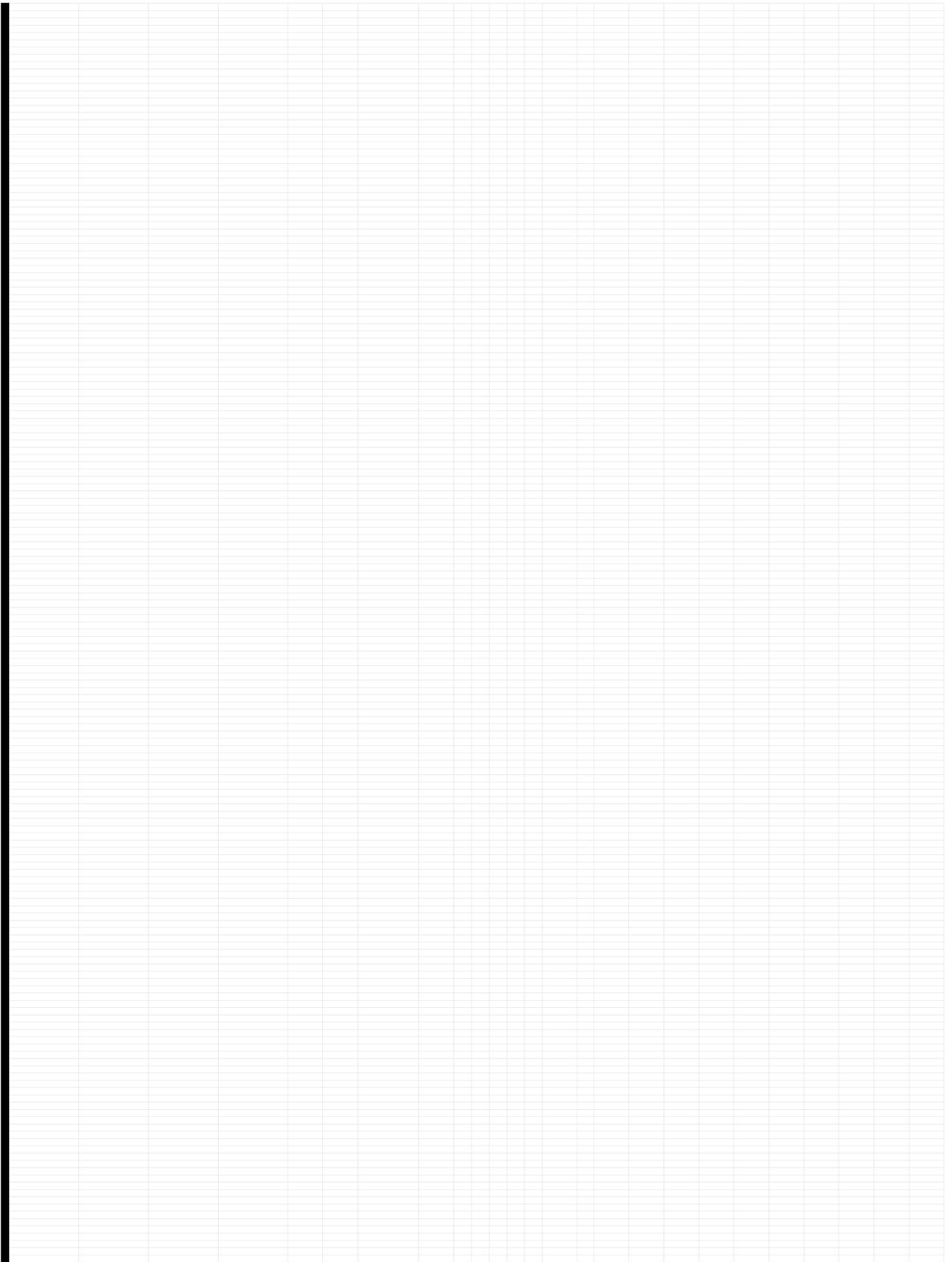
LINES	VEILS	REQUESTS	ROMANCE	Yes/No	Yes/No	With-In	Yes/Some/No	Yes/No
<small>These themes and content will not come up during gameplay, and players will not need to interact with or comfort them</small>	<small>These themes and content will only be referenced tangentially or experienced only briefly</small>	<small>These themes and content are sought after by the players, and the Scrivener will do their best to incorporate them into gameplay</small>	<small>Players' preferences and/or limits for romantic interactions with other characters</small>	<small>w/ Player Characters?</small>	<small>w/ Scrivener Characters?</small>	<small>Partner Gender(s)</small>	<small>Physical Component?</small>	<small>I'd prefer no Romance occur in the game at all, thanks</small>
			Player 1					
			Player 2					
			Player 3					
			Player 4					
			Player 5					
<b>Tone and Rating</b>								
<small>If this game session were a movie or video game, what would it be rated?</small>								
			<b>PG</b>	<small>Suitable for nearly all audiences, violence limited to cartoon action, minimal profanity, light-hearted adventure themes</small>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
			<b>PG-13</b>	<small>Threat of mortal danger, some blood/injury, some profanity, some mature themes may be addressed, some horror elements</small>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
			<b>R</b>	<small>No limit on violence, blood/gore, profanity, or horror elements, so long as they serve the story, any mature themes may be addressed</small>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

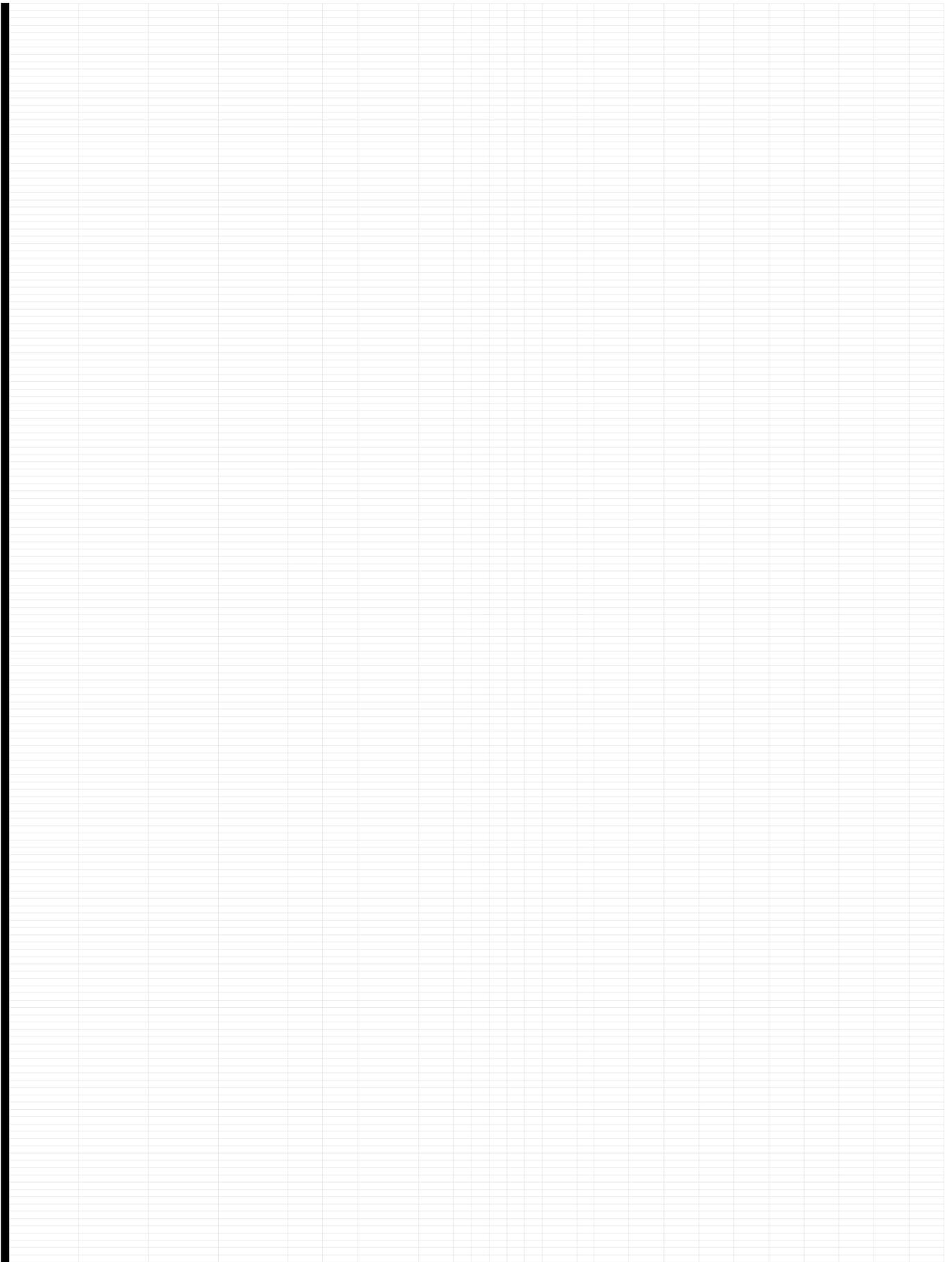


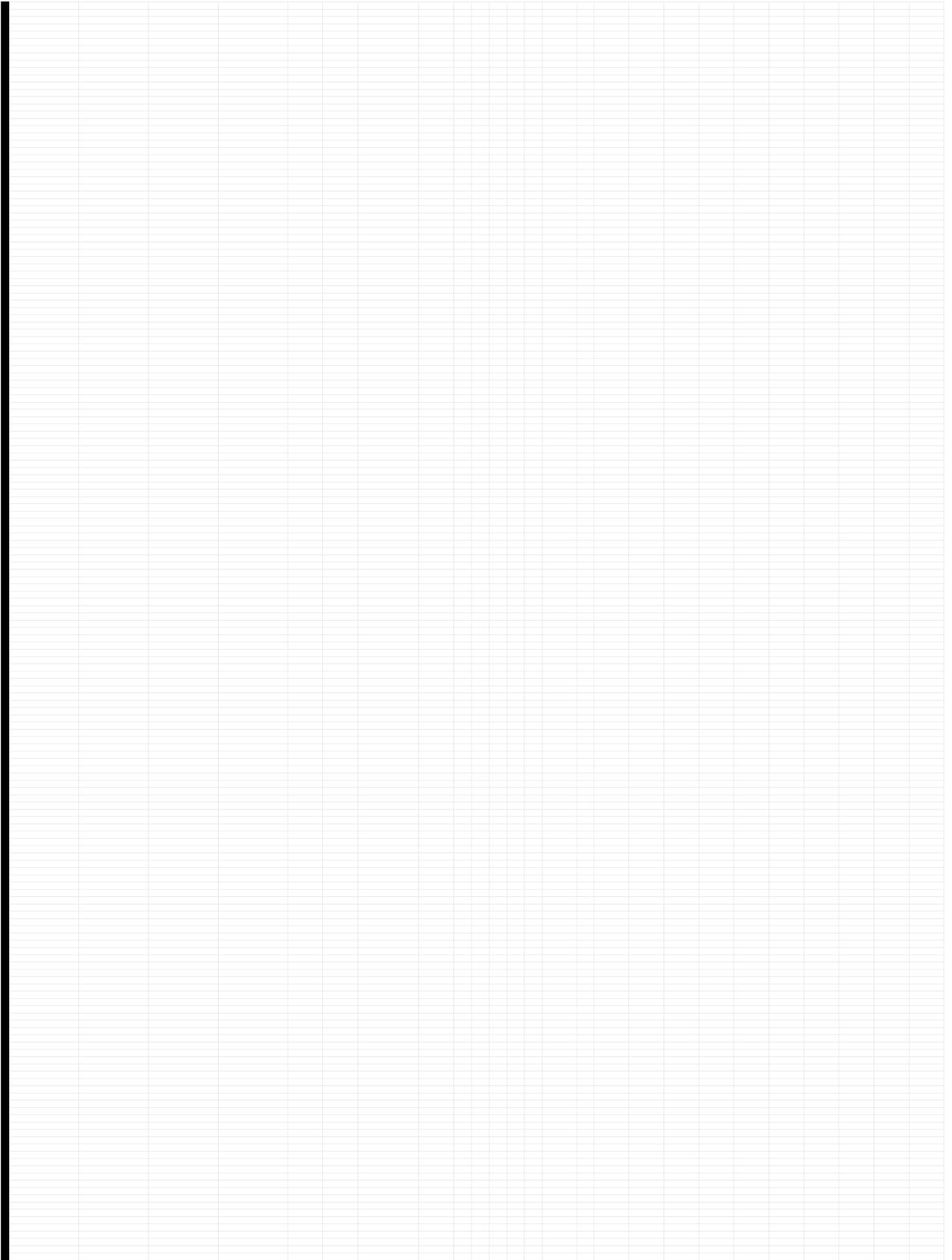
The Long Road Ahead is designed by Lex Corbett and Alan Tyson. This game is running on pre-release version 3.1  
 The Long Road Ahead is copyright Unicycle Games 2023. All other rights reserved.  
 Users retain all legal rights to characters they create using this tool.

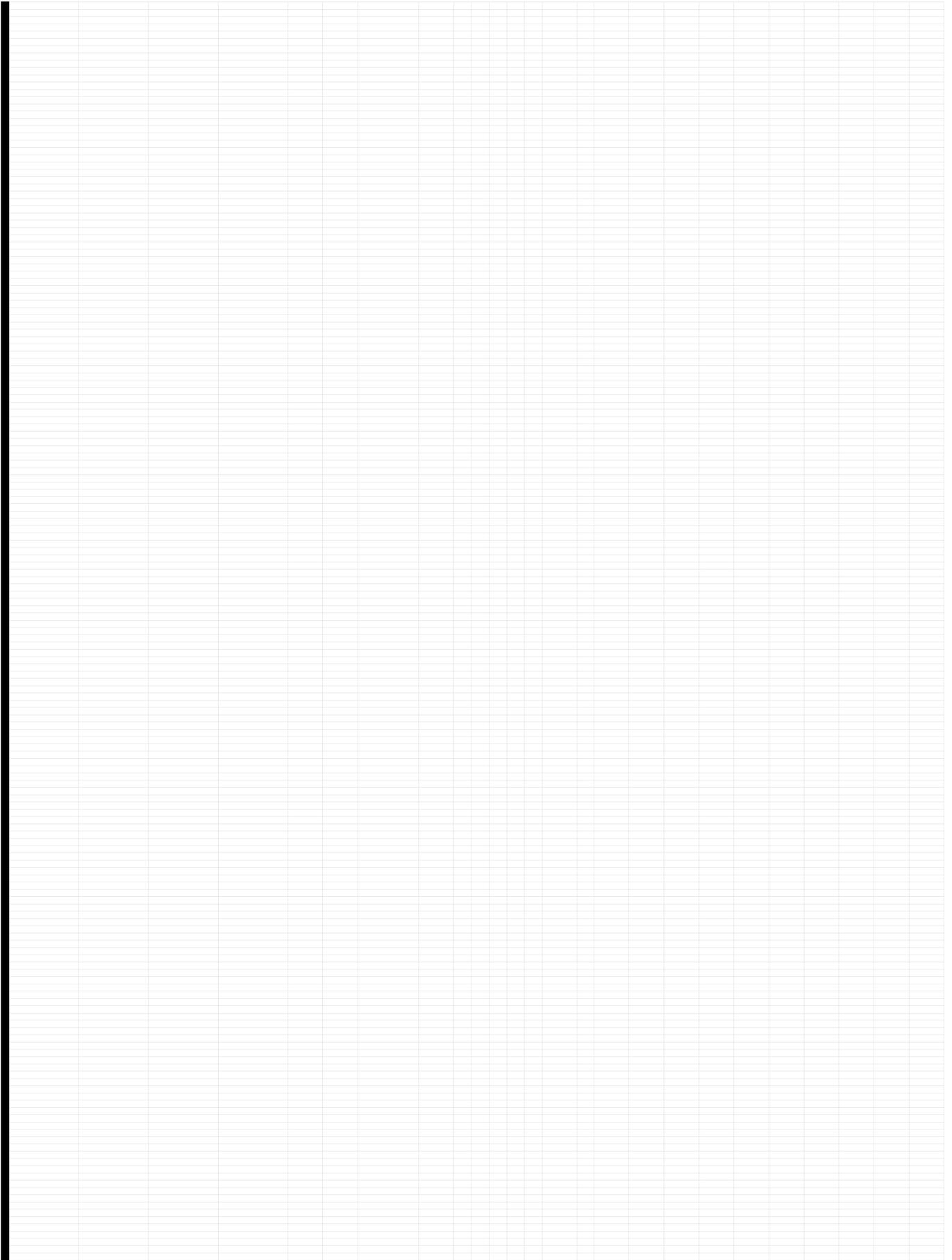
The "X-Card"

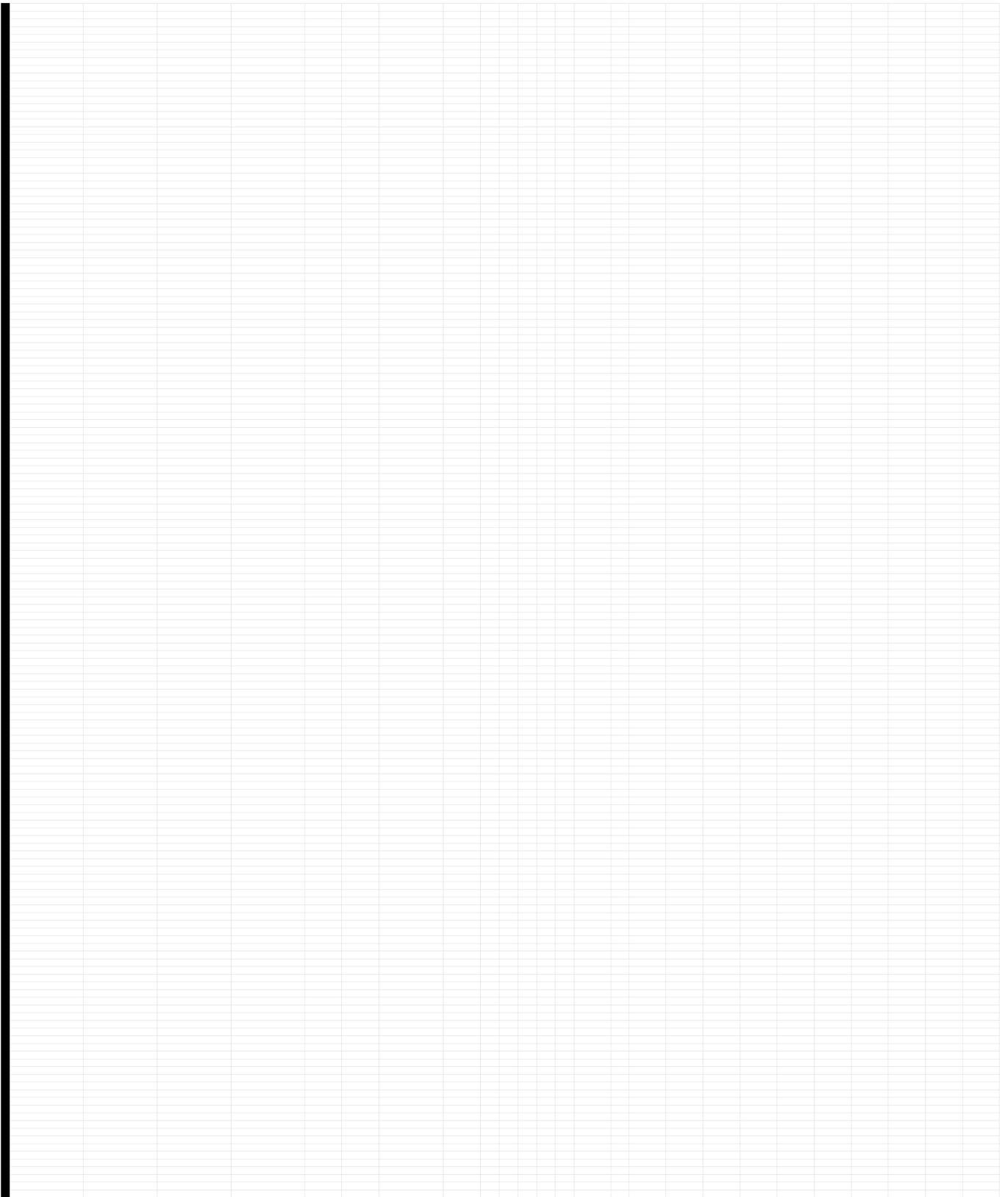
The X-Card is an optional tool (created by John Stavropoulos) that allows anyone in the game to edit out any content anyone is uncomfortable with as you play. Since most RPGs are improvisational and we won't know what will happen till it happens, it's possible the game will go in a direction people don't want, an X-Card is a simple tool to fix problems as they arise. If something happens during game that makes you uncomfortable, simply say "X-card," "X-out," or something similar, or send the Scrivener a private message; this message doesn't need to contain anything except an "X." You don't have to explain why if you do not want to. It doesn't matter why. When we lift or tap this card, we simply edit out anything X-Carded. More information on this safety tool can be found here: X-Card by John Stavropoulos











## Basic Moves

### Bend Reality

You invoke an arcane ritual, use a strange device, or draw on your innate magical powers to effect a change in the world around you, calling forth miracles... or nightmares.

#### Roll +Iron Will

On a hit, choose an **Effect**:

Briefly overcome your normal, mortal limitations of strength, endurance, or mobility to accomplish an amazing physical feat.

Clear 2 Harm dealt to you or another.

Create a barrier or passageway that lasts until you dismiss it.

Deal 2 Harm (conspicuous, ranged, supernatural).

Gain control over another supernatural effect or cause that effect to end.

Observe another place or time.

Summon an Entity, over which you have no direct control, into the area.

Temporarily enchant a mundane attack, giving it +1 Harm and (supernatural).

Temporarily grant Defense to yourself or another.

On a 7-9, in addition to choosing an Effect, you must also choose one **Complication**:

The effect requires your full attention for some time.

Something or someone you didn't intend to be affected is affected anyway.

Take 1 Harm (supernatural, ignores defense).

You break reality in some small but horrific or disastrous way.

You draw immediate, dangerous attention to yourself.

### Engage An Entity

You stand firm in the presence of an Entity of awesome power, resting on the righteousness of your cause, baring your soul for the Entity's scrutiny, attempting to shame or bind the Entity.

#### Roll +Stout Heart

On a 10+, choose an **Effect** from the list below. On a 7-9, you may still choose an effect from the list below, but before you do so you must make a meaningful **Sacrifice** of some kind. The Entity may tell you what you need to do, or you may decide what sacrifice would be appropriate.

The Entity will tell you and your companions pass through or stay in the area unharmed, but it will not protect you.

The Entity will grant you a small boon or favor, at a time and place of its choosing.

The Entity will tell you a story or answer a riddle; you may ask a question beginning with "Who," "What," "When," "Where," "How," or "Why."

The Entity will take one action of its choice against a foe of your choice.

You may cause the Entity to flee, briefly, from the area.

You or another wanderer can apply the divine sig to one of your attacks, allowing to harm the Entity.

### Know Their Mind

You try to understand the motives, goals, or behavior of a Scrivener character or another wanderer.

#### Roll +Folk-Wise

On a hit, you may ask the Scrivener or that wanderer's player one **Question** about that character that begins with "Who," "What," "When," "Where," "Why," or "How." The Scrivener or that wanderer's player will answer honestly. After you have asked this question, you gain +1 **Forward** to the next move you make against or involving that character.

On a 7-9, you give something away in the process of studying the other character. The Scrivener or the other wanderer's player may also ask you a question which you will answer honestly.

### Offer Comfort

You share a moment of friendship or mentorship with a fellow wanderer, tell them some hard truths, or just listen to their problems and fears.

#### Roll +Folk-Wise

On a hit, your fellow wanderer clears 1 **Struggle**. On a 10+, both you and your fellow wanderer take +1 **Forward** to a Basic Move of your choice.

### Outwit

You use your wits and cleverness to solve, avoid, or escape a problem or a risky situation.

#### Roll +Nimble Mind

On a 10+, you avoid whatever negative consequence was previously headed your way.

On a 7-9, you manage to delay or distract the problem for the moment, but it's only a matter of time before it will come back around.

### Seek Insight

You call upon your senses, knowledge, and intuition to uncover the truth of what's going on around you.

#### Roll +Nimble Mind

On a 10+, hold 2. On a 7-9, hold 1.

You may spend 1 hold to ask the Scrivener a question about your surroundings or situation that begins with "Who," "What," "When," "Why," or "How."

The first time you use the insight you gained to inform your actions, you gain +1 **Forward**, as long as that information is current or relevant.

### Take Up Arms

You go into battle, resorting to violence to either survive or attain some goal.

#### Roll +Stout Heart

On a hit, choose an **Effect**:

Deal your weapon's Harm to a Foe.

Protect another wanderer from an incoming threat.

Take something away from the foe (their footing, their confidence, their weapon).

Temporarily distract, incapacitate, or weaken a Foe.

On a 7-9, you must also choose a **Drawback**:

A Foe deals its Harm to you.

You must give up something important, such as time, ammunition, or a position of safety.

Your attack has an unintended and dangerous consequence.

### Withstand

Something makes you feel fear, pain, or pressure, but you attempt it anyway.

#### Roll +Iron Will

On a 10+, you succeeded by overcoming the feelings or forces holding you back. On a 7-9, you did what you wanted, but it left you diminished or shaken; take -1 **Forward**.

## Party Moves

These are moves made by all wanderers present, whether that's 1 wanderer, 2 wanderers, or the whole party. Rather than encapsulating specific actions, these moves cover whole scenes. They do not use any wanderer's traits, and are instead based on current or local conditions in some way. If a party move results in a miss, all of the wanderers present mark 1 Experience.

### Lift Everyone's Spirits

Each wanderer may choose to contribute something to help Lift Everyone's Spirits, such as telling a tale, providing a better-than-average camp meal, sharing a moment of vulnerability, or giving the others an inspiring speech. If all the wanderers are present and everyone contributes, roll +1.

On a 10+, each wanderer who participated in the scene gains 3 Fellowship. On a 7-9, each wanderer who participated in the scene gains 1 Fellowship.

### Make Your Case

The party names what it is they want from the Scrivener character, and the Scrivener character offers a request—a favor or task that they want the party to perform—in exchange. If both parties are at a neutral bargaining position the party rolls +0. If the party's reputation or past actions put them in a bad light or make them seem untrustworthy to the Scrivener character, the party rolls -1.

If the party agrees to do the favor or task requested by the Scrivener character, they add +1 to the roll. Also, one of the wanderers present may use information they gained from Know Their Mind about the Scrivener character to add their +1 **Forward** to this move. Only one wanderer may effect a given Make Your Case roll in this way. This could be due to a previous move, or a wanderer can make the move now to try and get information they can use while the party Makes Their Case.

On a hit, the Scrivener character will give the party what they requested. On a 10+, the Scrivener character also gives the party a token of their esteem or respect, and the party takes +1 **Forward** to the next time they Make Their Case, as their reputation for fair dealings has soared.

### Stay On the Path

If the path you walk is known to at least one of the wanderers (usually meaning they've spent time there themselves), roll +1. If the wanderers know something about the potential dangers of the path they walk but have no firsthand knowledge, roll -0. If the territory is entirely, or almost entirely, unknown to the wanderers, or if it is currently under the control or strong influence of your foes, roll -1.

After determining how well the wanderers know the territory, but before making the roll to Stay on the Path, one wanderer may spend a hold from Seek Insight to add +1 to the roll. Only one wanderer may effect a given Stay on the Path roll in this way. This hold may be one leftover from a previous move, or they can make the move now to try and gain a hold.

### Stop to Rest

If the place the wanderers have stopped is relatively safe, roll +0. If the place is currently under the control of the adversary or an Antagonist, roll -1. One wanderer may add +1 to the roll by keeping watch while the others rest, but a character who keeps watch gains no holds from the rest. The decision to keep watch must be made before the roll is made.

On a 10+, all the wanderers gain 2 holds. On a 7-9, each wanderer gains 1 hold. Spend 1 hold for one of the following Effects.

Clear 1 Harm from yourself or another wanderer.

Gain a hold that can be spent for a +1 **Forward** to any move (including Party Moves) or other roll. This hold lasts until the next time the party Stops to Rest. An unspent hold may be spent (by one wanderer only) on the new Stop to Rest roll.

Requires 2 holds: clear 1 **Struggle** from yourself or another wanderer.

## Other Mechanics

### Fellowship

Fellowship is a resource which the wanderers can use to improve their rolls, particularly turning disaster into victory! Spending 1 point of Fellowship can turn a miss into a 7-9, or a 7-9 into a 10+.

You may spend 2 Fellowship to turn a miss into a 10+. You may spend Fellowship to affect Basic Moves and most special moves granted by your Playbook Features, and you may spend Fellowship to those of another wanderer, but you cannot spend Fellowship on Party Moves.

Each wanderer may only spend 1 Fellowship on one move, but more than one wanderer can spend Fellowship on a move.

If you convert a miss into a hit using Fellowship, do not mark Experience, since the miss did not happen.

### The Ultimate Sacrifice

You may make your Ultimate Sacrifice once you have marked at least 5 Milestones on your character sheet. When you choose to make your Ultimate Sacrifice, tell the Scrivener that's what you're doing. Then, add up all of your current unmarked Harm boxes and all of your marked Milestones. You gain a number of holds equal to the total value of those two things. You can then spend holds for any of the following effects:

For 4 holds: Clear 1 **Struggle** from another wanderer. Create an opportunity for the other wanderers to exploit. Give another wanderer 1 Experience.

For 3 holds: Ensure that your allies receive aid or resources. Gain one of the effects of a Willing Sacrifice. Prevent a mass loss of life or destruction of something important. Take out a large number of minor foes.

For 6 holds: Give another wanderer one of your Playbook's unique features for free. Irrevocably win one of the Adversary's current Grand Designs. Take out an Antagonist for good.

### A Willing Sacrifice

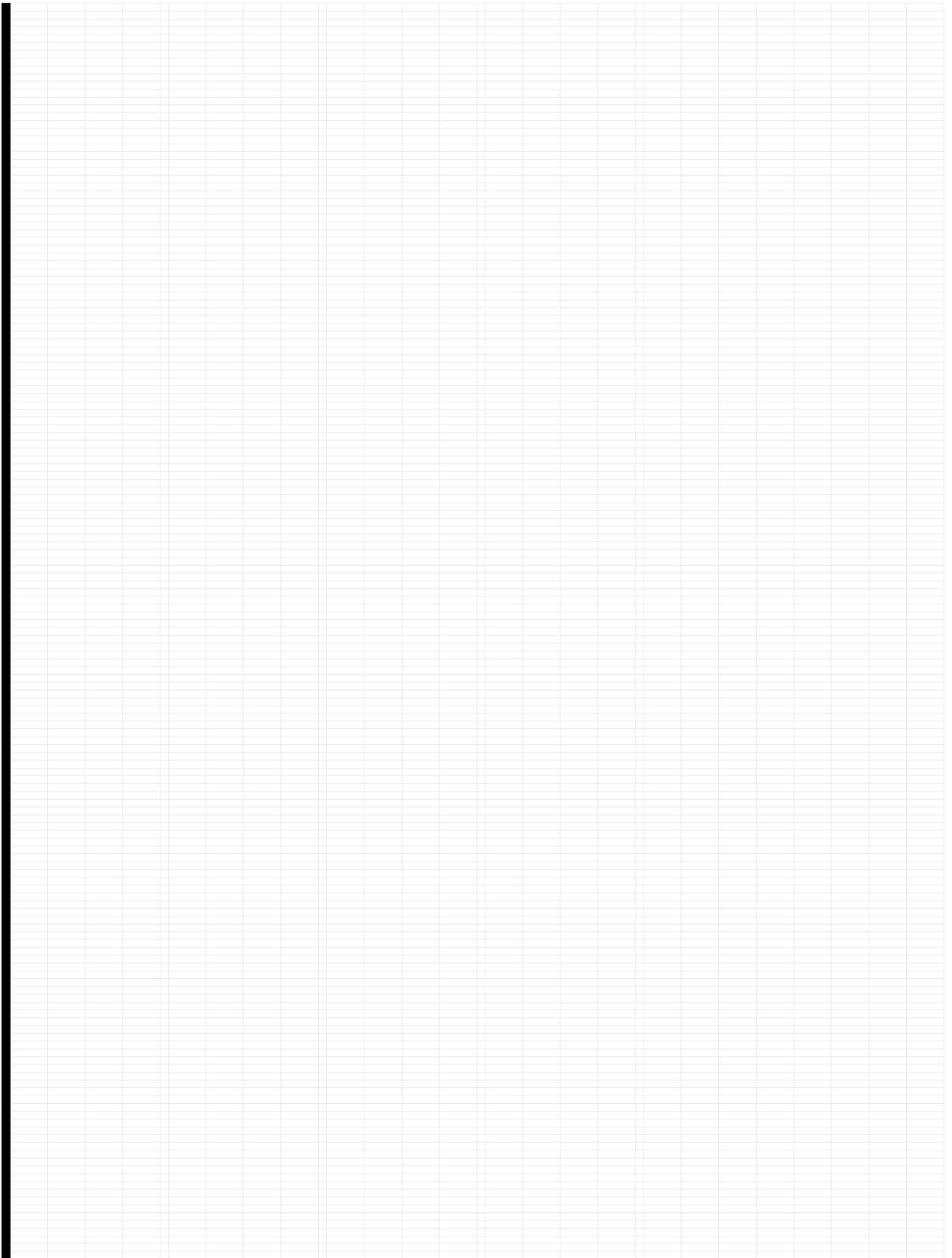
When you make a Willing Sacrifice, tell the Scrivener what you're willing to do or give up, and what you hope will happen as a result. The Scrivener may ask some clarifying questions to make sure that your sacrifice has both narrative weight and tangible consequences.

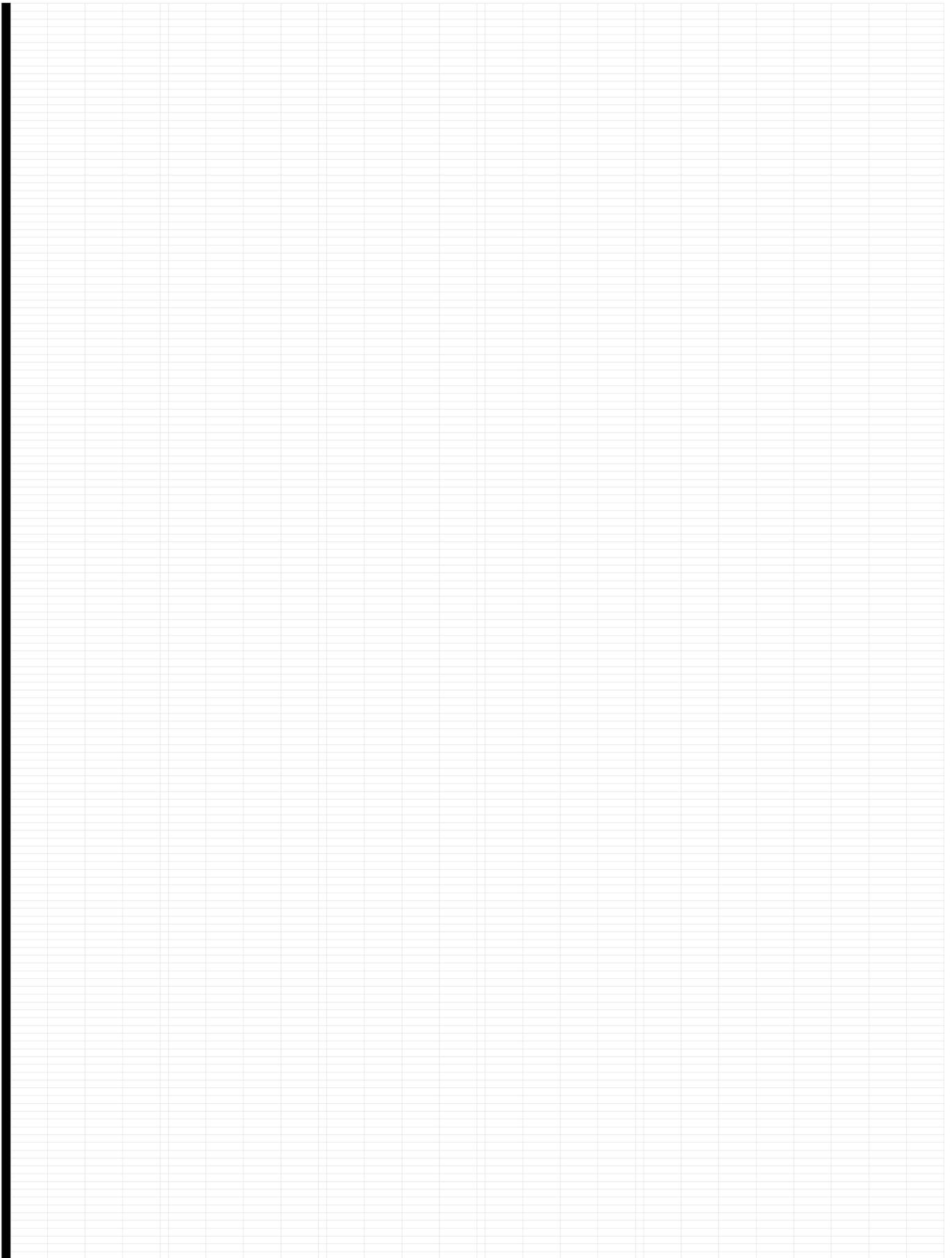
Once the nature of the Willing Sacrifice has been decided, the wanderer making the sacrifice chooses one of the following outcomes for the current situation:

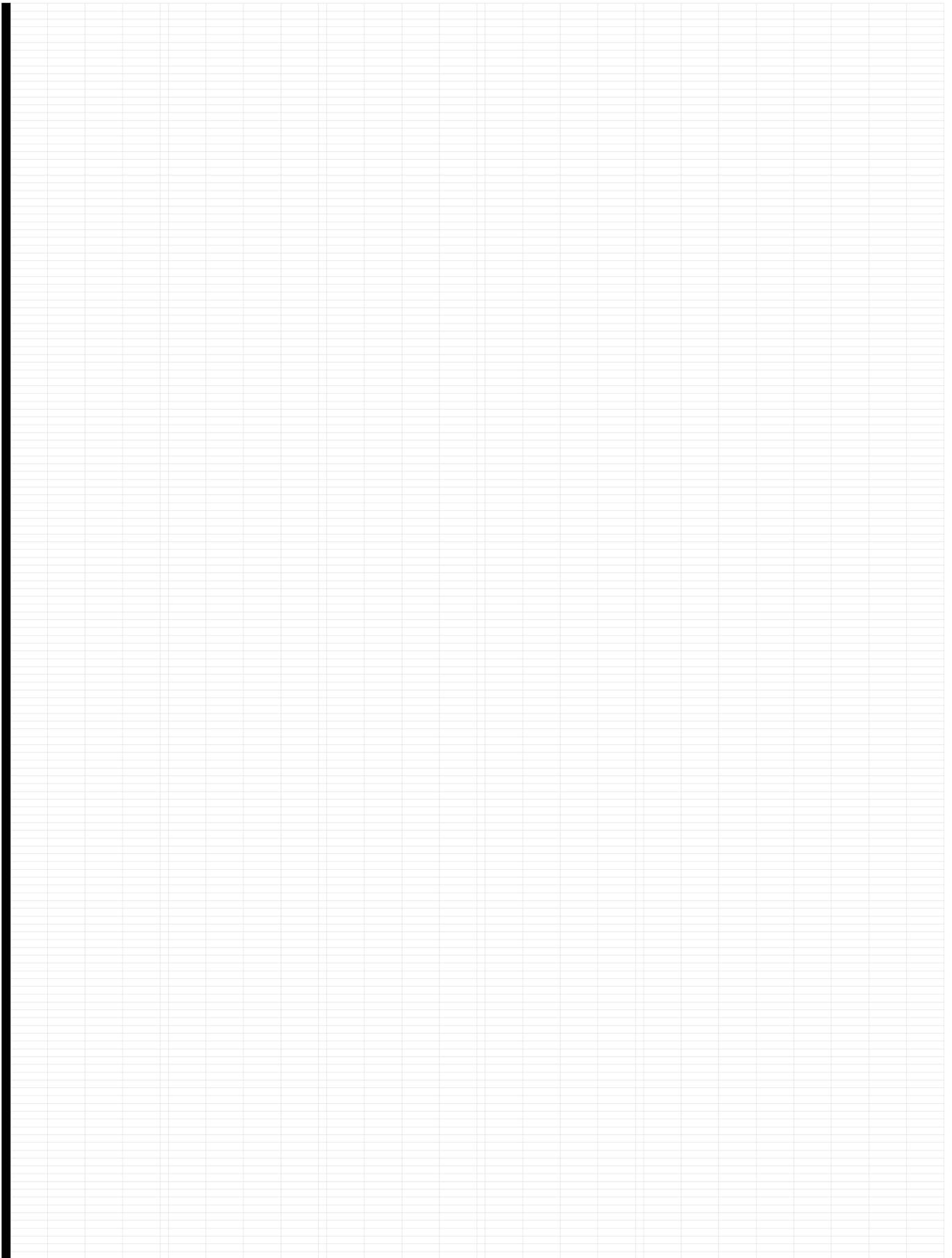
Your sacrifice defuses a dangerous situation, at least for the moment. Your sacrifice ensures the party's safety for the time being. Your sacrifice overcomes a major obstacle facing the party.

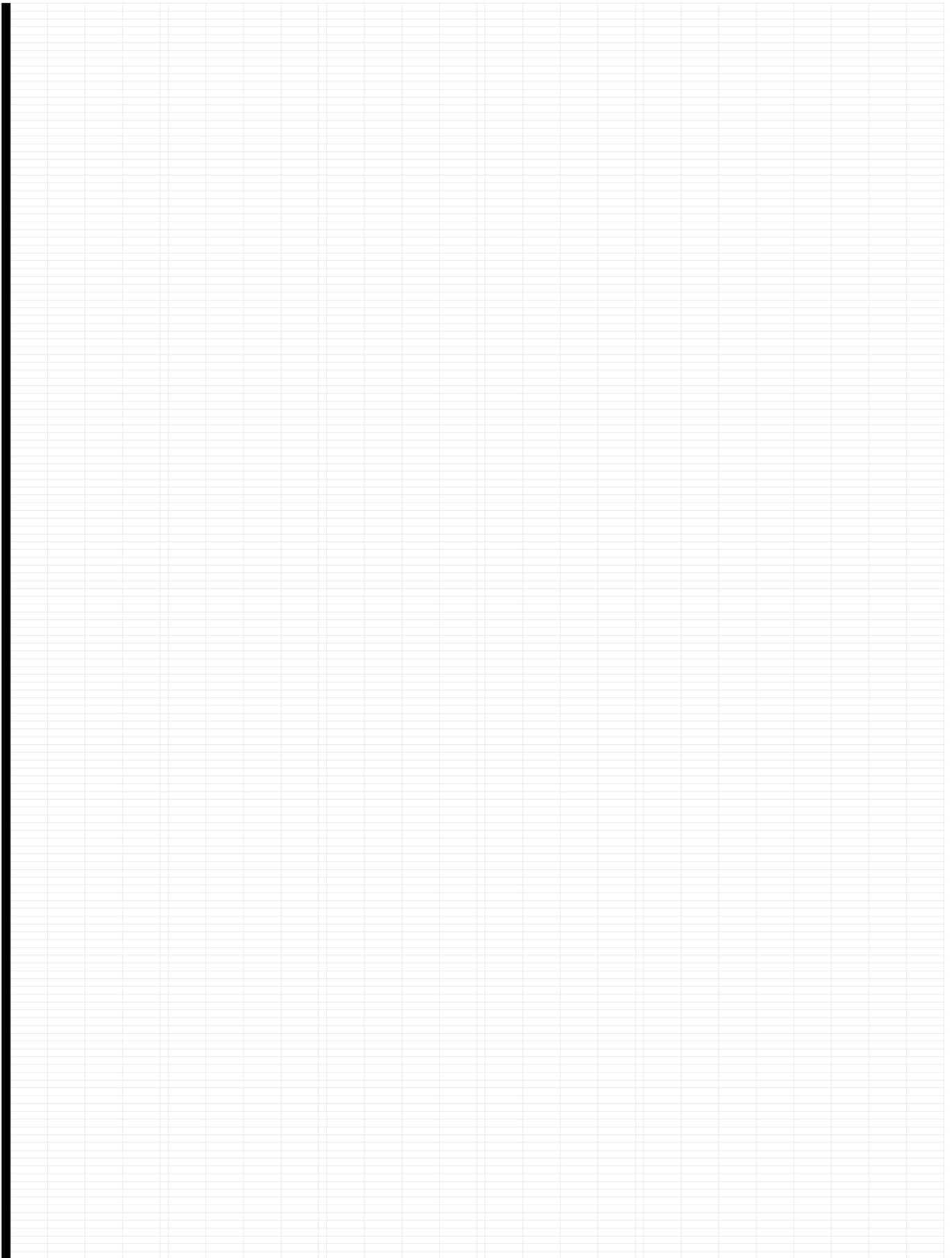
After this outcome is chosen, the wanderer who made the Willing Sacrifice may also choose one of the following effects for themselves or their fellow wanderers:

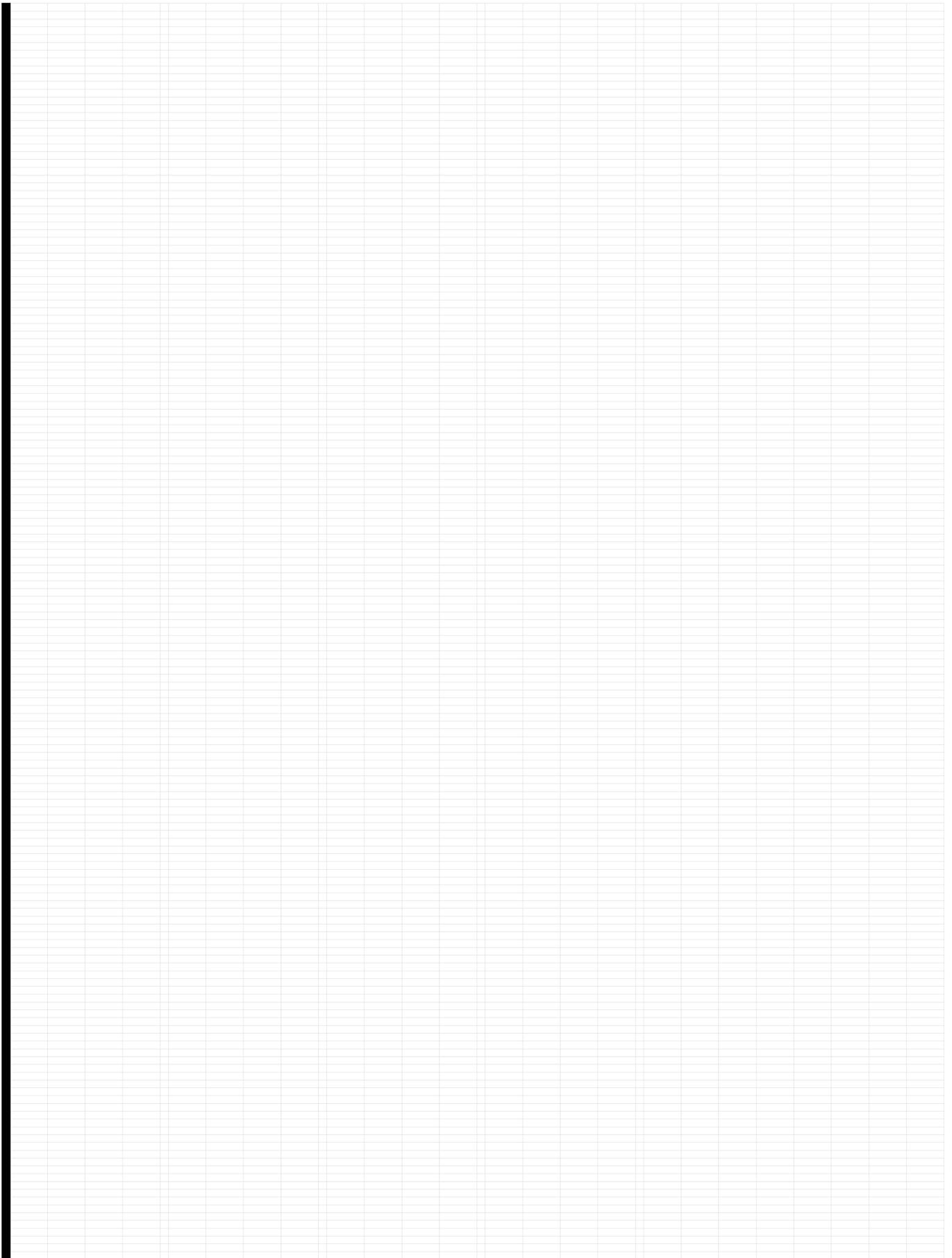
All wanderers present gain 1 Experience. Each wanderer present gains 1 Fellowship. The wanderer who made the Willing Sacrifice clears 1 **Struggle**.







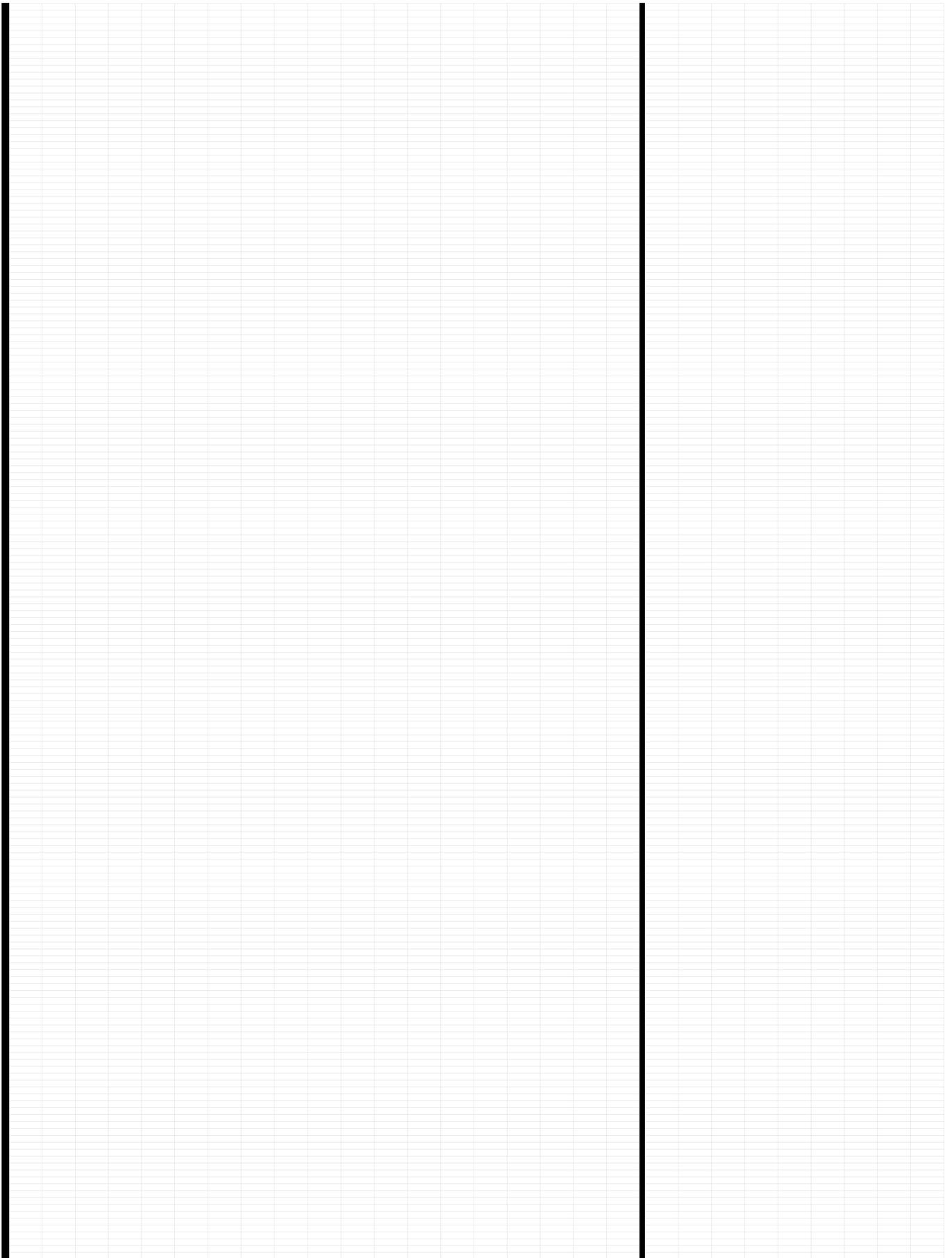


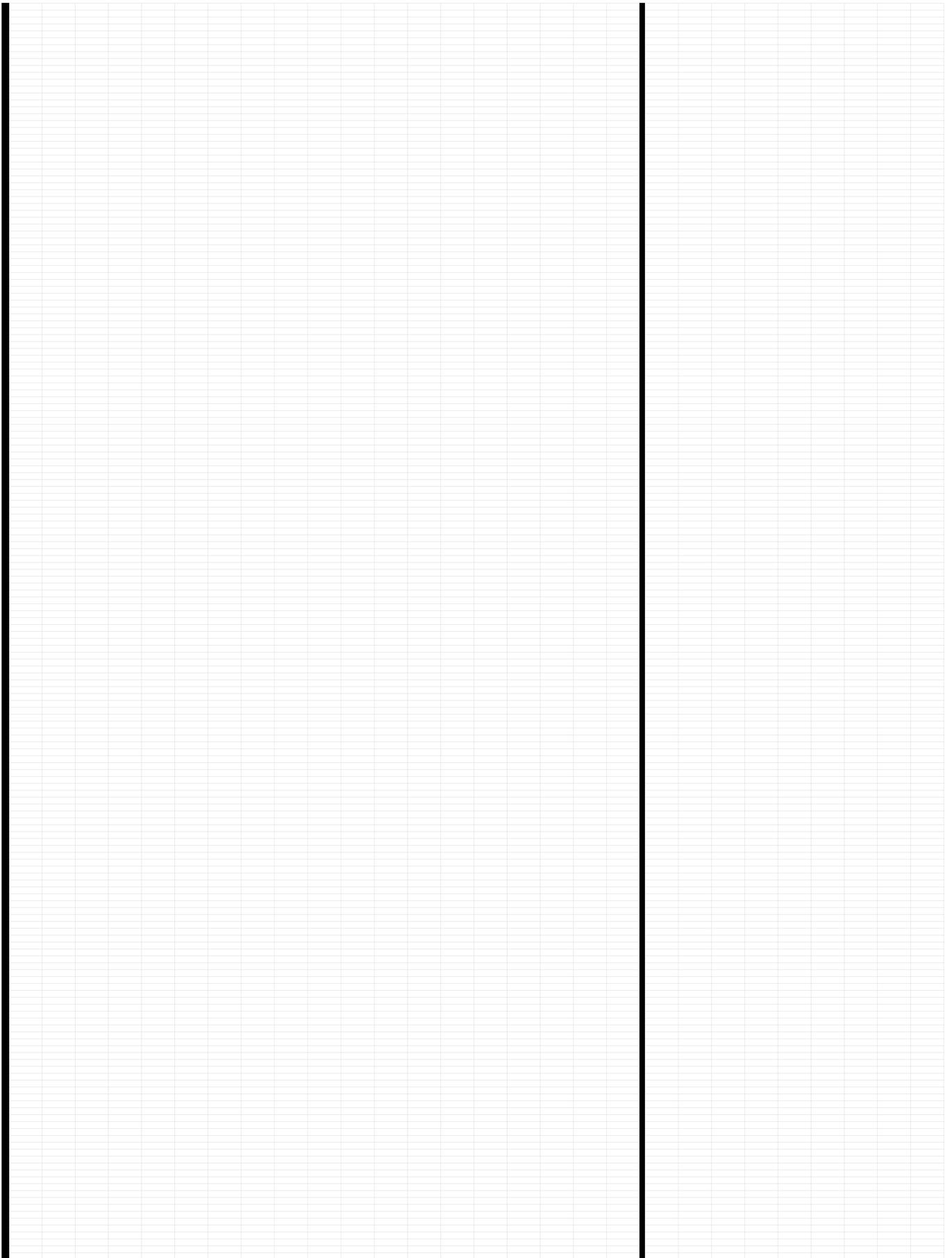


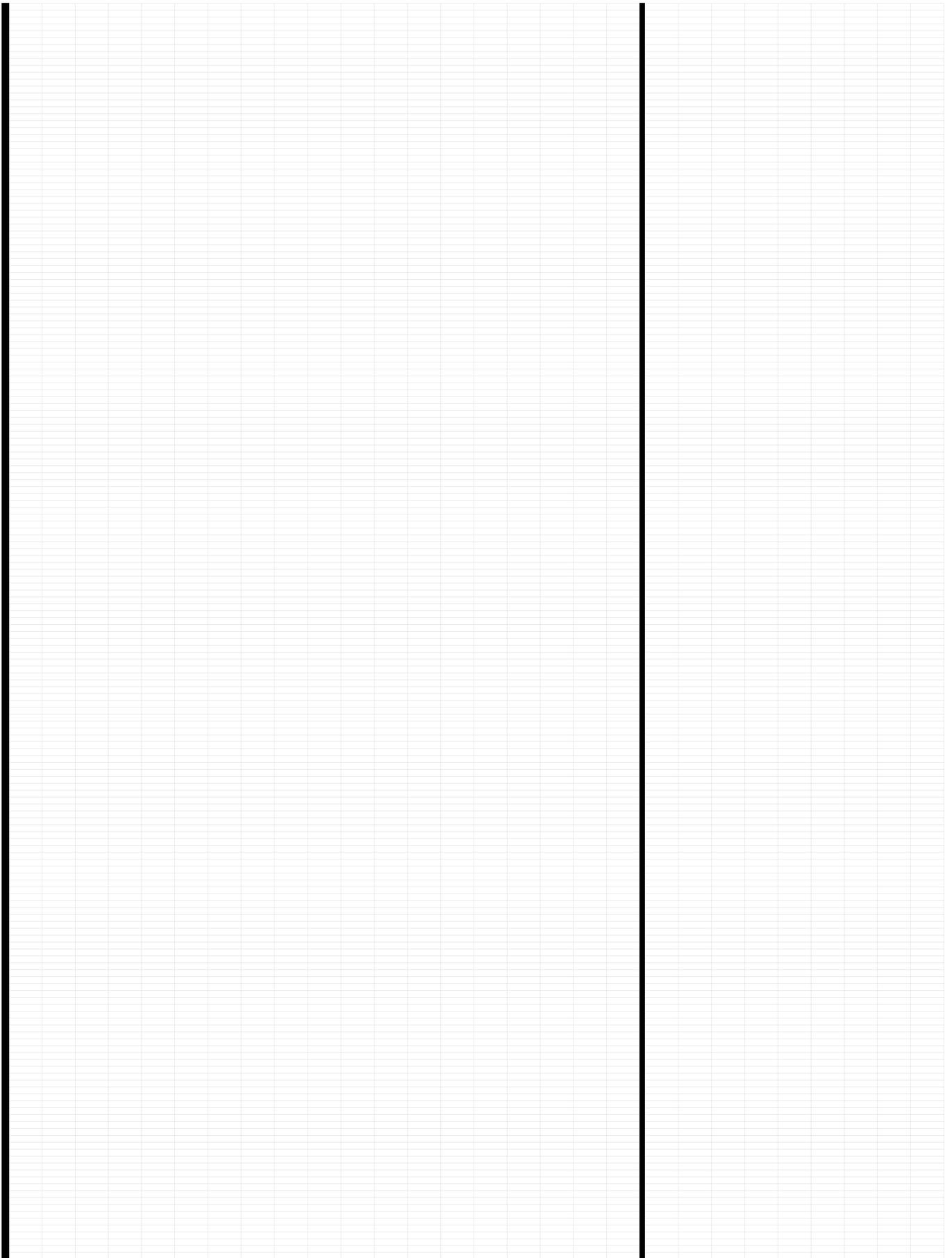


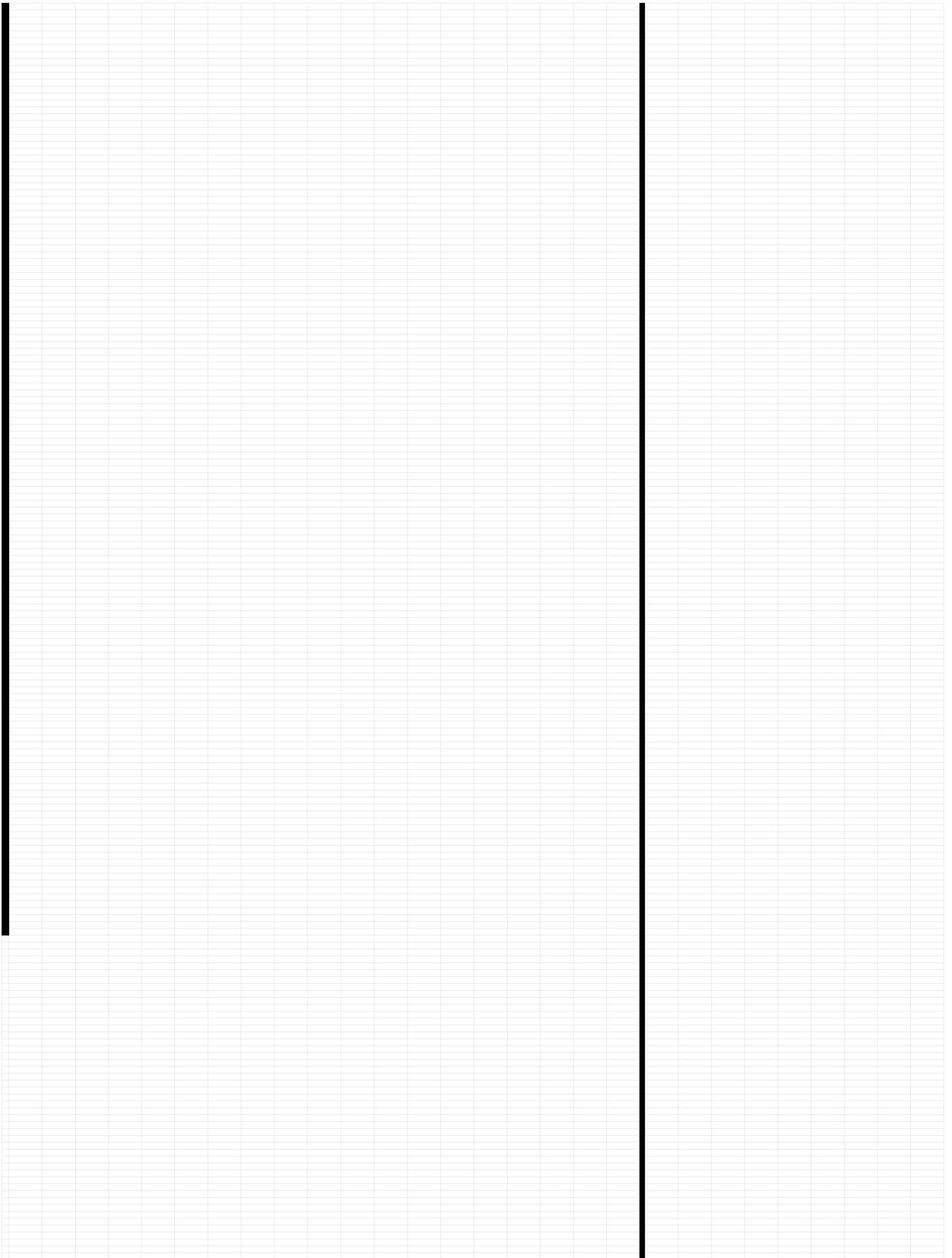


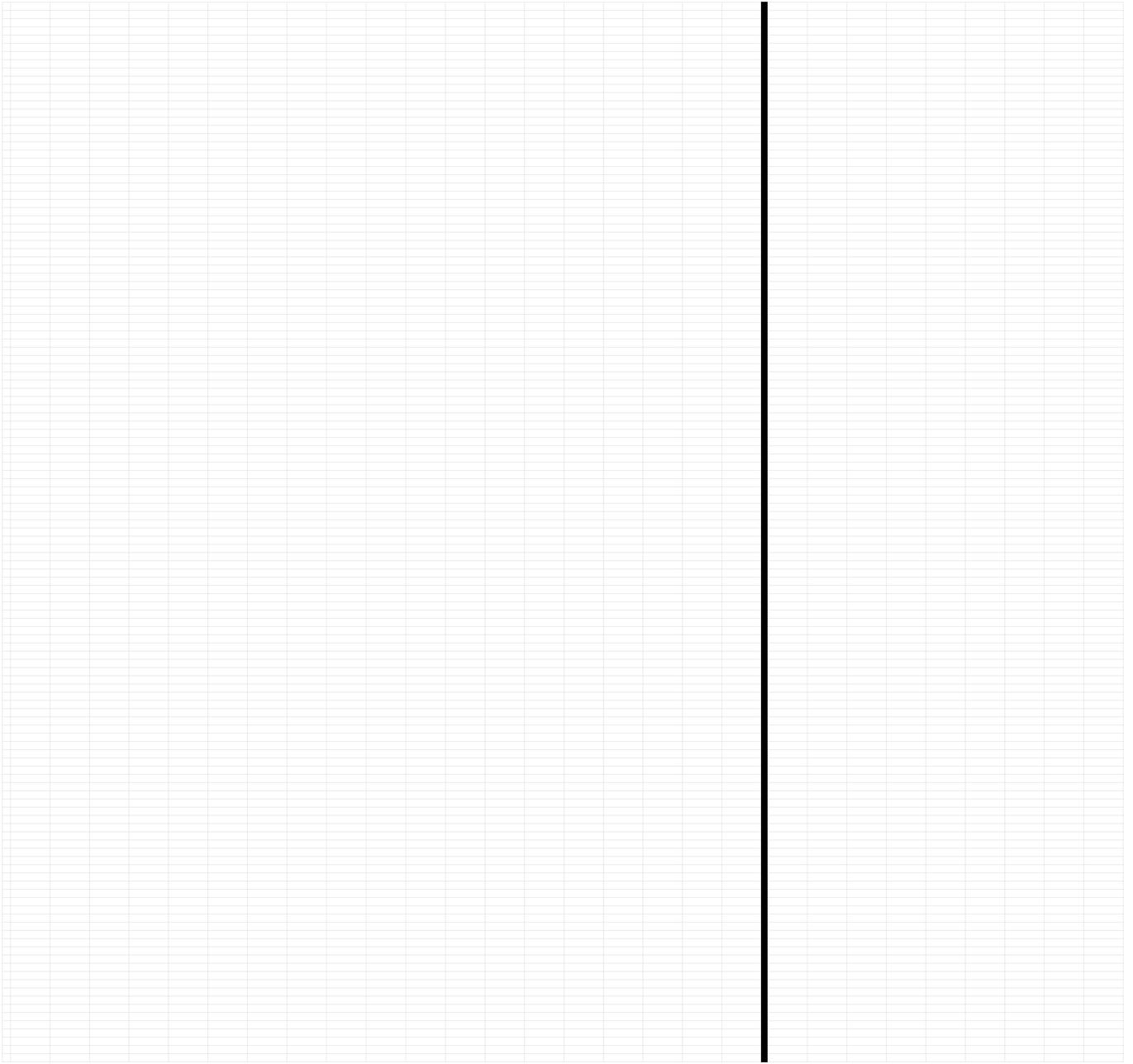




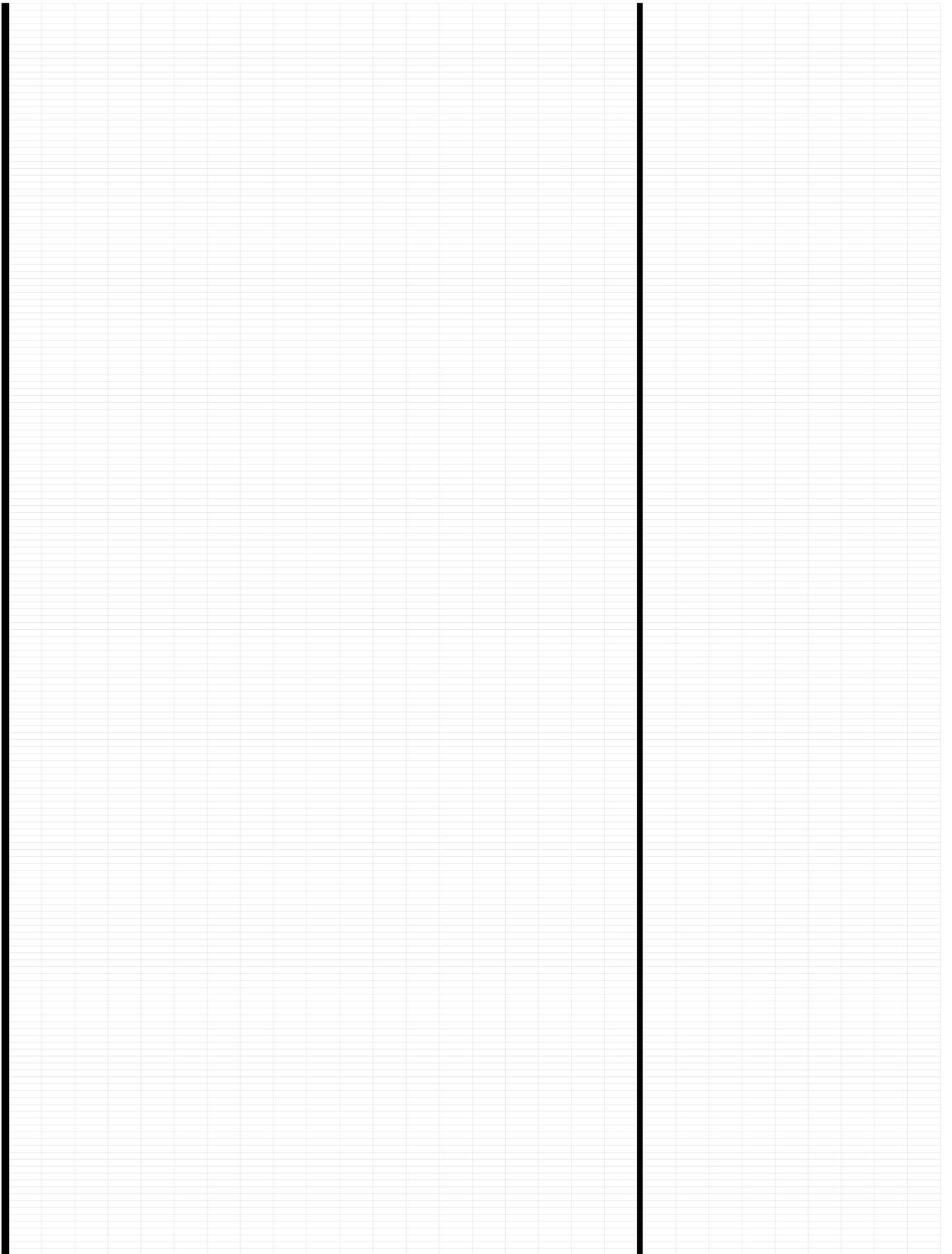


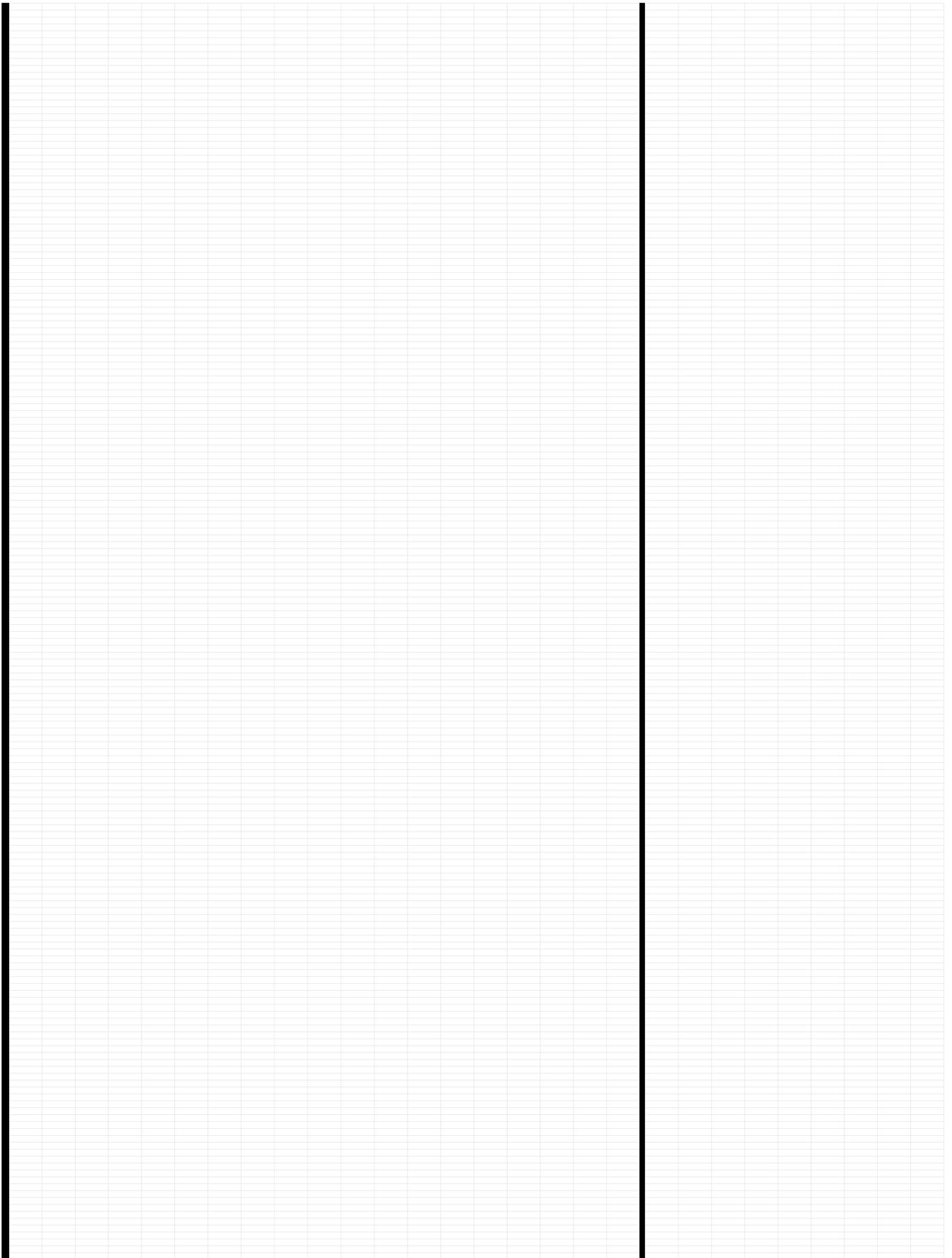


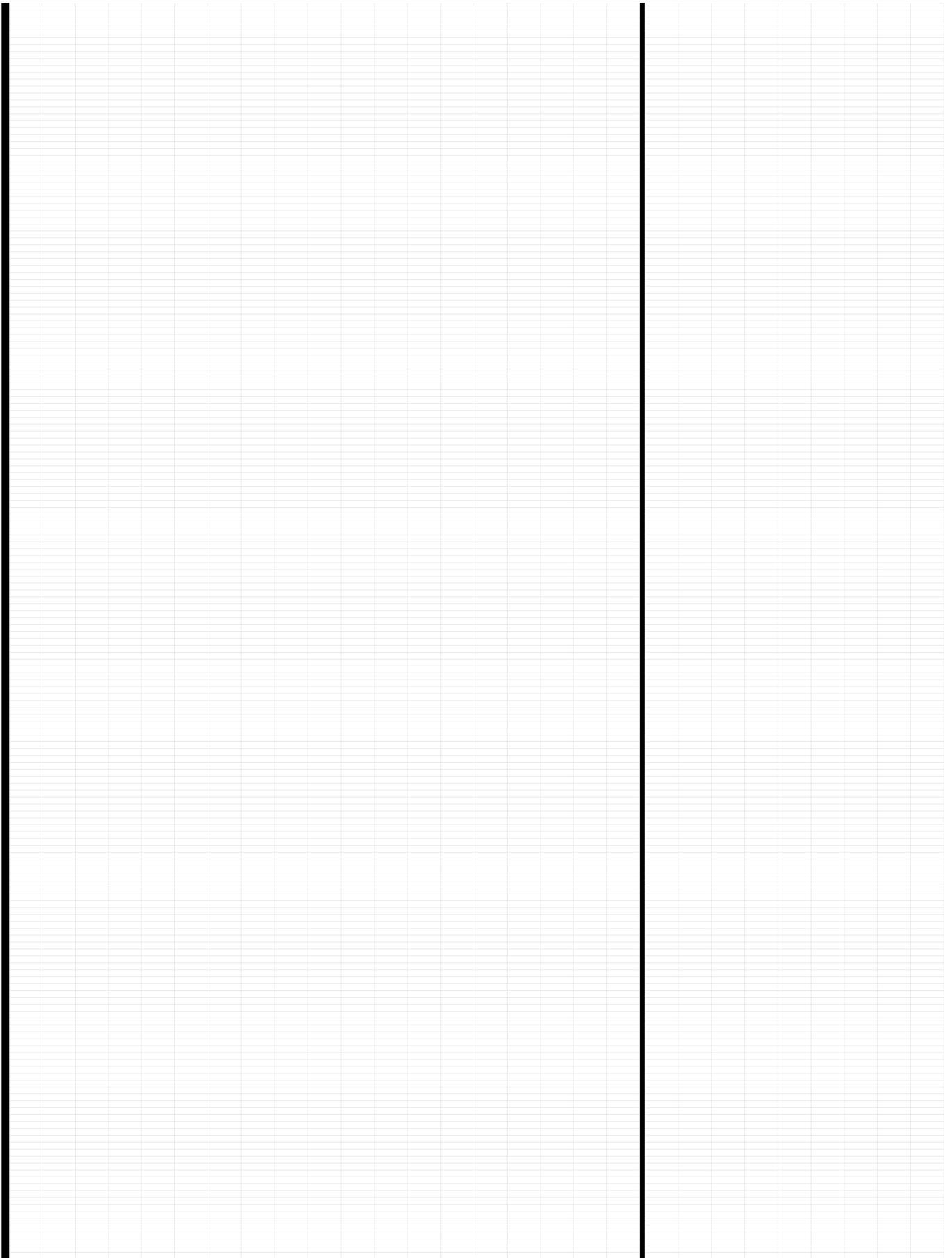


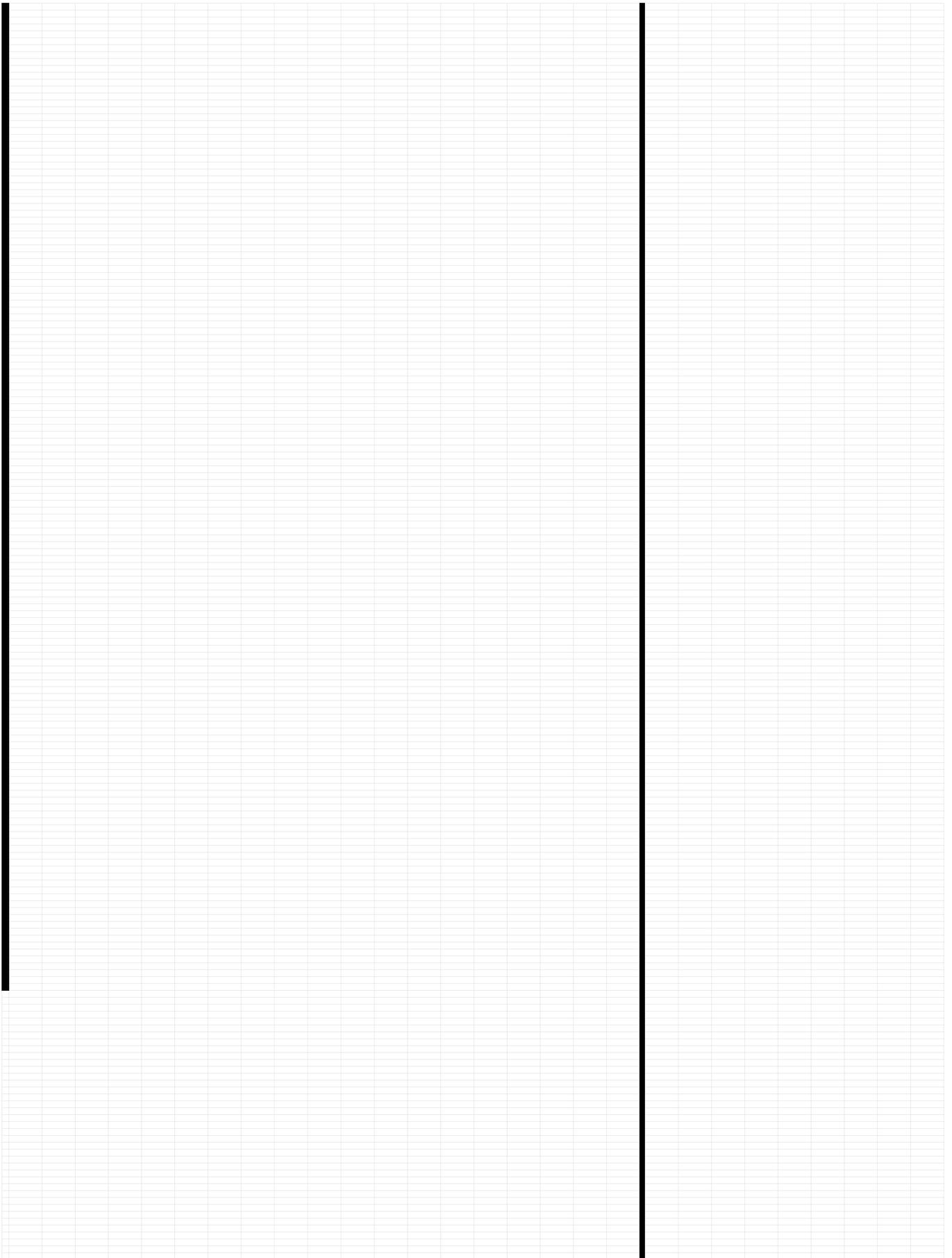


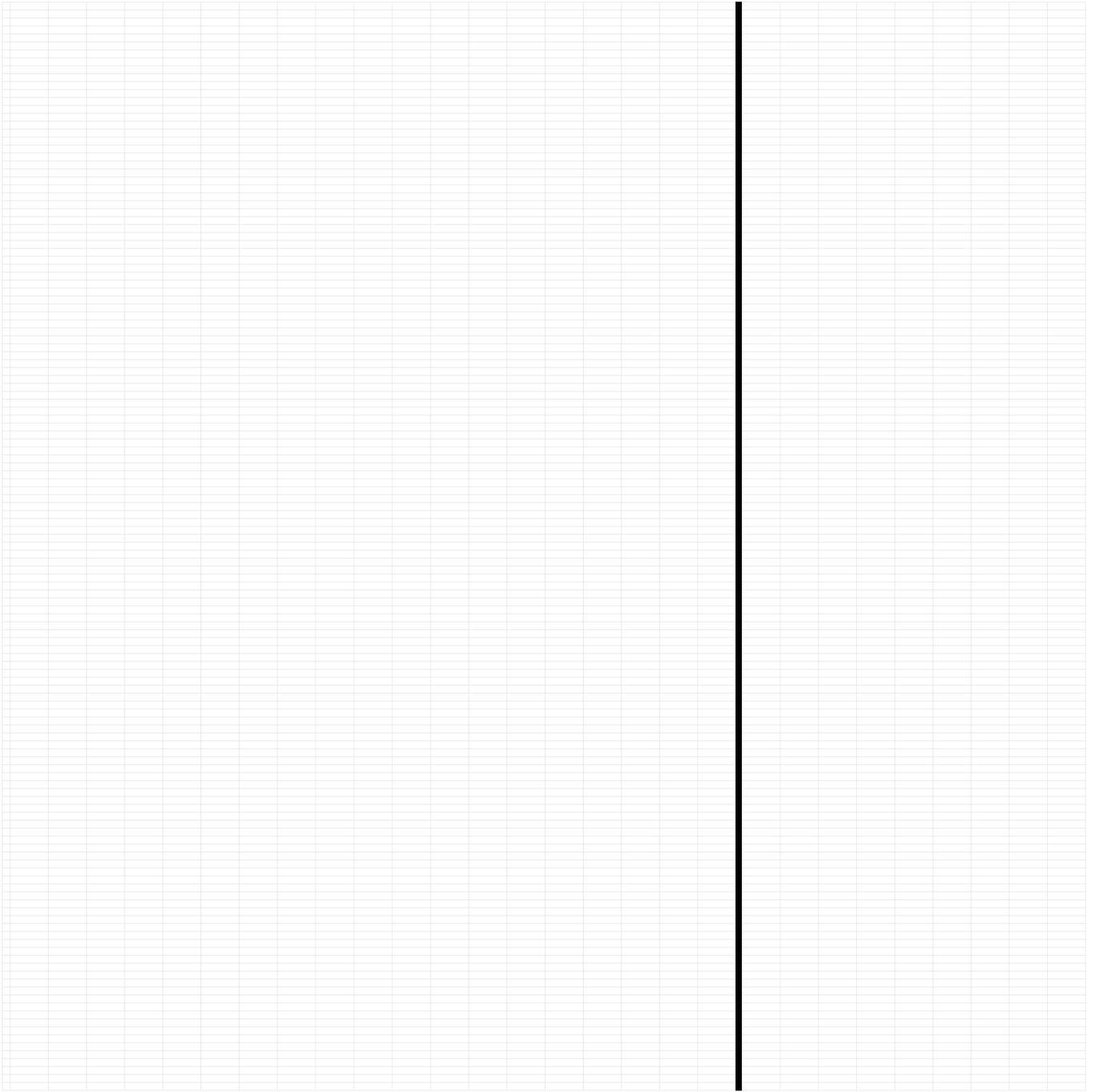












Once, there were others like you. Teachers, leaders, comrades, rivals. Family. You shared a purpose, an oath, a sacred duty... and it got you all killed. Almost all of you, that is. By luck, determination, or the will of Those On High, you alone survived whatever calamity ripped out the other members of the middle order you once belonged to. Now their legacy, and their Avatars, fall entirely upon your shoulders.

Thank you for playing! Please write your name in this cell, so everyone knows who will be playing the part of...

My name is \_\_\_\_\_ The Last of the... \_\_\_\_\_

And I am... \_\_\_\_\_

### The Last Champion

Expression	Body	Clothing	Age

**Backstory: THE OLD ORDER**

If you make a Willing Sacrifice in service to one of the Oaths of your order, you gain 2 Experience rather than 1. Choose two of the following:

(and) \_\_\_\_\_

Mark 1 Struggle when you are confronted by a person, force, or Entity that you believe contributed to your Order's Downfall, but you are unable or unwilling to avenge yourself upon them in some way. Choose two of the following causes:

(and) \_\_\_\_\_

Traits	FOLK-WISE <i>Know Their Mind</i> Offer Comfort	IRON WILL <i>Blend Reality</i> Withstand	NIMBLE MIND <i>Outwit</i> Seek Insight	STOUT HEART <i>Engage an Entity</i> Take Up Arms
	0	0	0	0

Assign each of the following playing roles to one that of your choice: **Z, F, B, C.** Assign values to the cells **directly above this bar!**

Struggles	<b>Filipant</b> Say or do something to hurt or anger someone you care about <input type="checkbox"/>	<b>Inflexible</b> Make a comparison or analogy or questioning you <input type="checkbox"/>	<b>Obsessed</b> Waste time, resources, or focus on your obsession <input type="checkbox"/>	<b>Cowardly</b> Flies from danger; no matter the consequences of retreat <input type="checkbox"/>
	<b>Overwhelmed</b> Allow something bad to happen which you could have stopped <input type="checkbox"/>	<b>Spineless</b> Show your belly to a threat instead of fighting back <input type="checkbox"/>	<b>Paranoid</b> Make a baseless accusation against another vessel <input type="checkbox"/>	<b>Reckless</b> Leap blindly into action with no plan or consideration <input type="checkbox"/>

Struggles marked -2 signify to their related Trait while marked. Mark a Struggle when the Solver/ or the rules say to. Only one Struggle for each Trait may be marked at a time. Start your journey with one Struggle already marked.

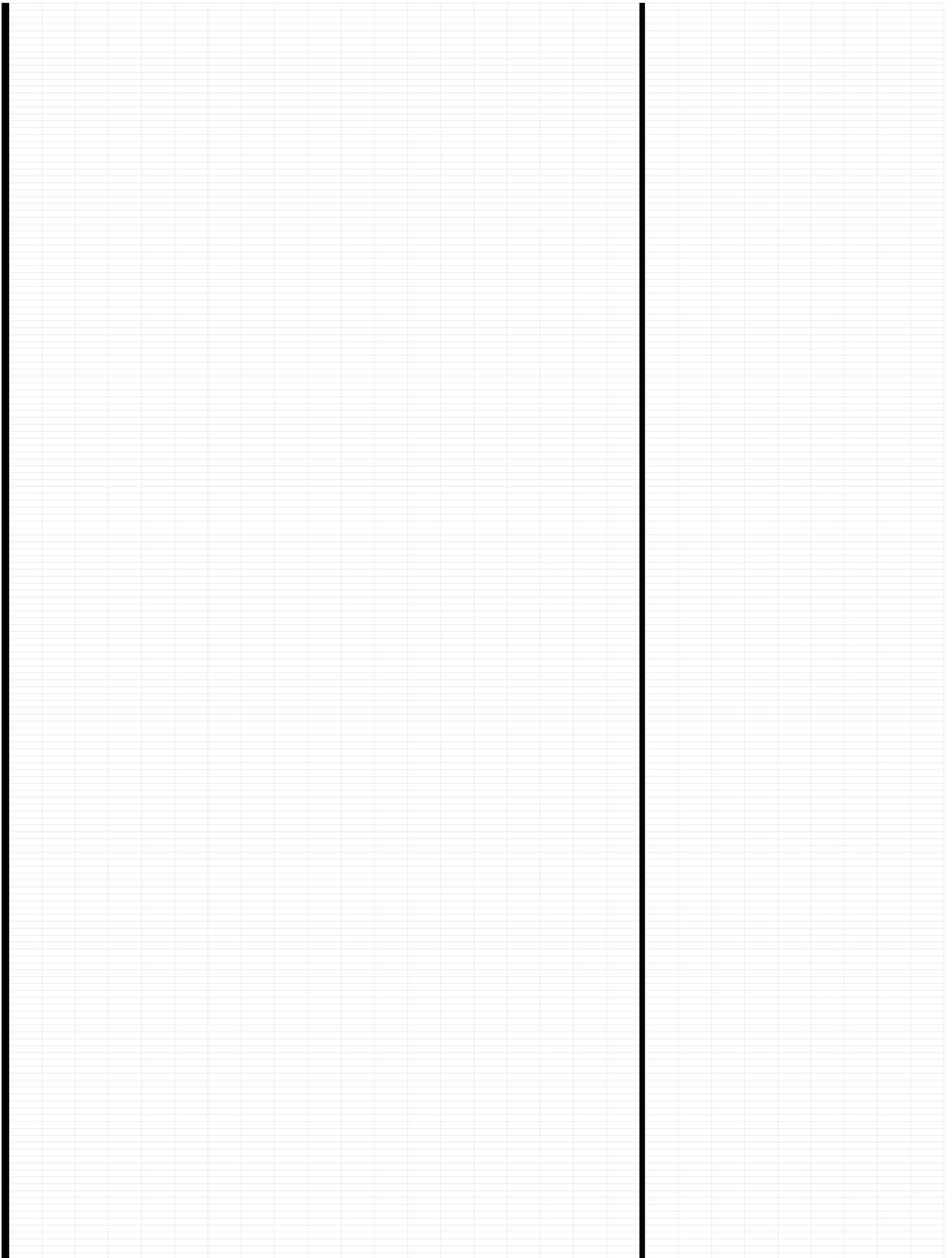
<b>HARM</b> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<b>Defense:</b> <input type="checkbox"/>
<b>ATTACK</b> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Choose one of the following weapons, which also serves as a Symbol of your Order. <b>Give your weapon a name.</b> You may also choose one of the following weapons, or gain Defense.
<b>FELLOWSHIP</b> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
<b>EXPERIENCE</b> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	

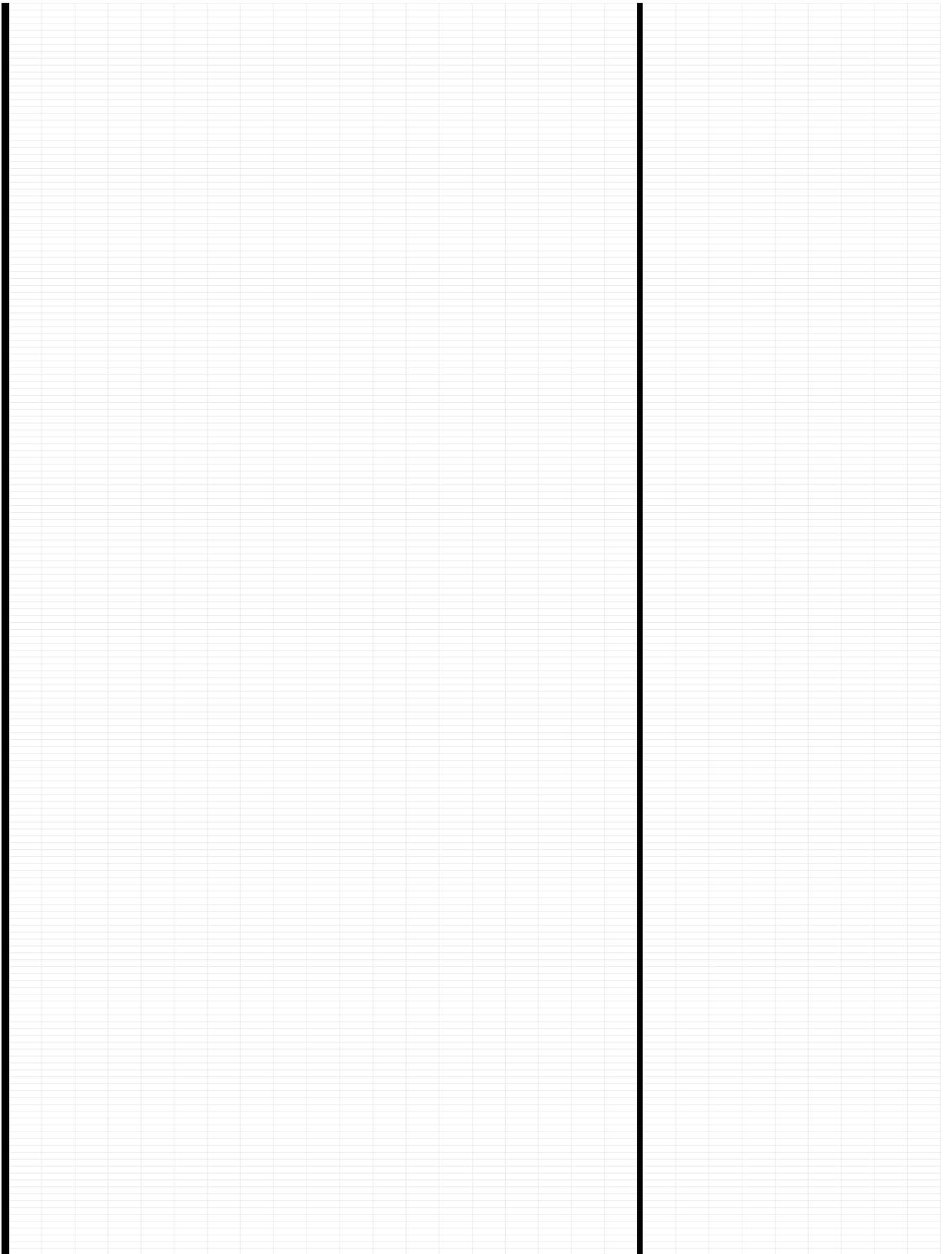
### Notes and Tips for Using This Character Keeper

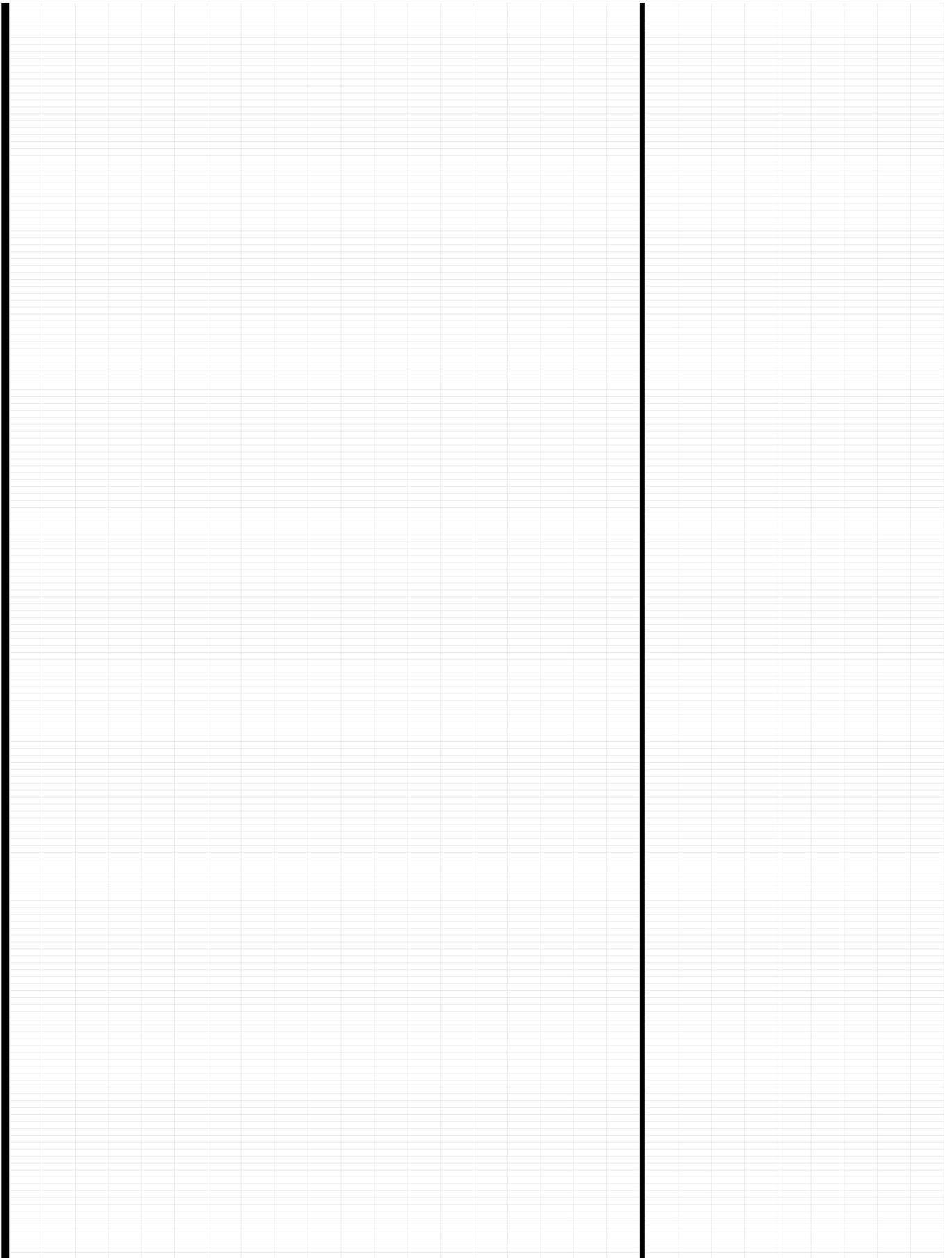
If you take a feature that involves choosing from a list of options, or one which has a "pool" of operable resources, you can find these under the "Add-On" column in the Features Master List. Find the feature you need (they are listed alphabetically, not by Playbook), then copy it's add-on into the cells just below the corresponding feature. At the moment, I am unaware of a way to automatically populate cells with things like those checkboxes and pre-filled dropdown menus using VLOOKUP! If anyone has any tips for how to do this, feel free to message me on Discord at "welterthysocber", and thank you in advance!

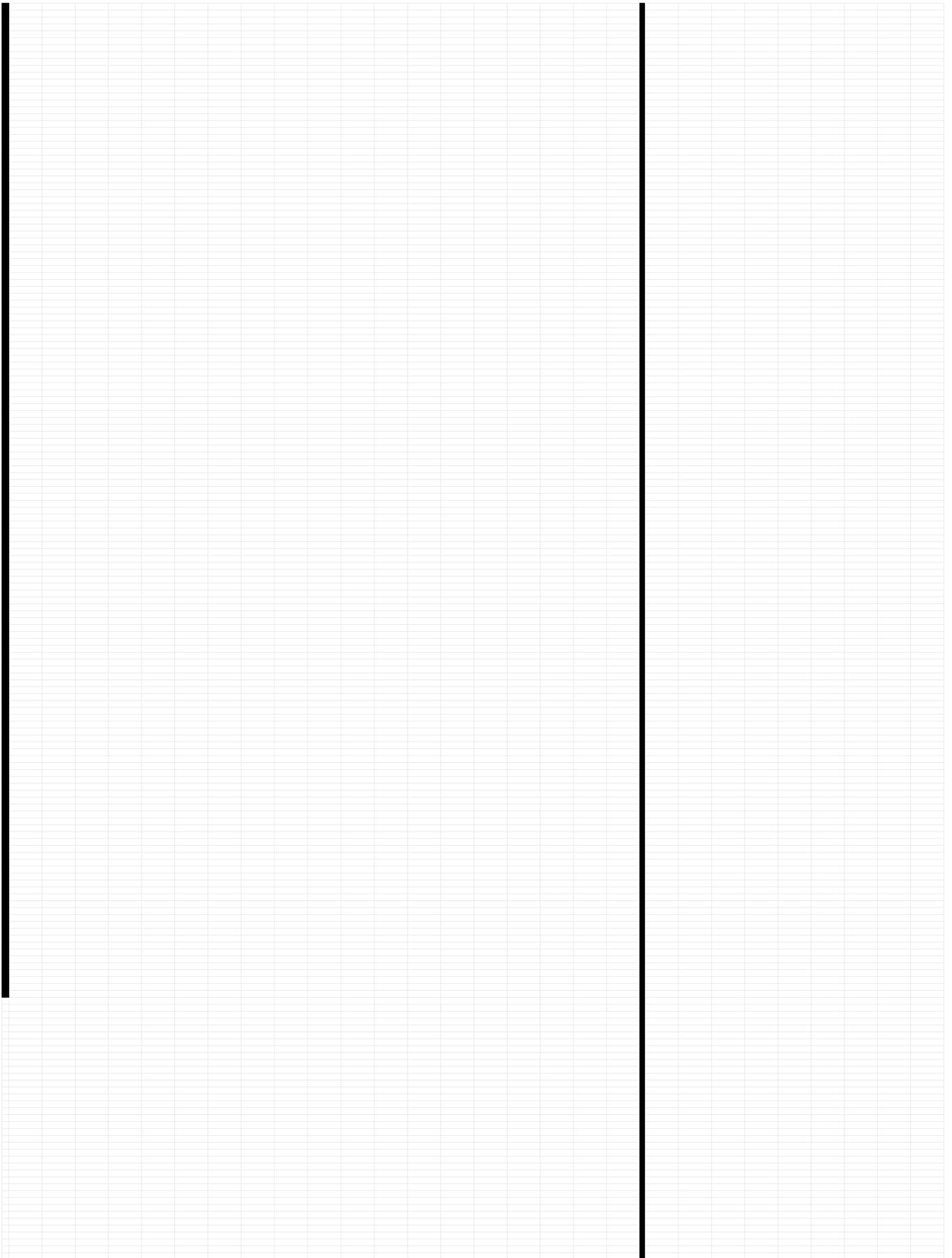
### Last Champion Milestones

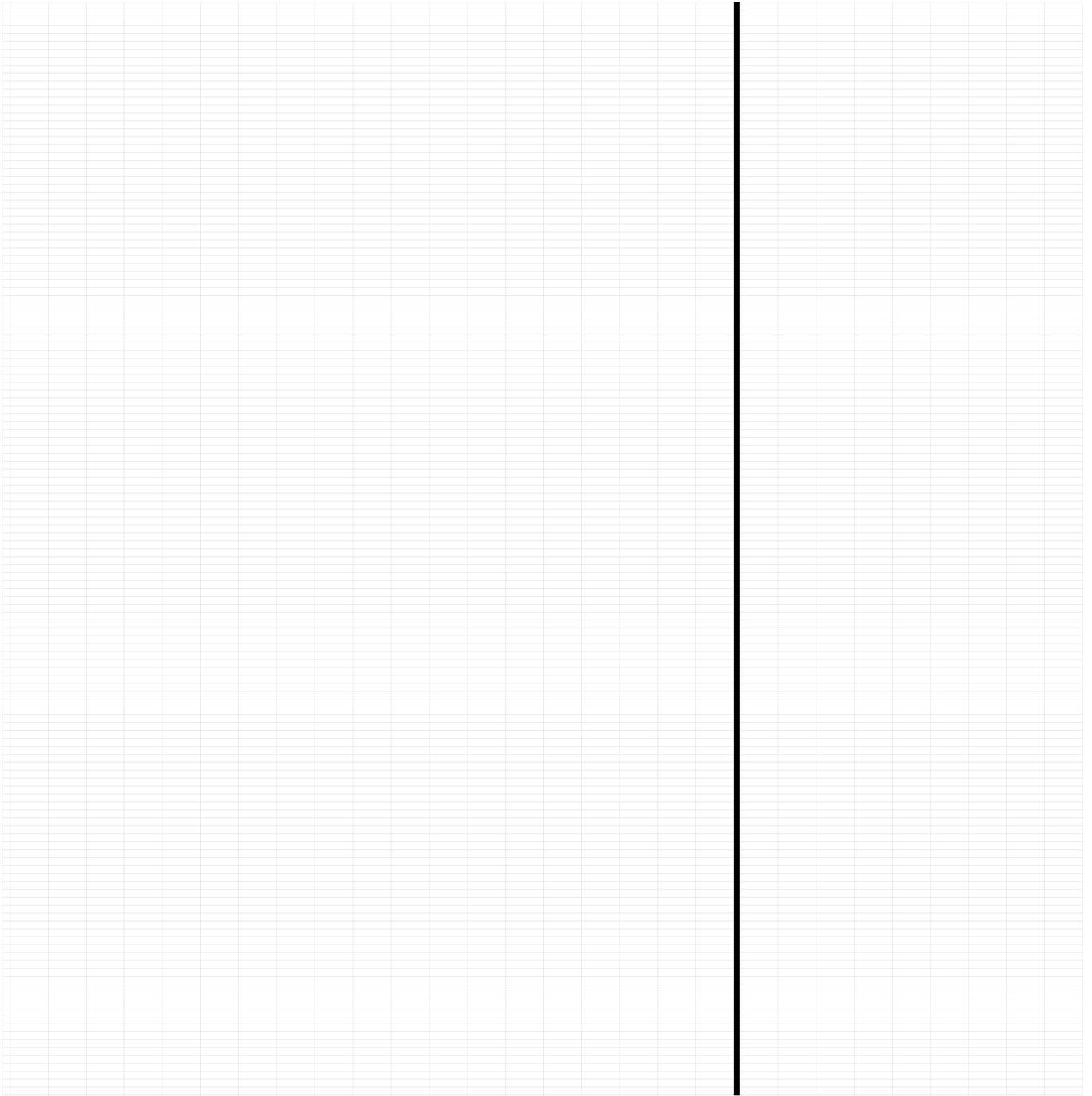
Basic Milestones	Advanced Milestones
<input type="checkbox"/> Take +1 to Folk-Wise <input type="checkbox"/> Take +1 to Iron Will <input type="checkbox"/> Take +1 to Nimble Mind <input type="checkbox"/> Take +1 to Stout Heart <input type="checkbox"/> Take another Last Champion feature <input type="checkbox"/> Take another Last Champion feature <input type="checkbox"/> Take a feature from another Playbook <input type="checkbox"/> Take a feature from another Playbook	<input type="checkbox"/> You will survive your Ultimate Sacrifice <input type="checkbox"/> Take +1 to any Trait, to a maximum score of +3 <input type="checkbox"/> Gain two more Harm boxes <input type="checkbox"/> Take a Legendary Feature <input type="checkbox"/> Take a Legendary Feature



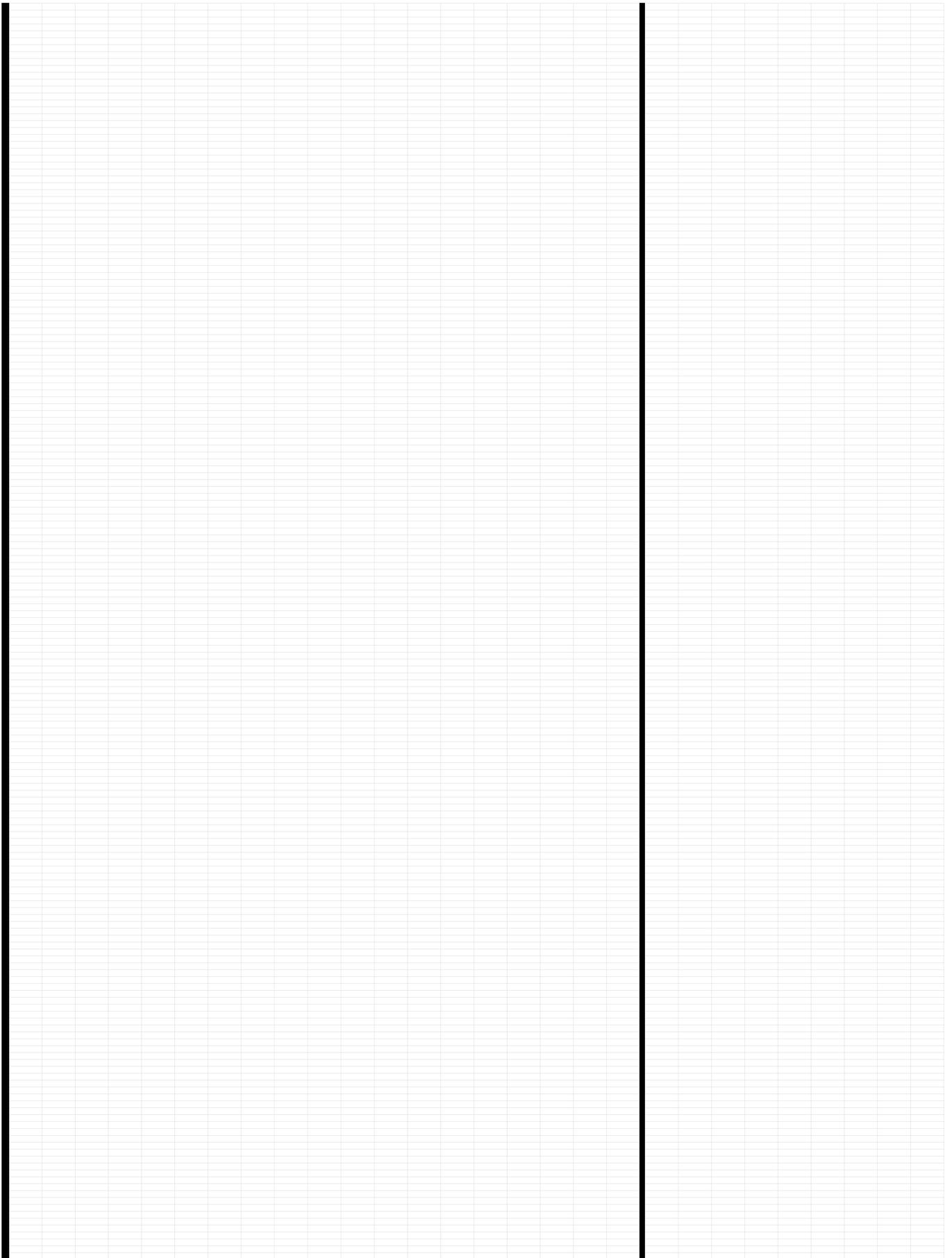


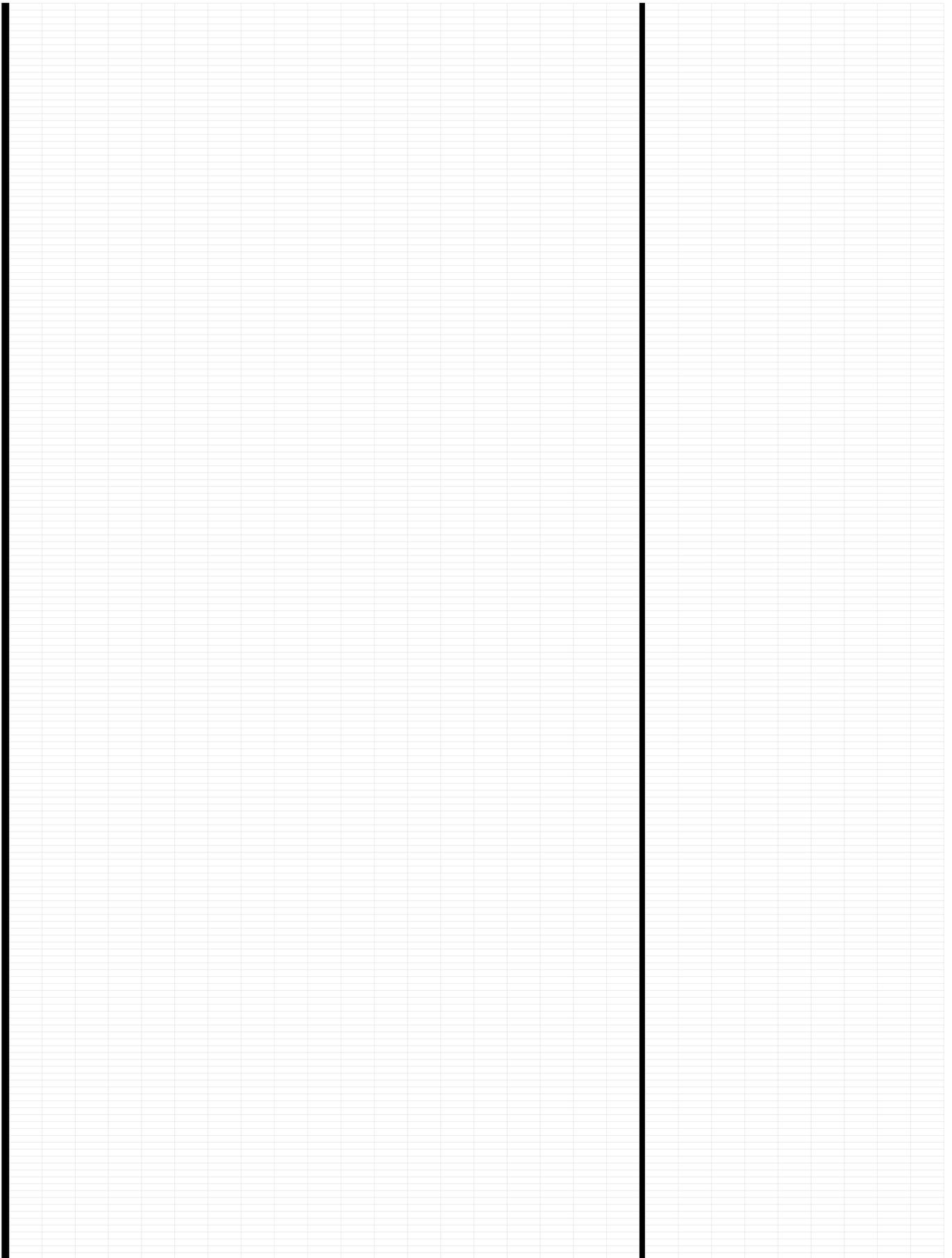


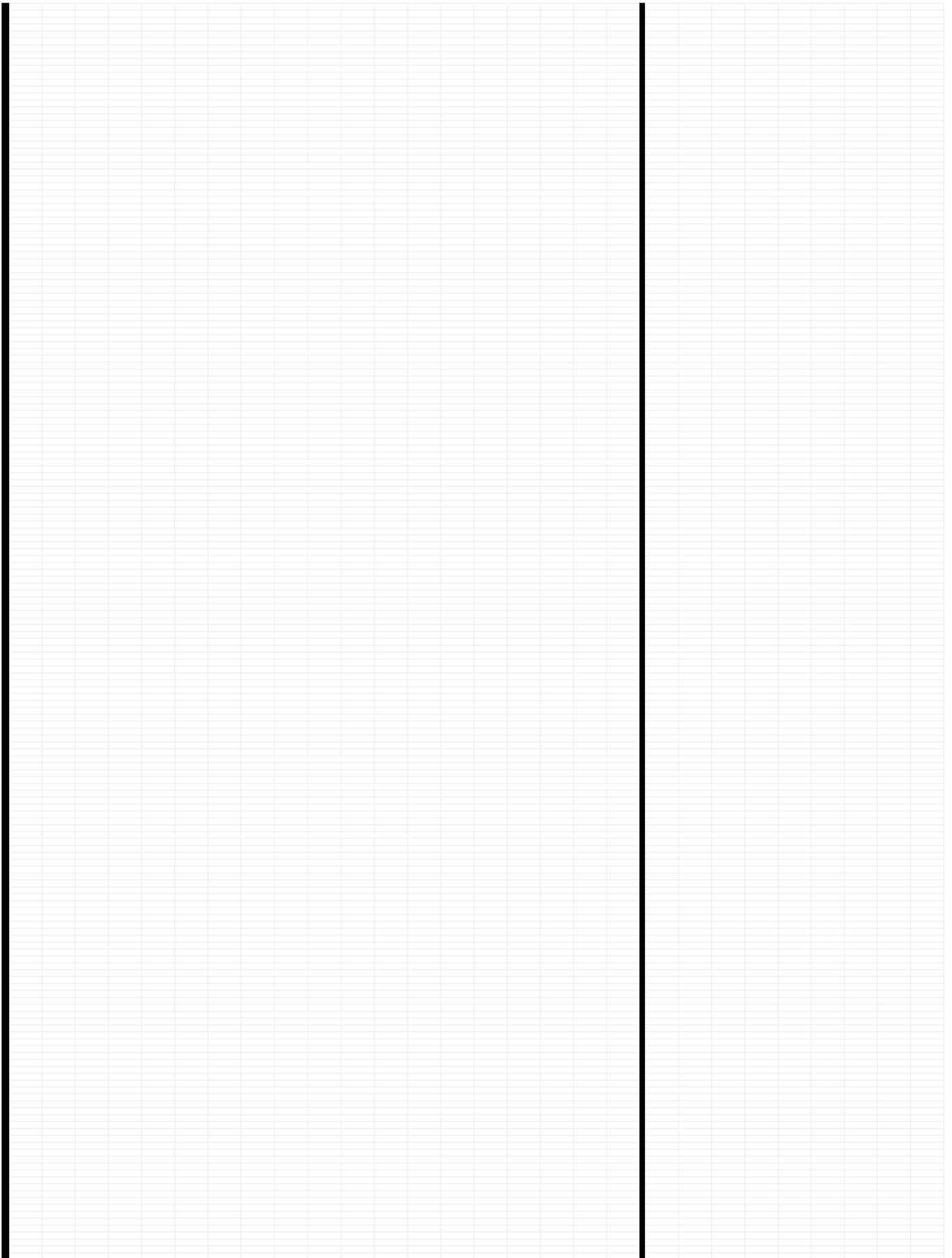


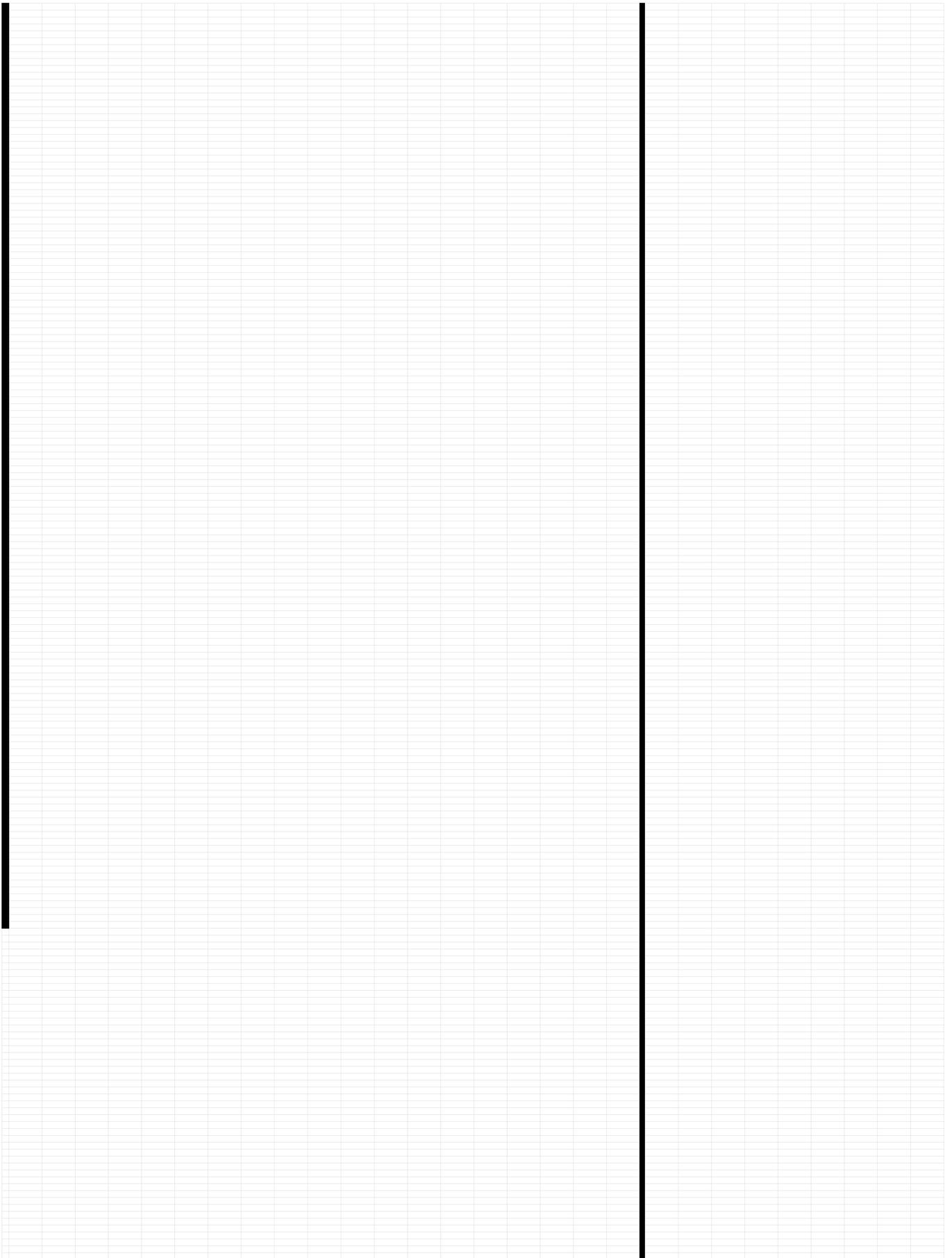


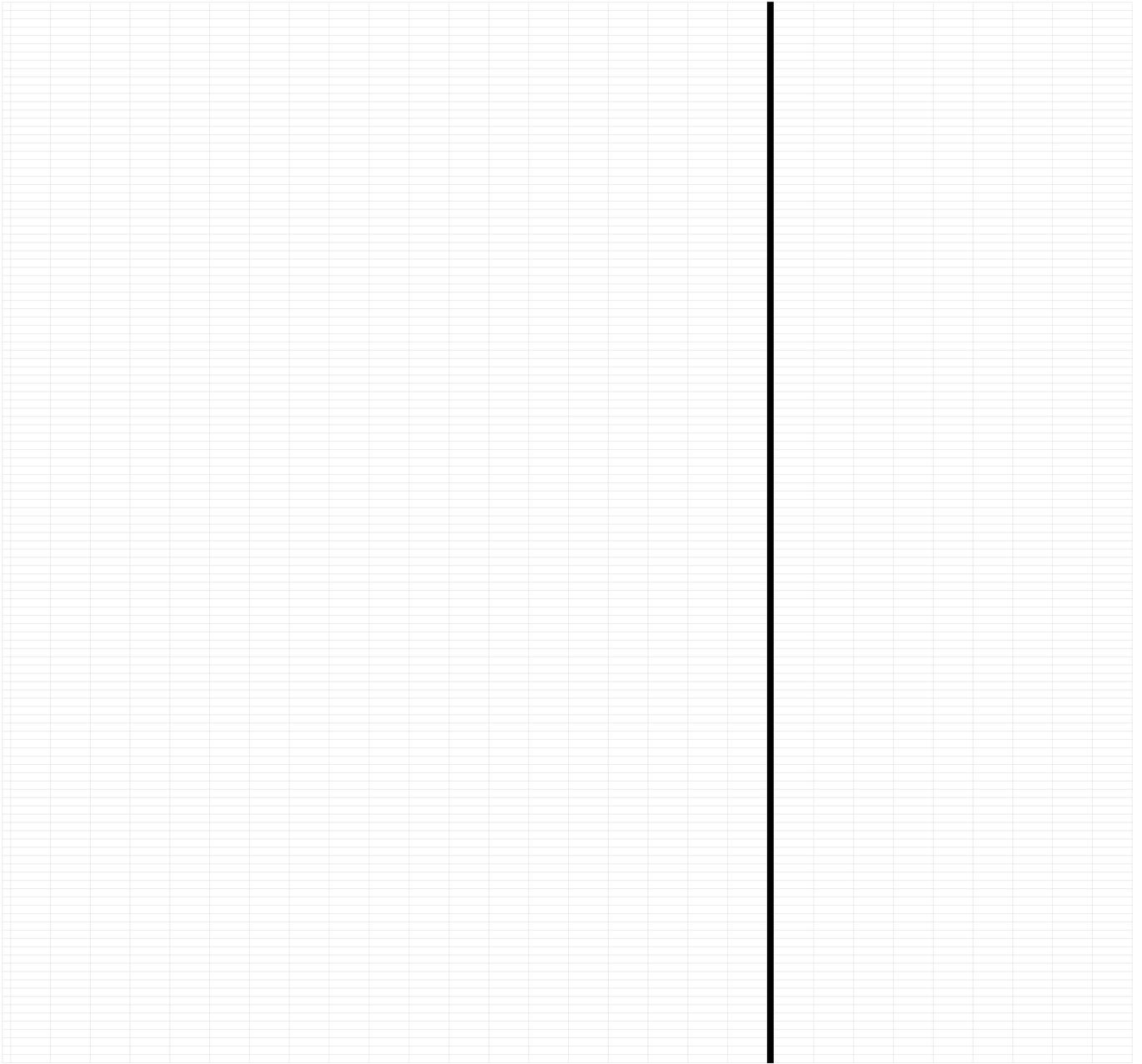












**You remember what it was like to be powerful. You are so much older than your new body seems, and your power is still yours, just... smaller. Weaker. Trapped within this new shape. You are everything you were, even in this diminished state. You remember what you were. And you will make the Road and the Adversary remember you too.**

Thank you for playing! Please write your name in this cell, so everyone knows who will be playing the part of...

My name is \_\_\_\_\_ But I think I was once \_\_\_\_\_

Add I am...

**Features**  
Choose three features from your Playbook's list when you start with this Playbook. You can add more with Milestones! You also start with **Essence** and **The Power and the Glory**.

Essence	The Power and the Glory
You have 3 Essence Points, which we used by some of your playbook features. You can always replace 1 Essence by spending 1 feat when you Step to Trust.	You may temporarily change your physical appearance to match that of the Entity you chose when you were. While in this form, you may mark 1 Essence to turn a 7 or into a 10+ when you Bend Reality or Engage an Entity, or when the early Moves That Come with you are present. These moves are considered your Power and the Glory moves. This resolution is only to attract attention, good or bad. You may revert to your normal form at will.
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	

**The Once-Immortal**

	Expression	Body	Clothing	Age
First Impressions				

**Backstory: AN ENTITY, DIMINISHED**

You were once an Entity, bound to a particular place or concept within this world but otherwise capable of incredible power. Something has reduced you to this lesser form that you now inhabit, taking or shattering some of your power and limiting you to this mortal body. What caused you to become **Diminished**? Choose one or more:

(start)

Though diminished, you still retain a part of your immortal nature, and can call upon that strength to resist the slings and arrows of mortal existence. Choose two Struggles and mark them special. When you have one of those Struggles marked, if you roll a hit using the affected trait, you automatically clear that Struggle.

(end)

	FOLK-WISE <i>Know Their Mind Offer Comfort</i>	IRON WILL <i>Bend Reality Withstand</i>	NIMBLE MIND <i>Outwit Seek Insight</i>	STOUT HEART <i>Engage an Entity Take Up Arms</i>
<b>Traits</b>	0	0	0	0

Assign each Trait a difficulty rating related to the Trait of your choice. **F, R, or C** are related to the **core ability** above the trait.

<b>HARM</b>	<b>Defense:</b>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>

	FIGHTER <i>Say or do something to hurt or anger someone you care about</i>	SUPPORTIVE <i>Be a companion for defying or conditioning you</i>	DISDAINED <i>Waste time, resources, or focus on your mission</i>	COVERED <i>Plan from danger, no matter the consequences of retreat</i>
<b>Struggles</b>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	Overwhelmed Allow something bad to happen which you could have stopped	Spineless Show your ally to a threat instead of holding back	Paranoid Make a baseless accusation against another companion	Reckless Leap blindly into action with no plan or consideration

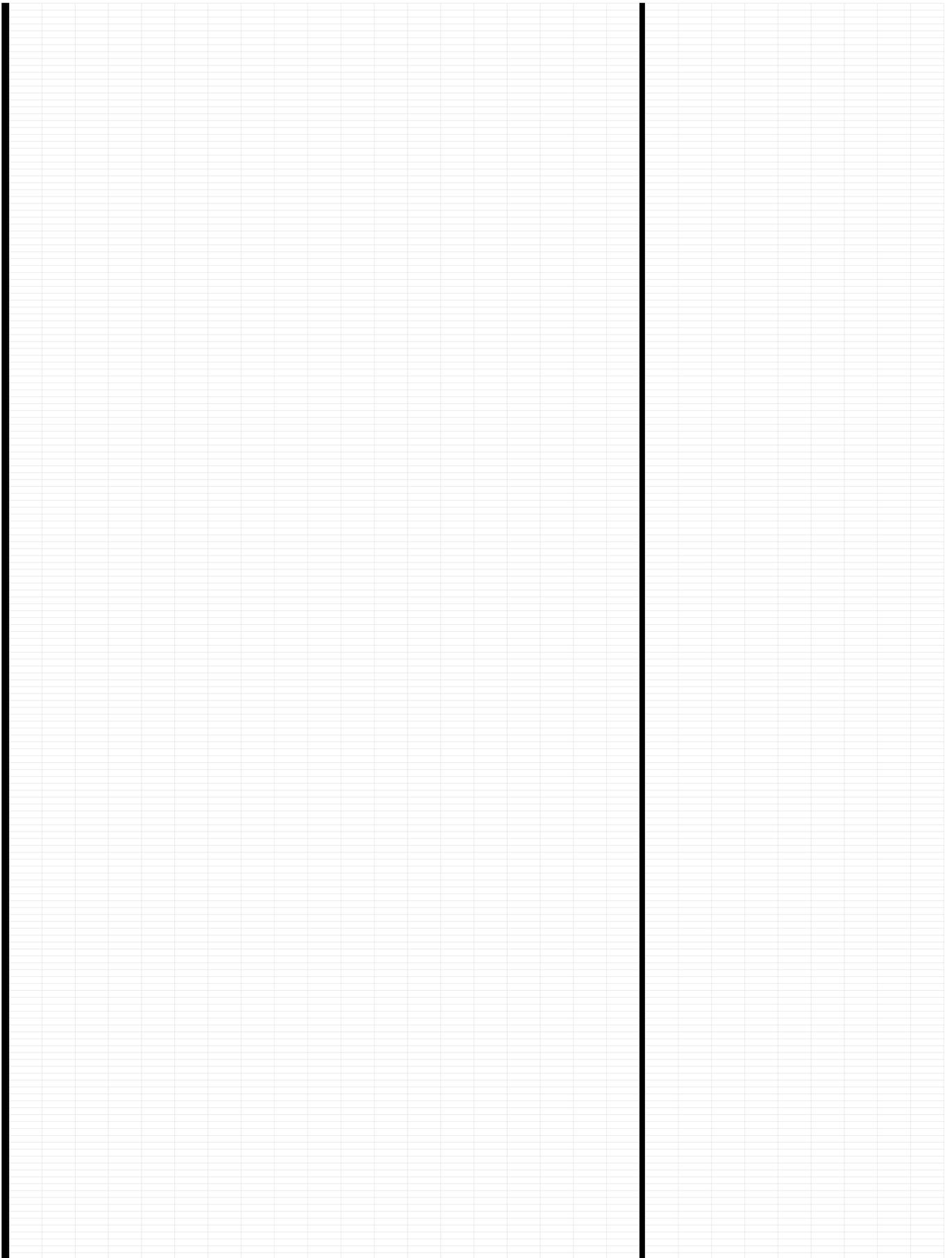
Struggles require 2 ongoing to their related Trait while marked. Mark a Struggle when the Summoner or the rules say to. Only one Struggle for each Trait may be marked at a time. Start your journey with one Struggle already marked.

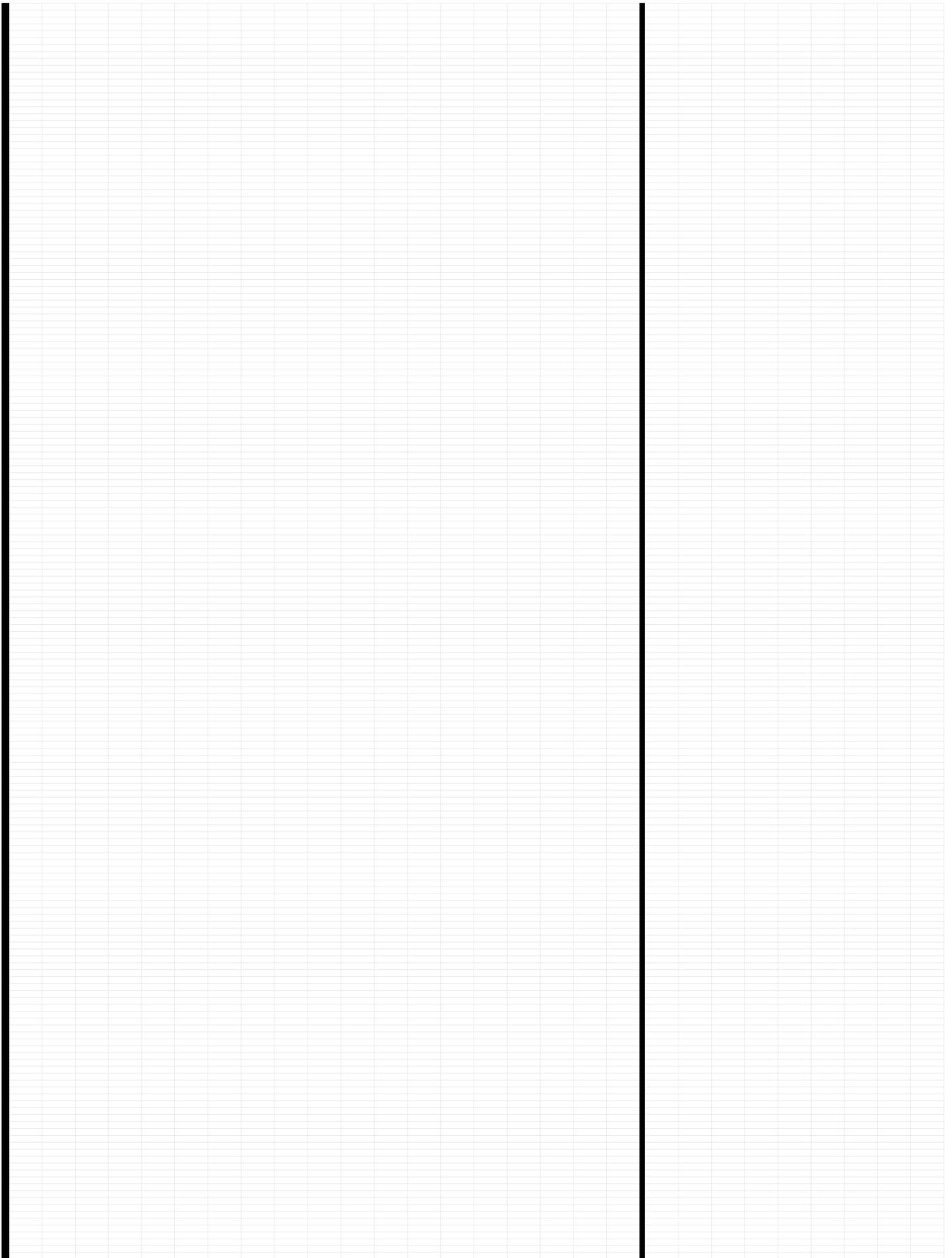
**Once-Immortal Milestones**

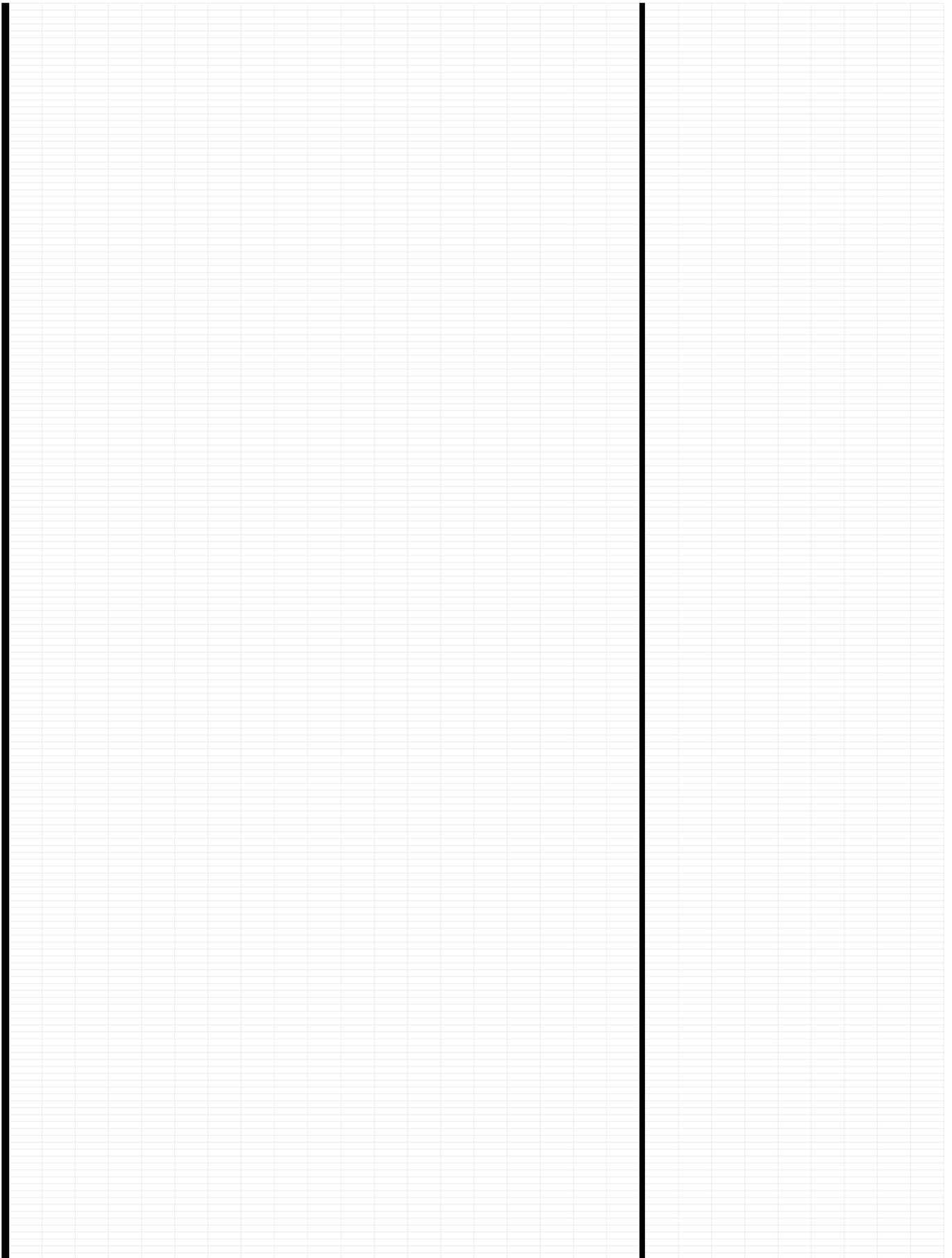
Basic Milestones	Advanced Milestones
<input type="checkbox"/> Take +1 to Folk-Wise <input type="checkbox"/> Take +1 to Iron Will <input type="checkbox"/> Take +1 to Nimble Mind <input type="checkbox"/> Take +1 to Stout Heart <input type="checkbox"/> Take another Once-Immortal feature <input type="checkbox"/> Take another Once-Immortal feature <input type="checkbox"/> Gain one more Harm box <input type="checkbox"/> Take a feature from another Playbook	<input type="checkbox"/> You will survive your Ultimate Sacrifice <input type="checkbox"/> Take +1 to any Trait, to a maximum score of +3 <input type="checkbox"/> Gain two more Harm boxes <input type="checkbox"/> Take a Legendary Feature <input type="checkbox"/> Take a Legendary Feature

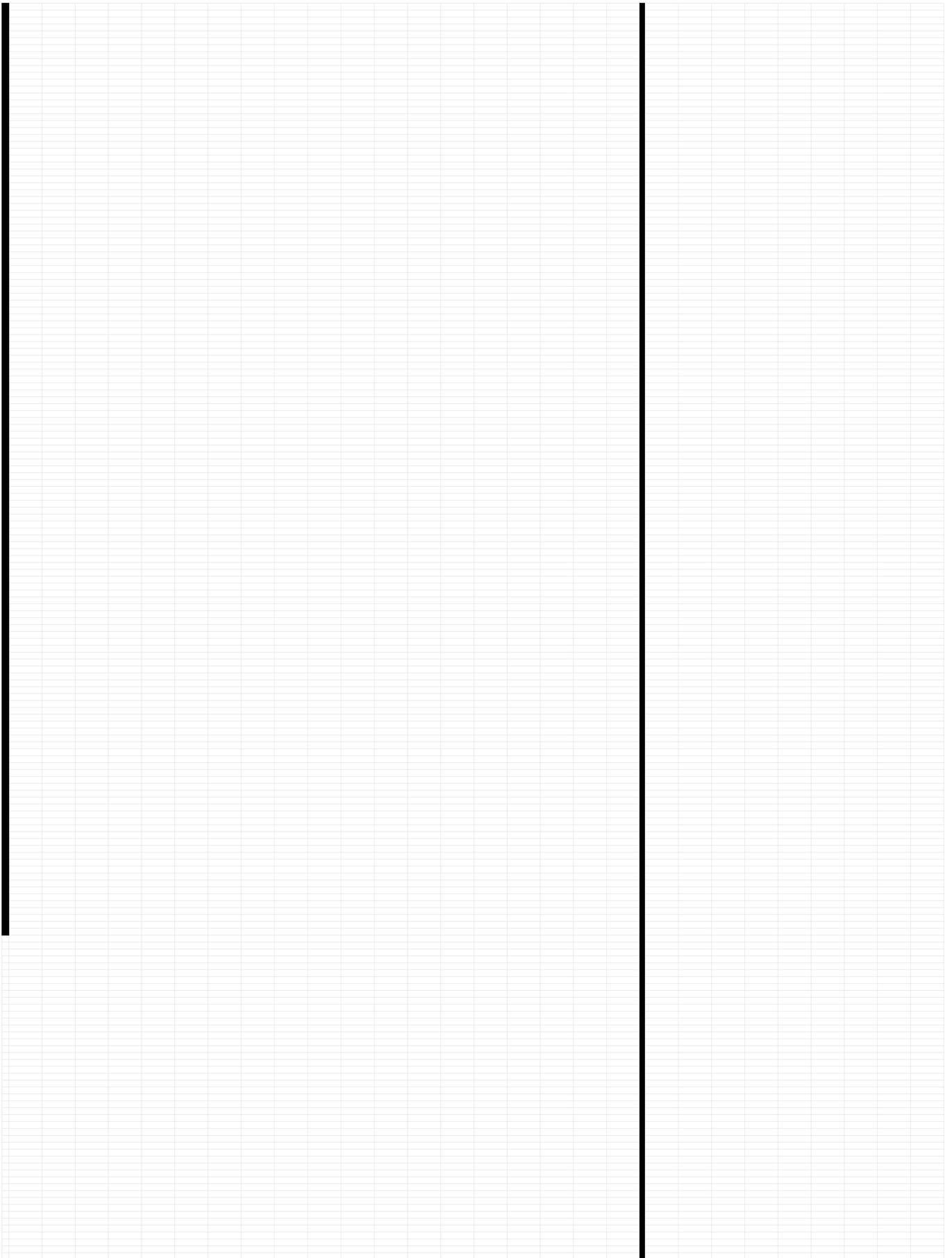
**Notes and Tips for Using This Character Keeper**

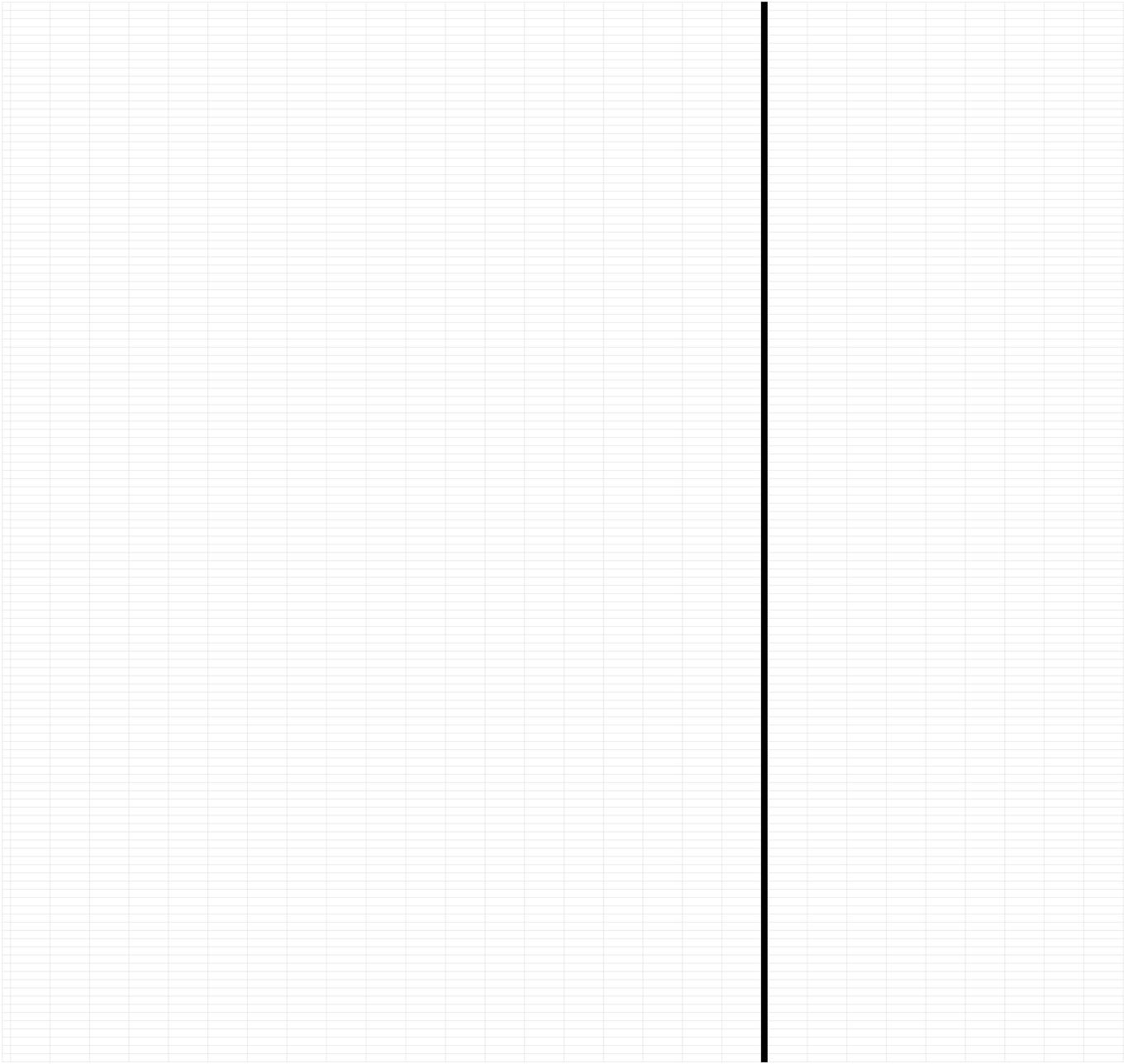
If you take a feature that involves choosing from a list of options, or one which has a "roll" of operable resources, you can find these under the "Add One" return in the Features Marker List. Find the feature you need they are listed alphabetically, led by Playbook's then step to add-on the side, just below the corresponding feature. At the moment, I am unaware of a way to automatically populate sets with things like Harm checkboxes and pre-filled dropdown menus using "LOOKUP". If anyone has any tips for how to do this, feel free to message me on Discord at [warkat@protonmail.com](#), and thank you in advance!











You are SUPER not from around here. However you came to this world, it wasn't your choice, and you have no idea how to get back home. If there's a silver lining to all this, it's that whatever problems you were dealing with in your world - and on top, did you have some problems - they're the least of your worries now. And yet... sometimes, it seems as if this world and the one you're from almost reflect one another. The people may be different, and the stakes may be higher, but whatever you were dealing with back home, you find yourself still dealing with here. The difference is, in your own world you lacked the strength, the courage, or the wisdom to solve those problems. Here, in this world? You might just find what you've needed all your life.

Thank you for playing! Please write your name in this cell, so everyone knows who will be playing the part of...

My name is

I'm trying to get back home to...

And I am...

### The One From Another World

Five time response	Expression	Body	Clothing	Age

#### Backstory: IT'S ALL SO FAMILIAR

By what means did you leave your world and end up in the world of the Road? Choose one or more of the following Portals:

(and)

Select one of the Parallels that link your problem at home to the problems of this world.

Work with your Scrivener to determine three tasks that, if completed, will solve the problem you selected as part of your Parallel. Whenever you complete one of those tasks, mark a Progress box and select one of the Portal Features. Mark the third Progress box when you and the other wanderers complete the third task and solve that problem. Then you may either choose a third Portal Feature or you may switch Playbooks as if you had survived your Ultimate Sacrifice.

(Task)  (Task)  (Task)

#### Features

Choose three features from your Playbook's list when you start with this Playbook. You can add more with Milestones!


Traits	FOLK-WISE	IRON WILL	NIMBLE MIND	STOUT HEART
	Know Their Mind Offer Comfort	Bend Reality Withstand	Outwit Seek Insight	Engage an Entity Take Up Arms
	0	0	0	0

HARM	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Defense: <input type="checkbox"/>
ATTACK	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	

Assign each of the following starting values to one Trait of your choice: 2, 1, 0, -1. Assign values to the cells directly above this box!

Struggles	Flippant	Inflexible	Obsessed	Cowardly
	Say or do something to hurt or anger someone you care about	Belate a conviction for defying or questioning you	Waste time, resources, or focus on your obsession	Flee from danger, no matter the consequences of retreat
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Overwhelmed	Spineless	Paranoid	Reckless	
Allow something bad to happen which you could have stopped	Show your belly to a threat instead of fighting back	Make a baseless accusation against another wanderer	Leap blindly into action with no plan or consideration	
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	

Struggles impose -2 ongoing to their related Trait while marked. Mark a Struggle when the Scrivener or the rules say to. Only one Struggle for each Trait may be marked at a time. Start your journey with one Struggle already marked.

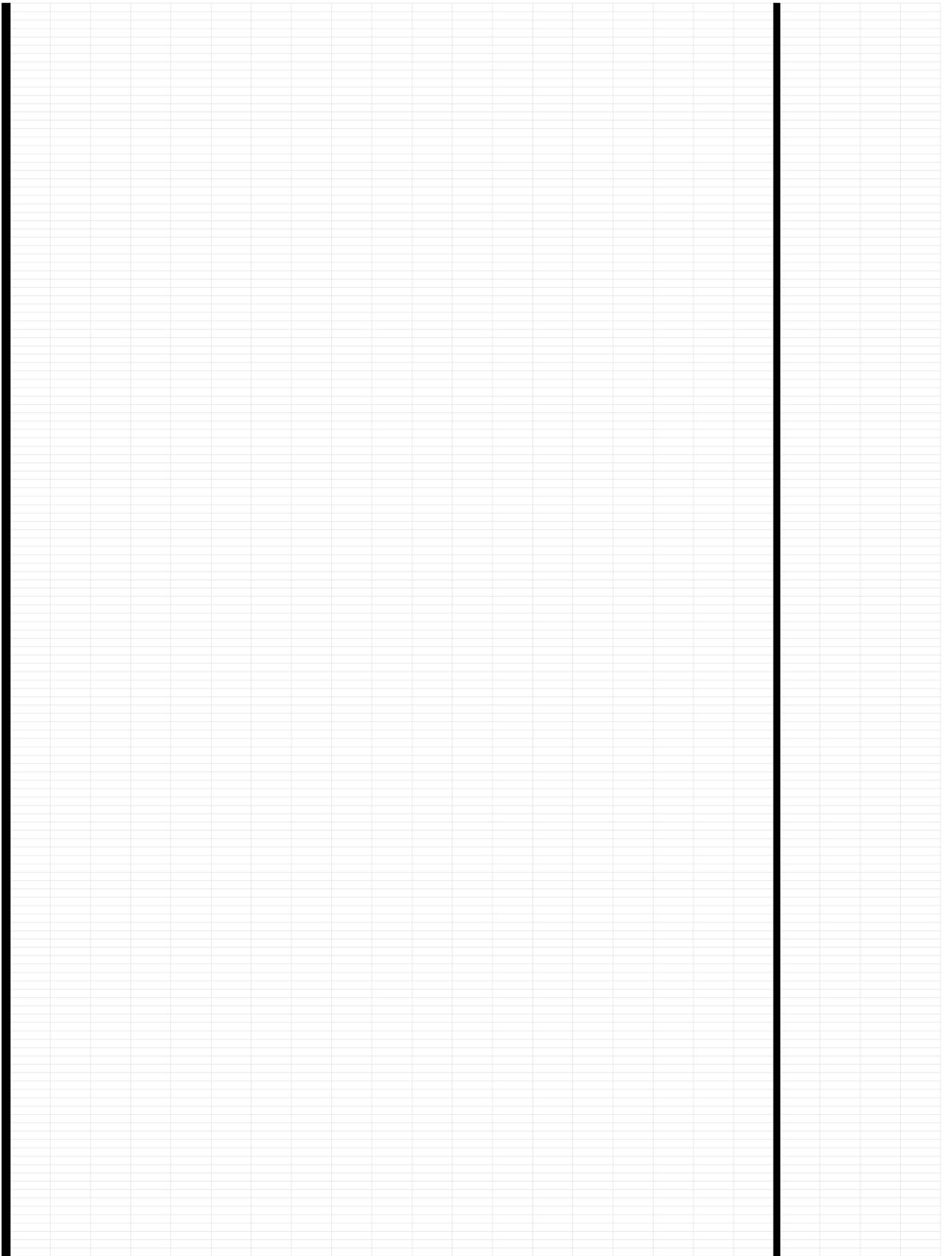
#### Notes and Tips for Using This Character Keeper

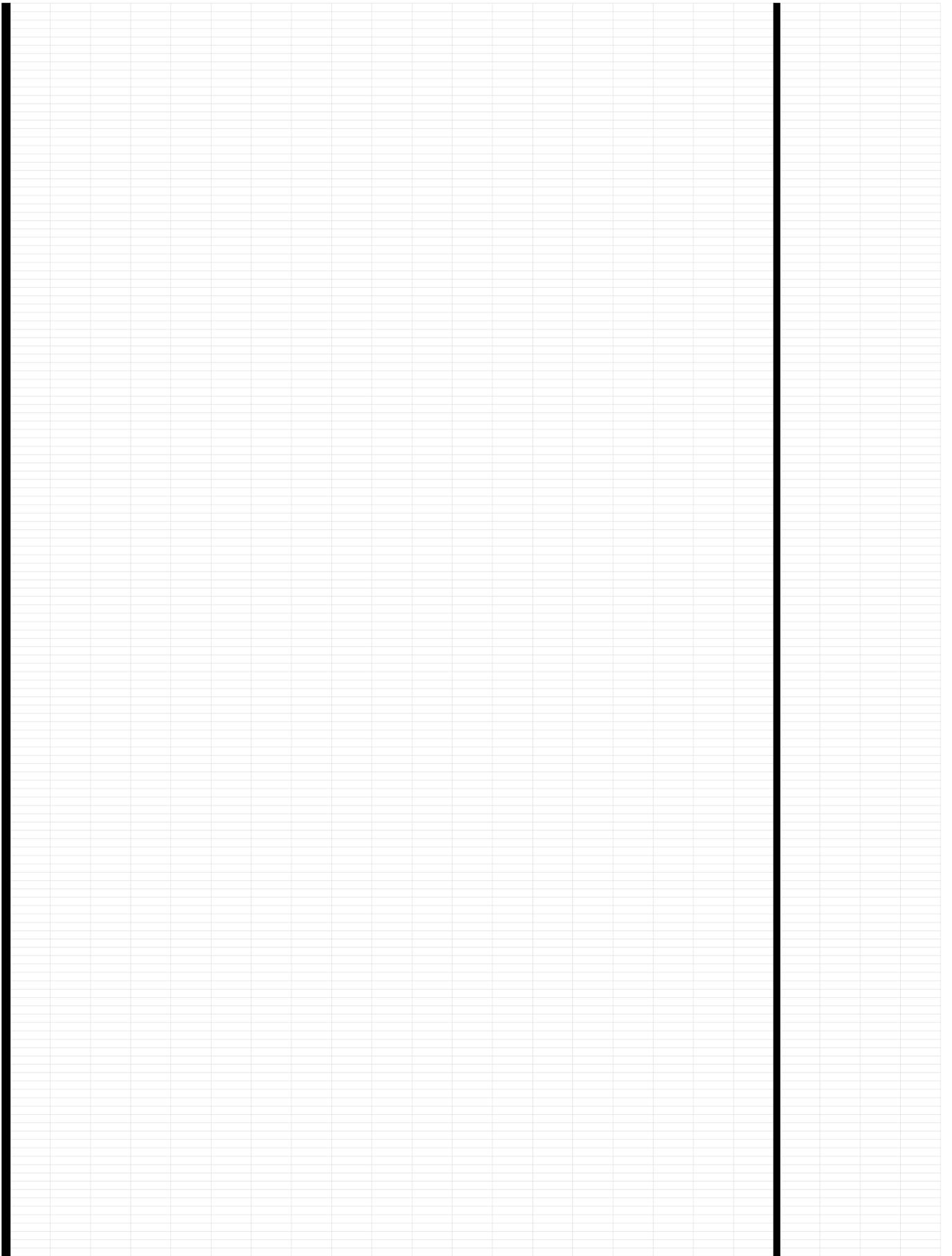
If you take a feature that involves choosing from a list of options, or one which has a "pool" of spendable resources, you can find these under the "Add-Ons" column in the Features Master List. First the feature you need (they are listed alphabetically, not by Playbook), then copy it's add-on into the cells just below the corresponding feature. At the moment, I am unaware of a way to automatically populate cells with things like blank checkboxes and pre-filled dropdown menus using VLOOKUP. If anyone has any tips for how to do this, feel free to message me on Discord at "whitethyriscribe", and thank you in advance!

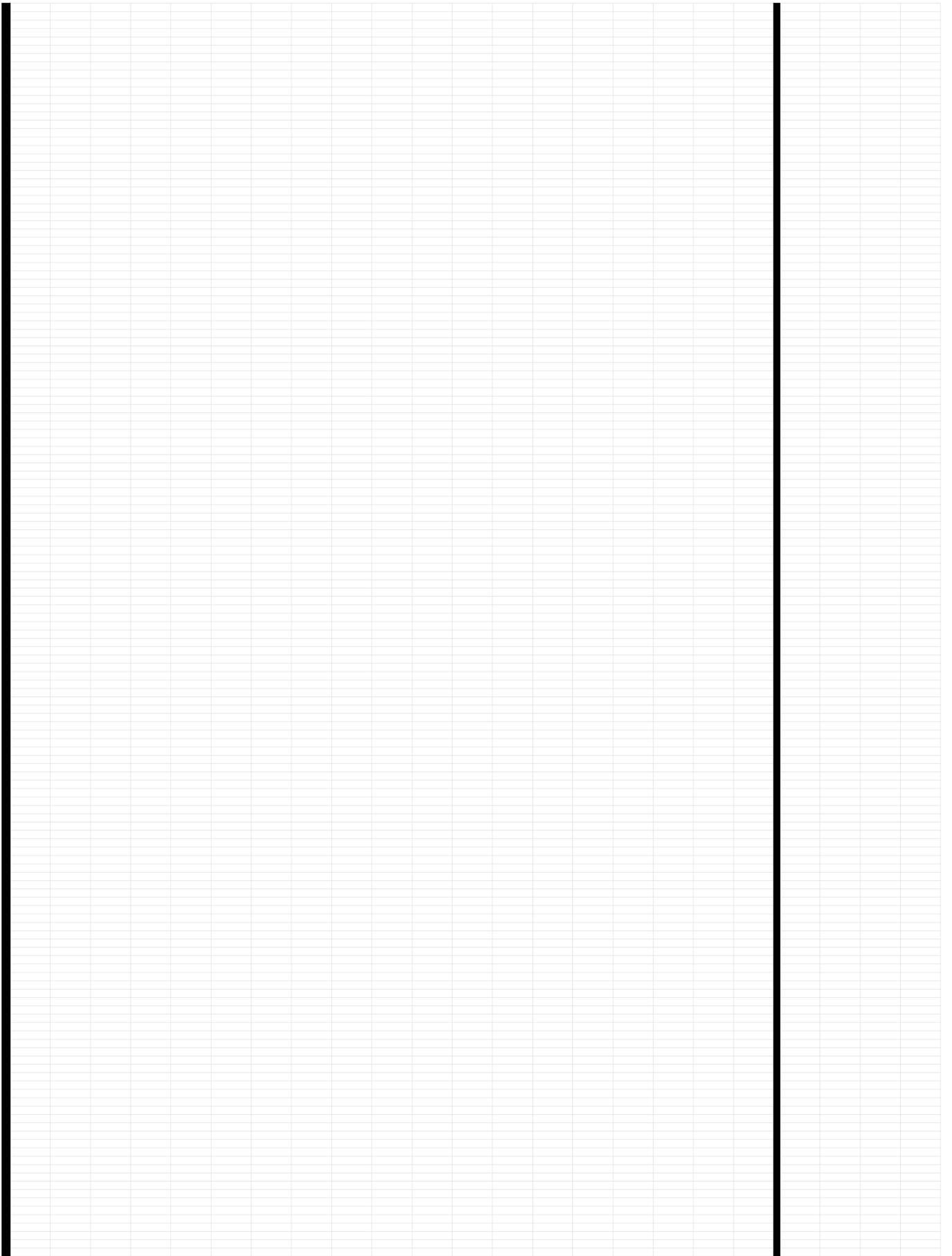
FELLOWSHIP	<input type="checkbox"/>				
EXPERIENCE	<input type="checkbox"/>				

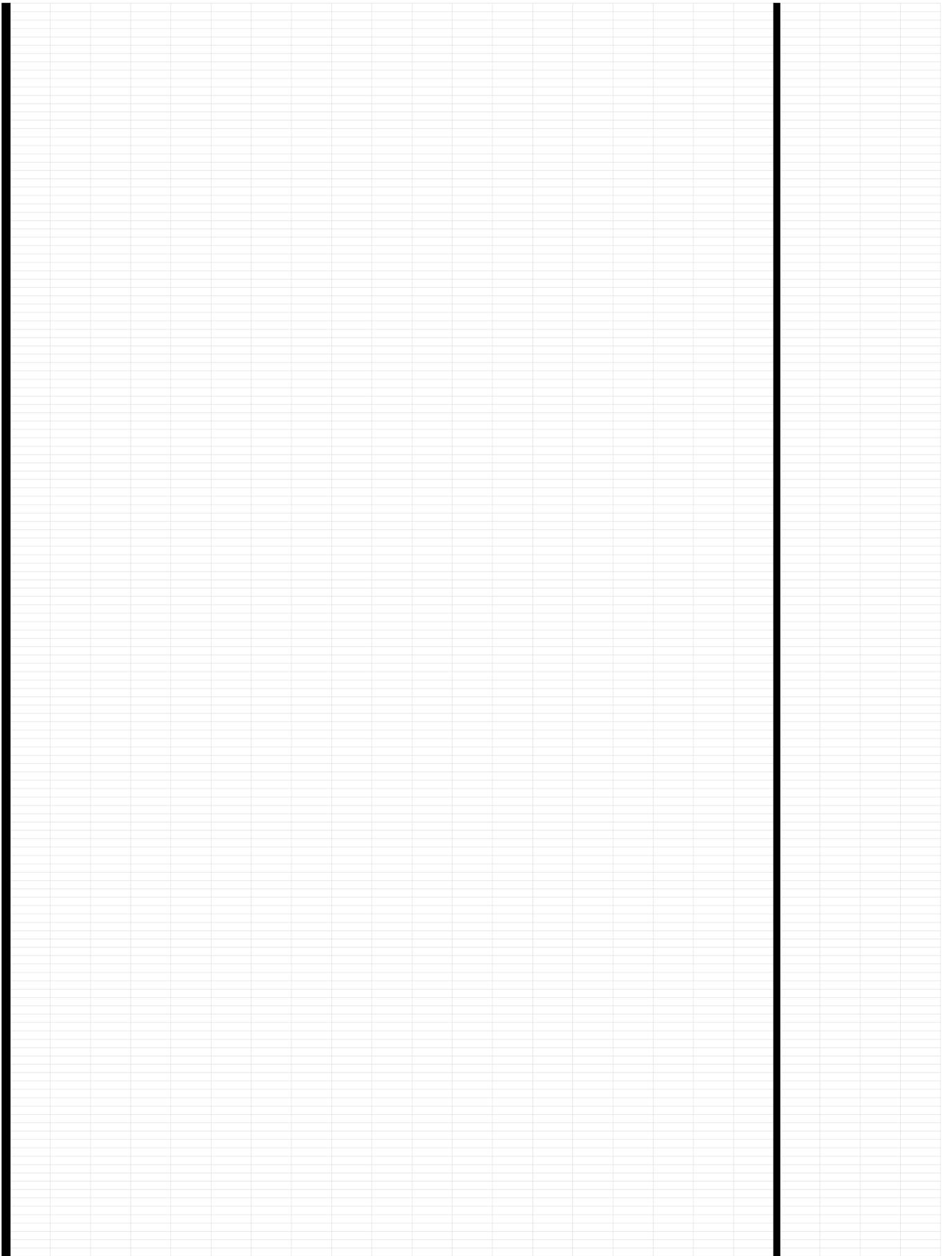
#### One From Another World Milestones

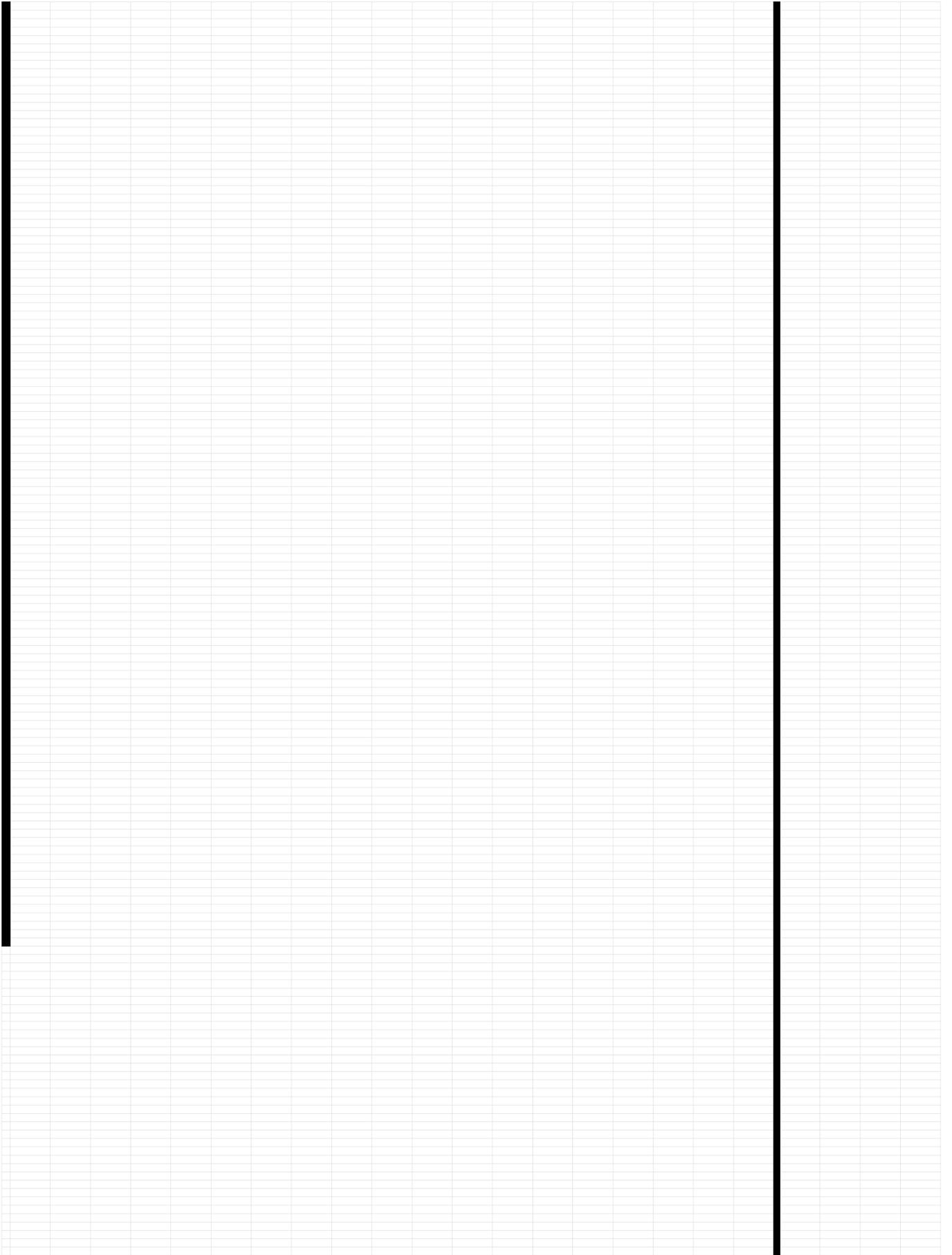
Basic Milestones	Once you have marked at least 5 Basic Milestones, you may also begin marking...	Advanced Milestones
<input type="checkbox"/> Take +1 to Folk-Wise		<input type="checkbox"/> You will survive your Ultimate Sacrifice
<input type="checkbox"/> Take +1 to Iron Will		<input type="checkbox"/> Take +1 to any Trait, to a maximum score of +3
<input type="checkbox"/> Take +1 to Nimble Mind		
<input type="checkbox"/> Take +1 to Stout Heart		
<input type="checkbox"/> Take another One From Another World feature		<input type="checkbox"/> Gain two more Harm boxes
<input type="checkbox"/> Take another One From Another World feature		<input type="checkbox"/> Take a Legendary Feature
<input type="checkbox"/> Take a feature from another Playbook		<input type="checkbox"/> Take a Legendary Feature
<input type="checkbox"/> Take a feature from another Playbook		

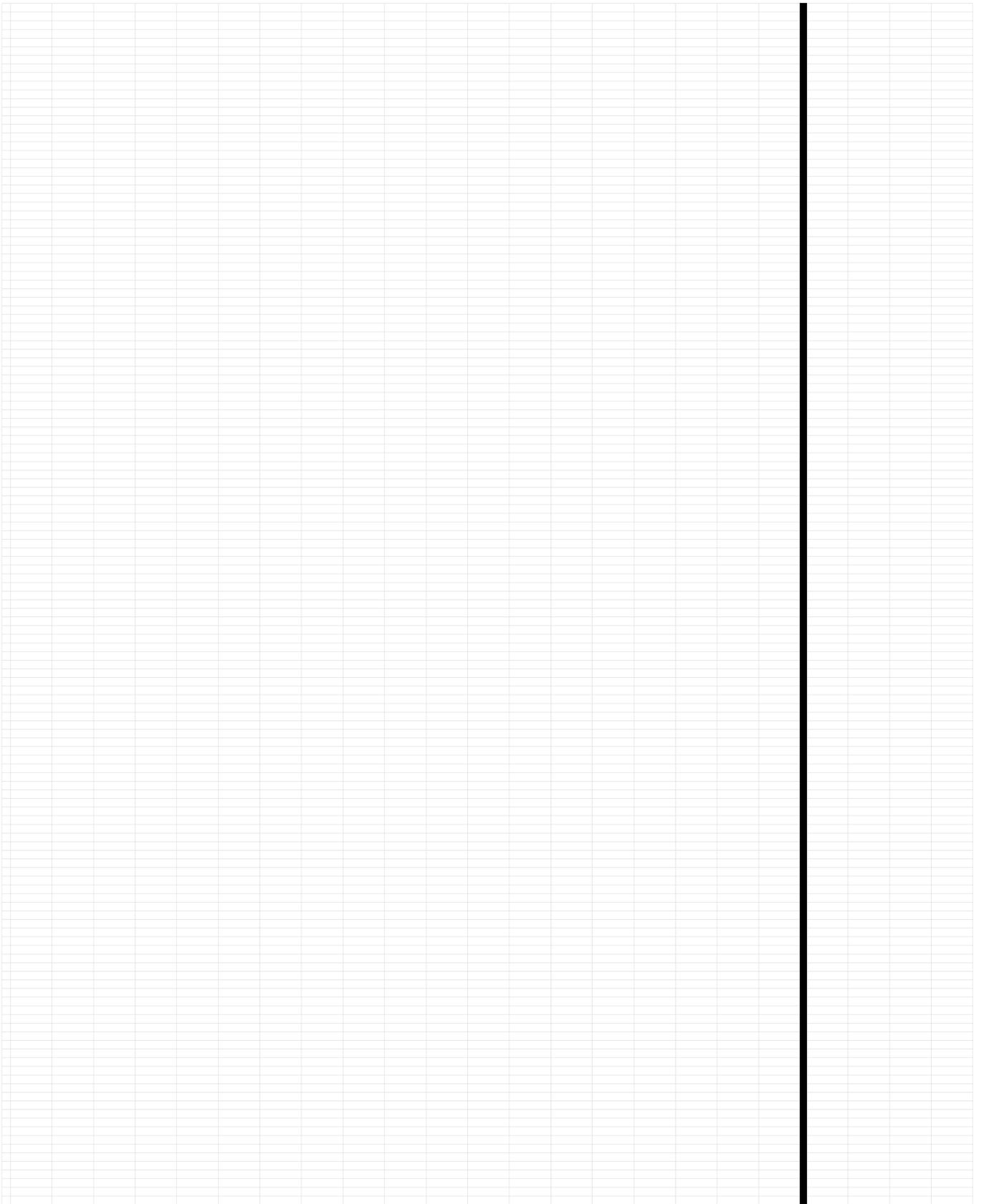




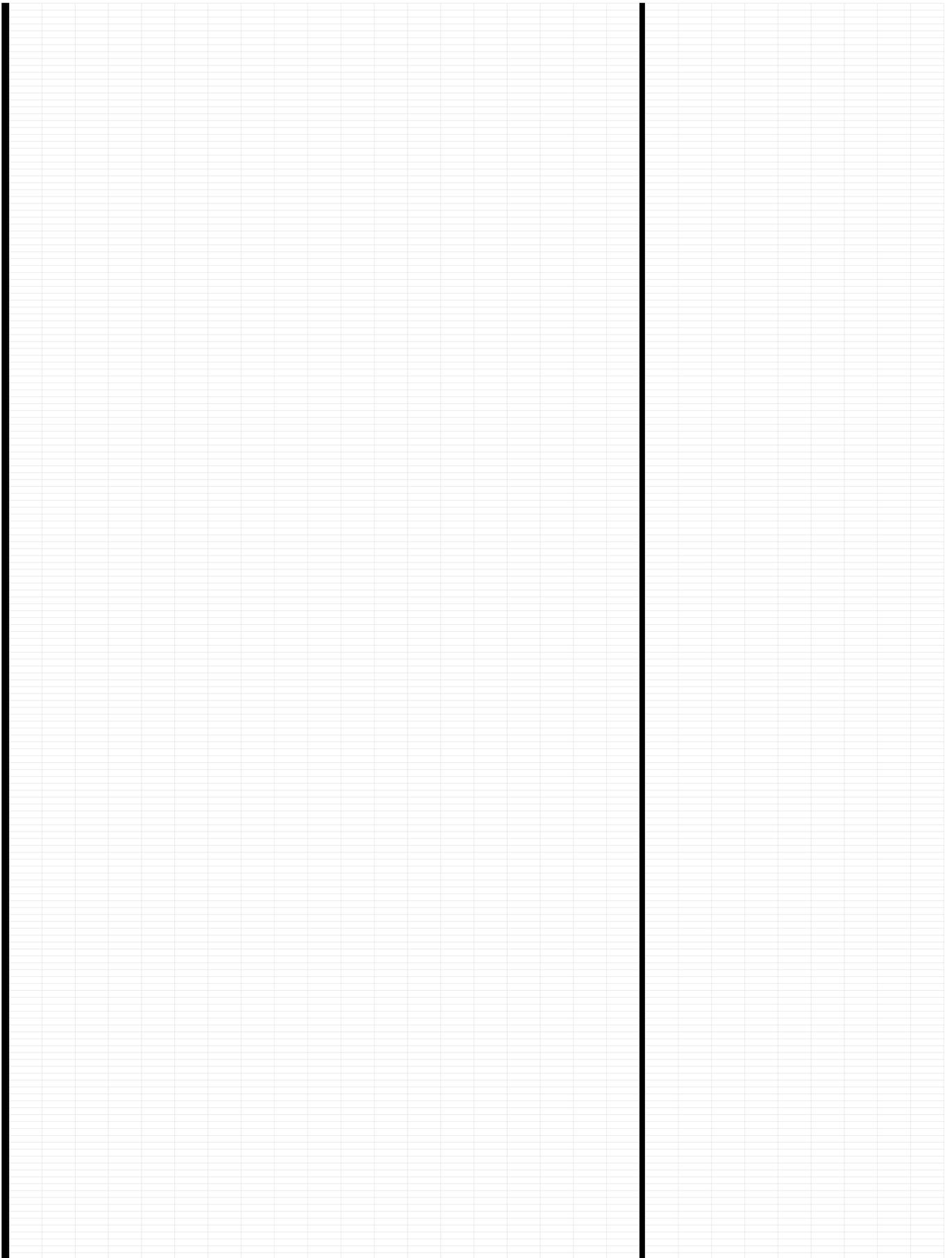


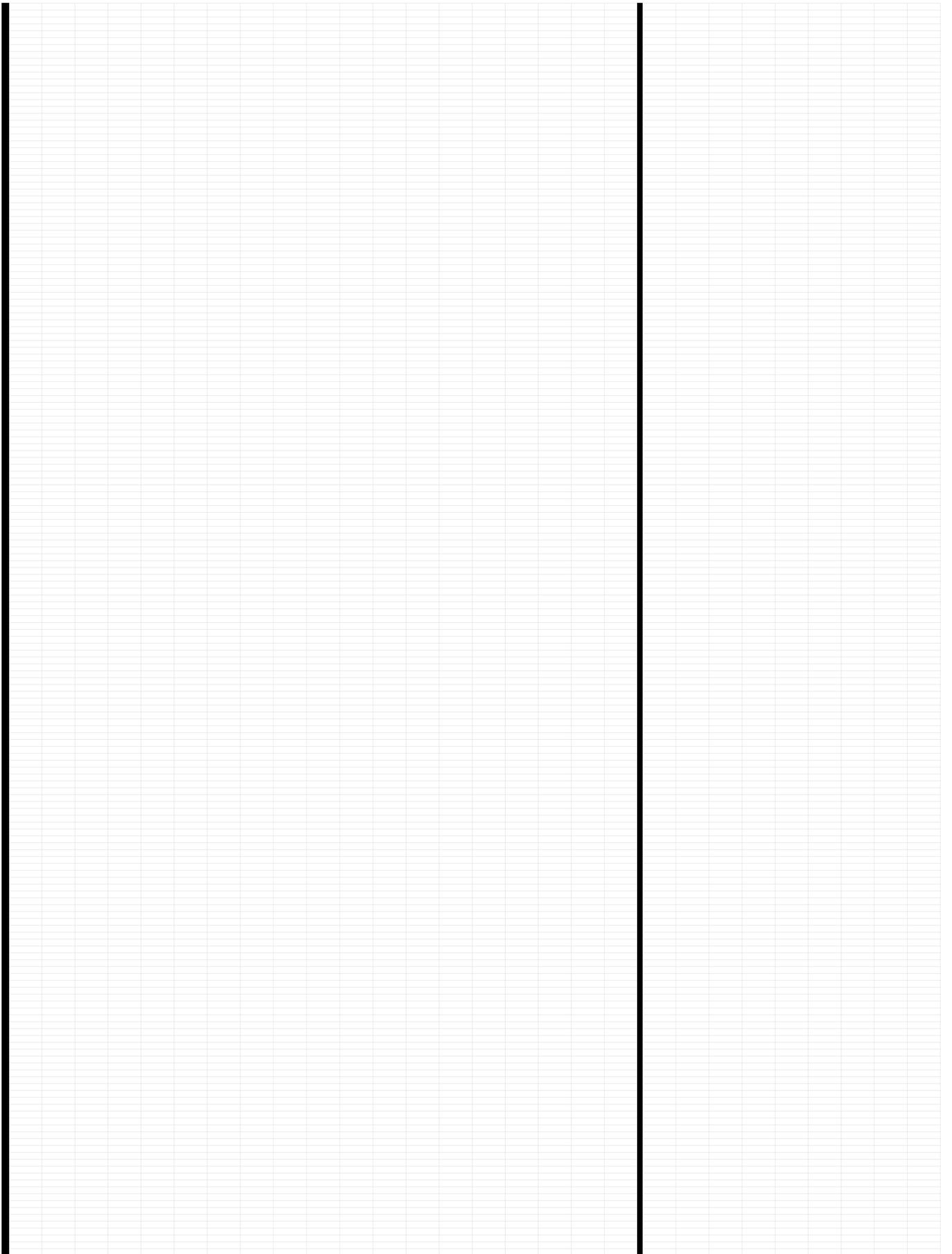


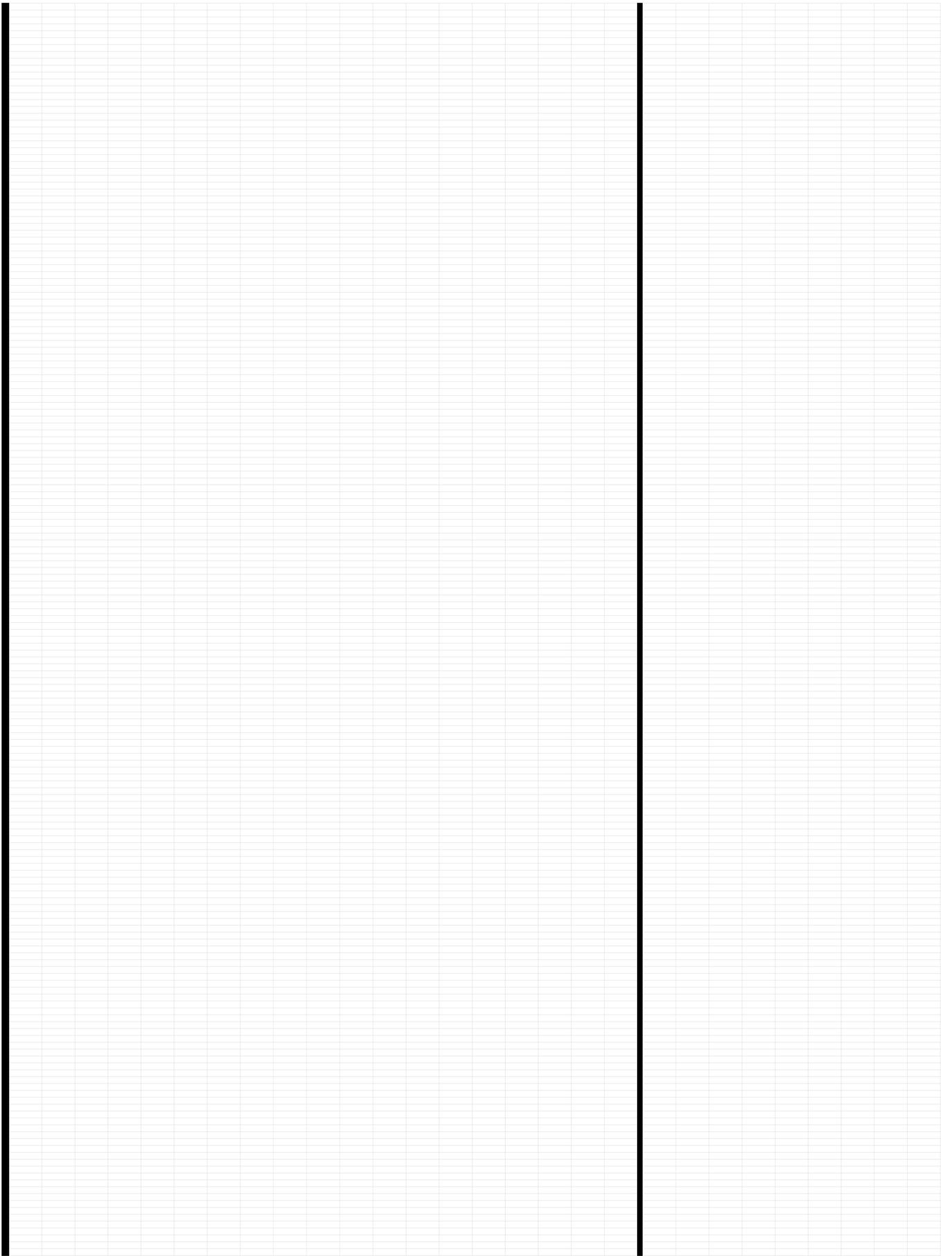


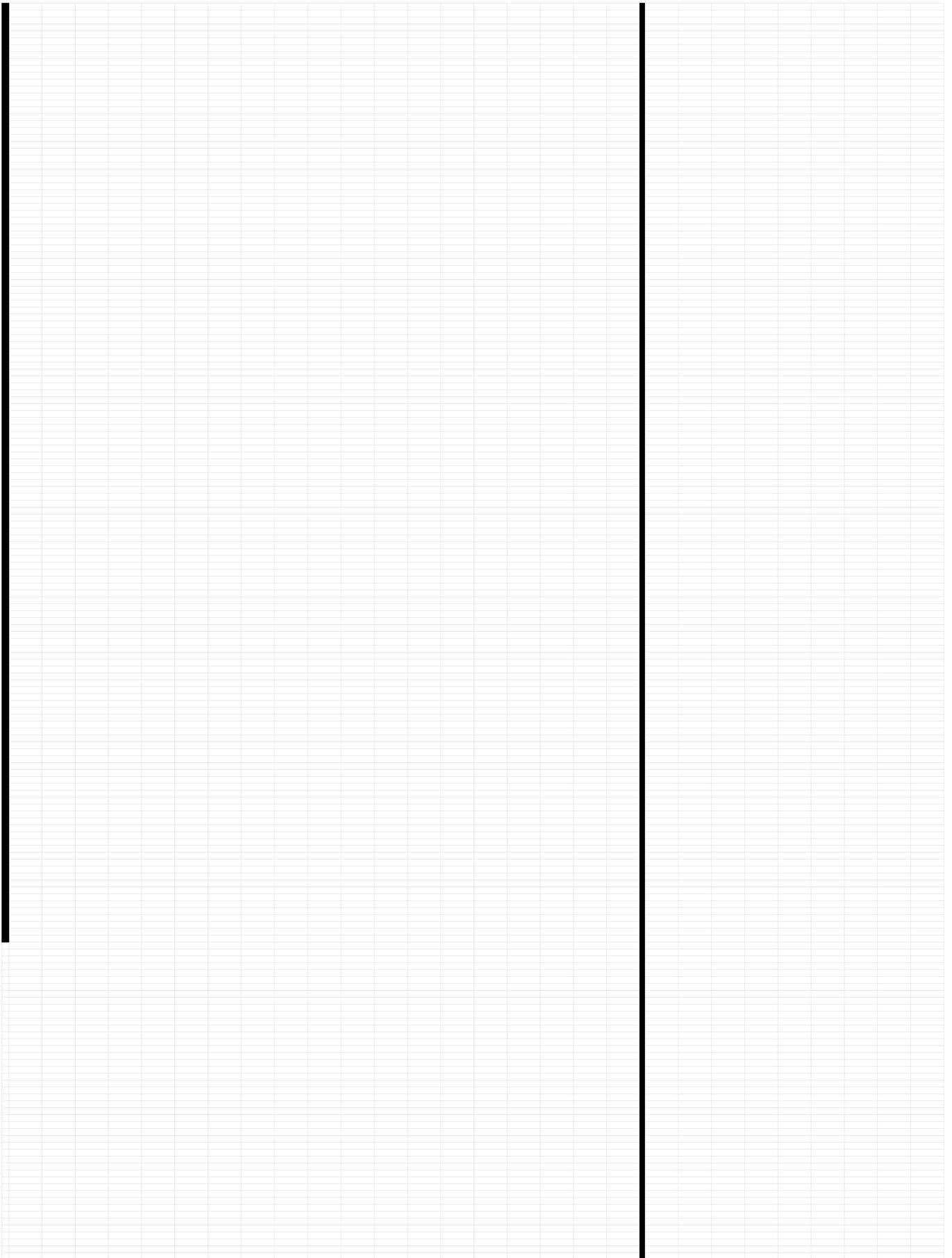


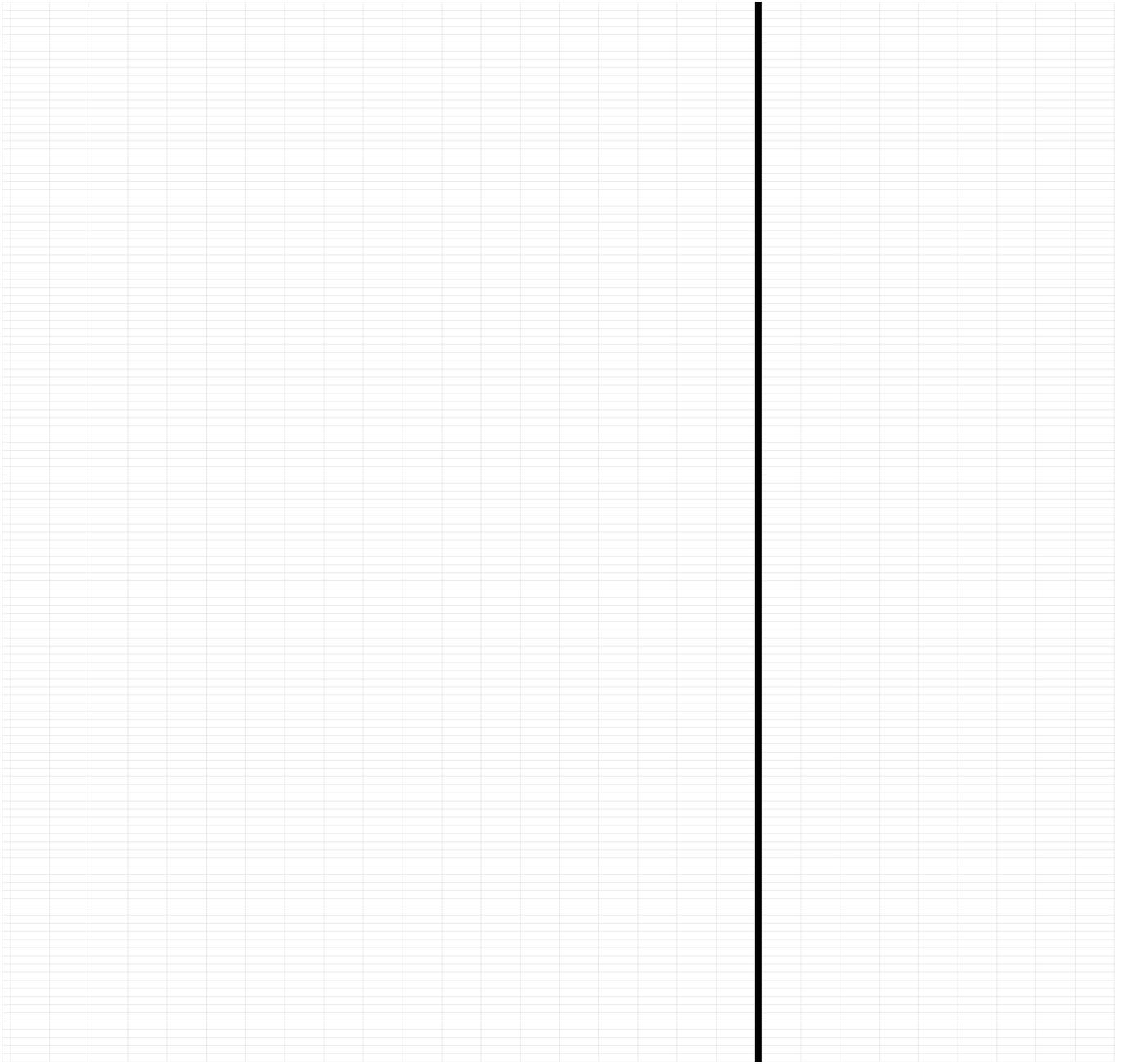




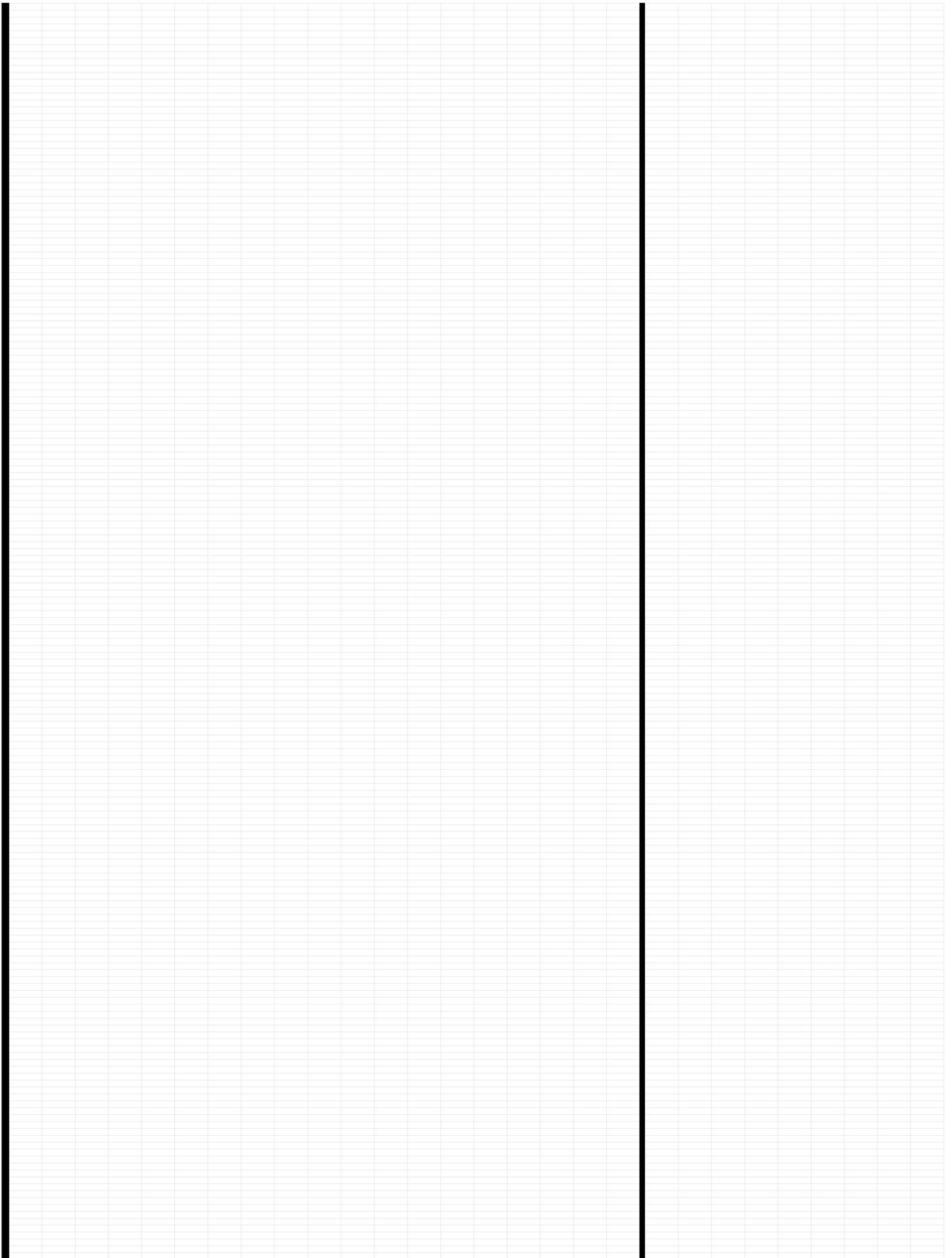


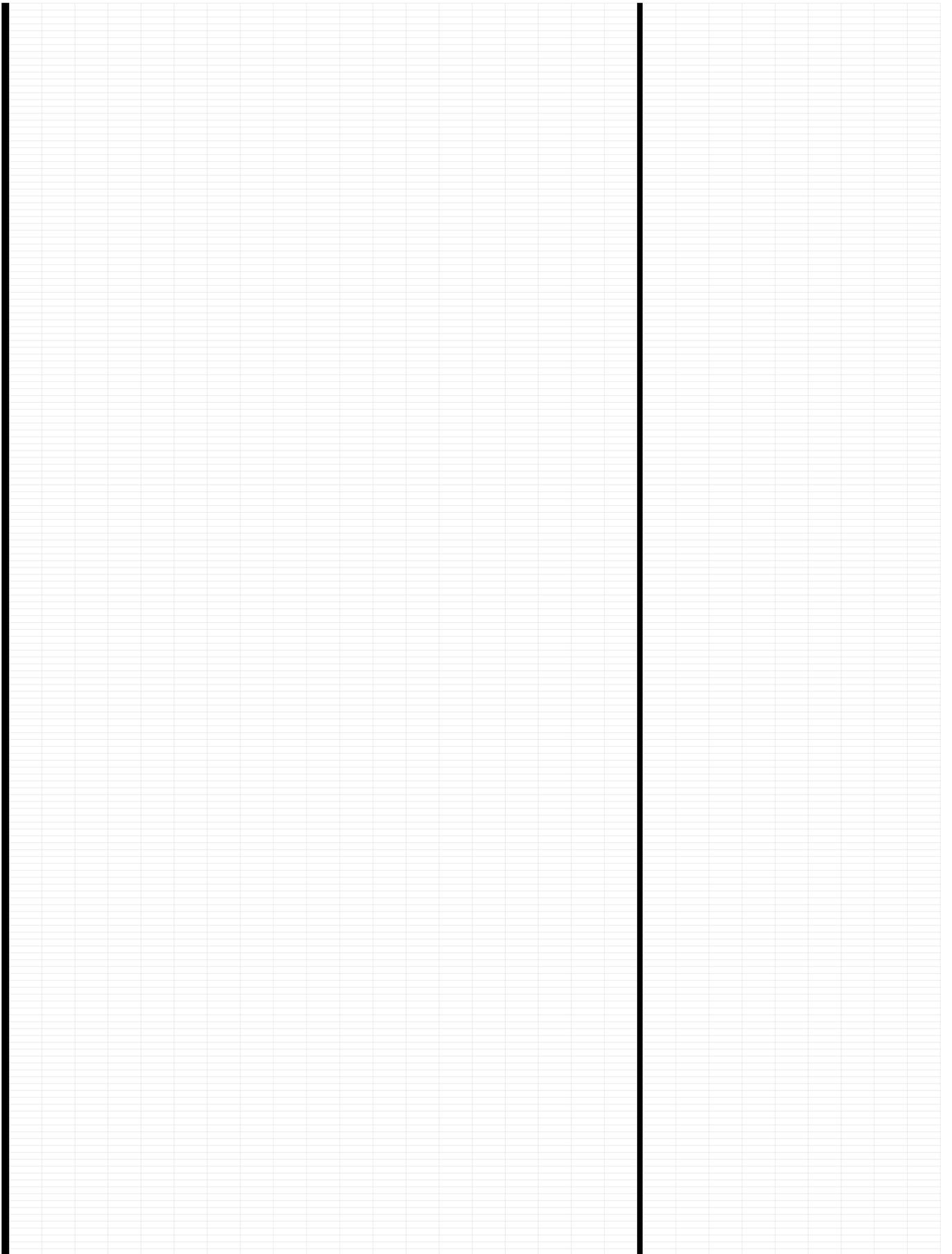


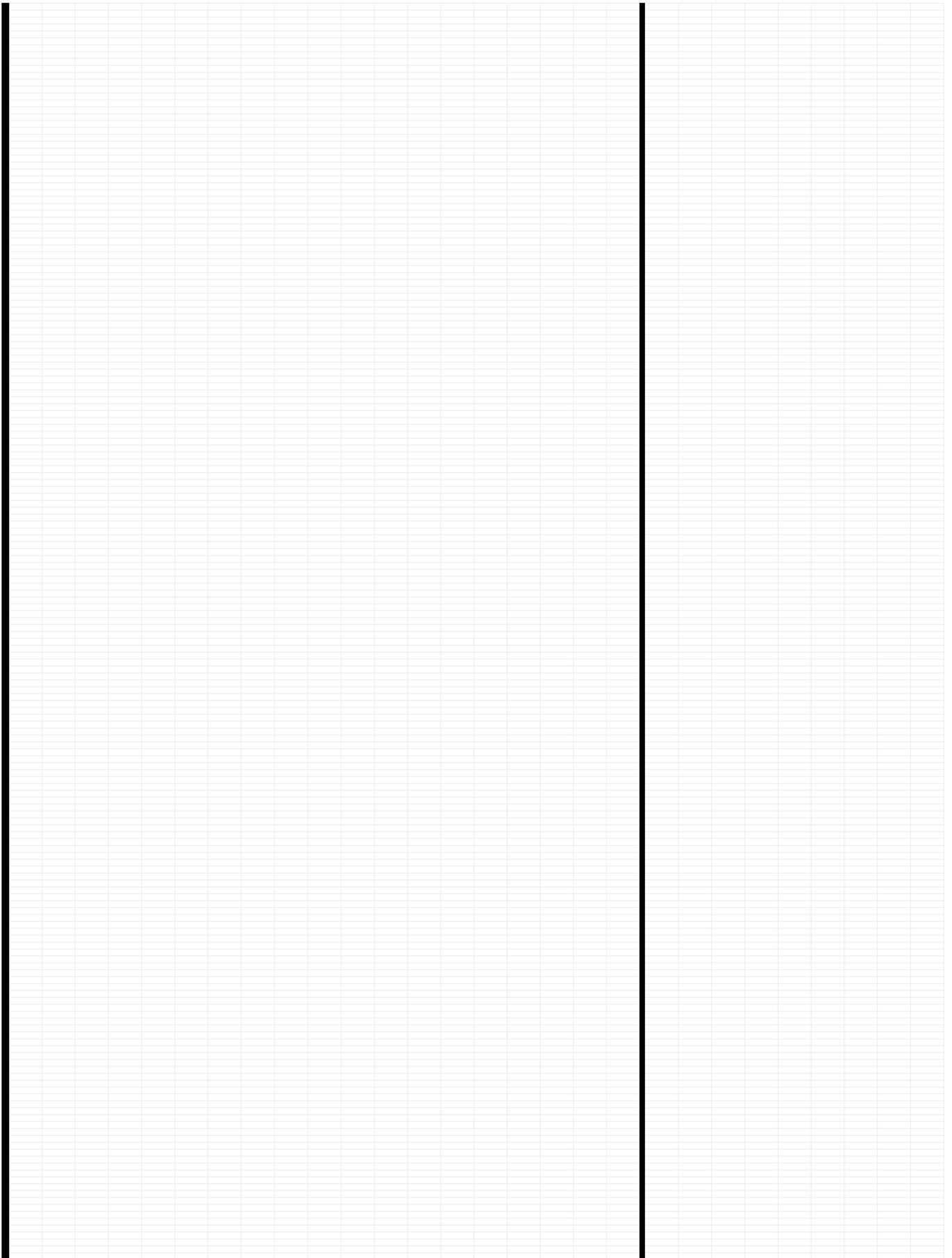


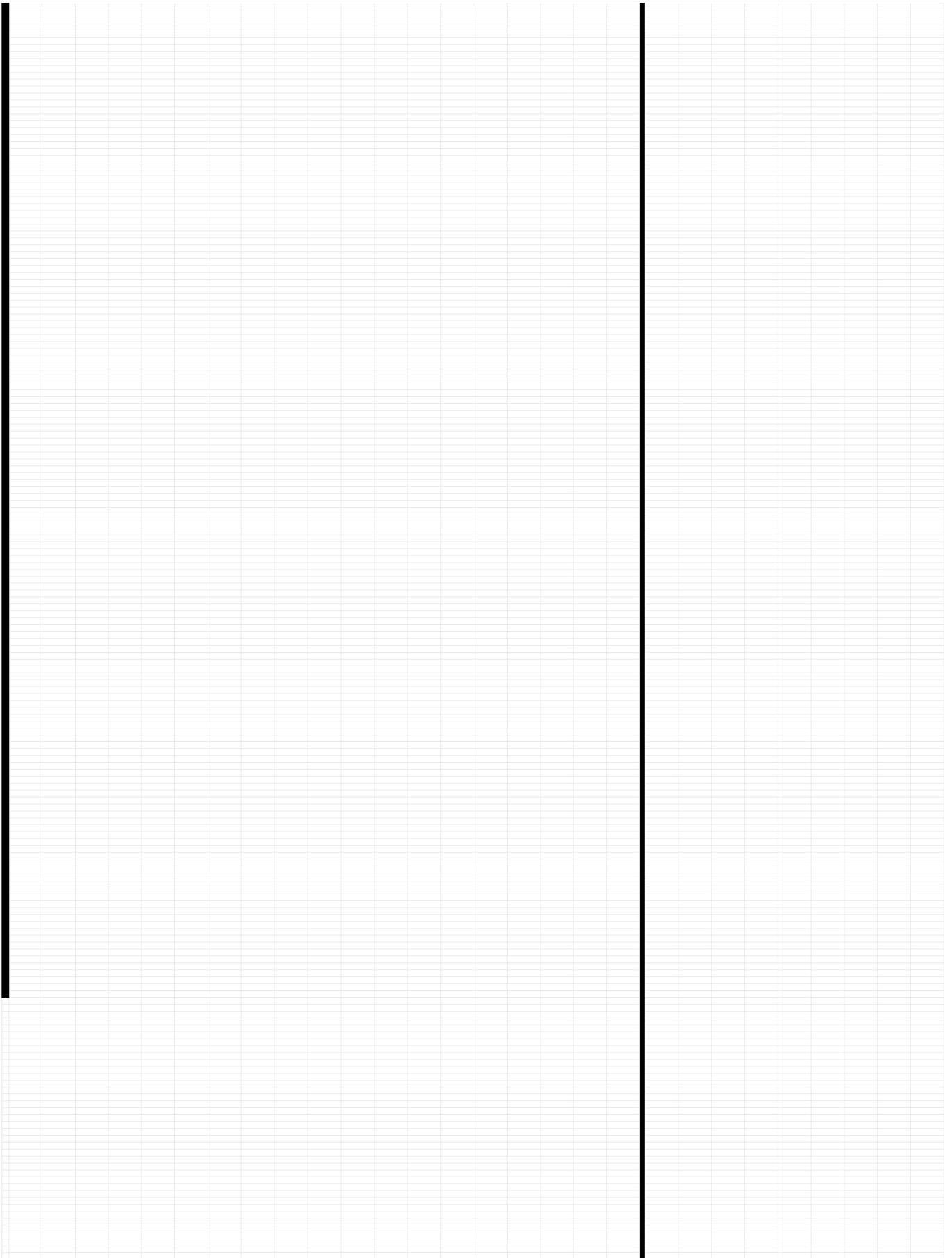


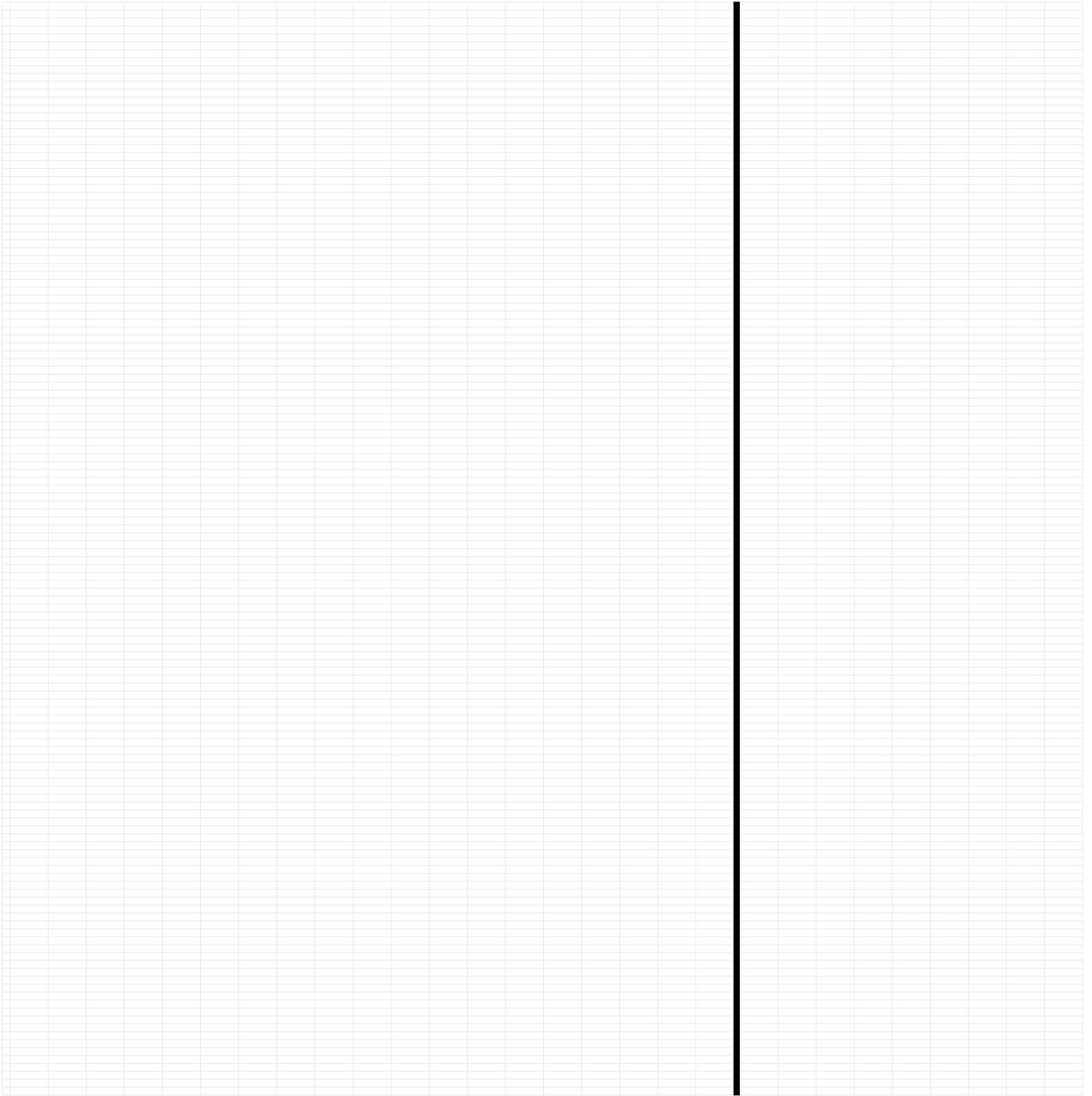




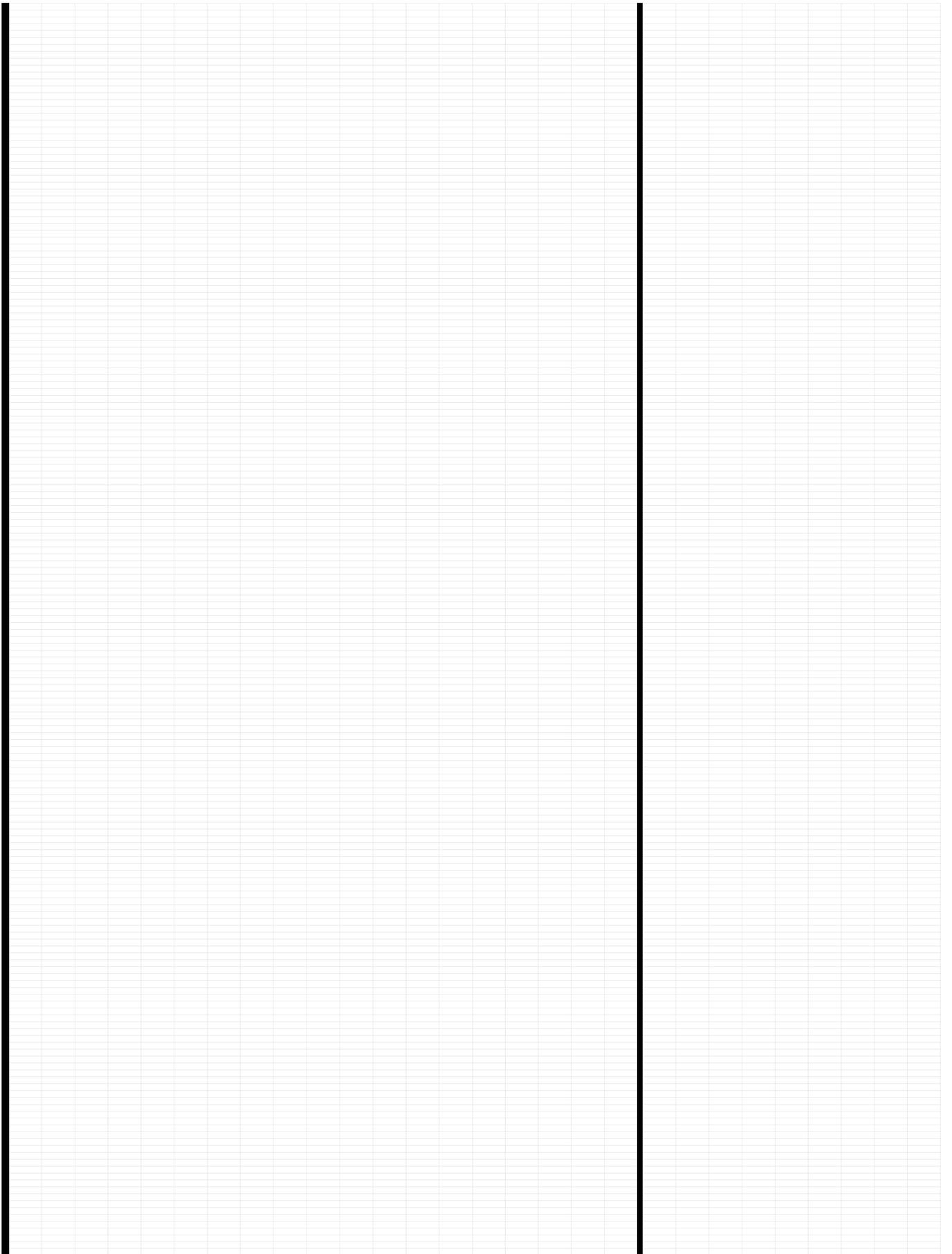


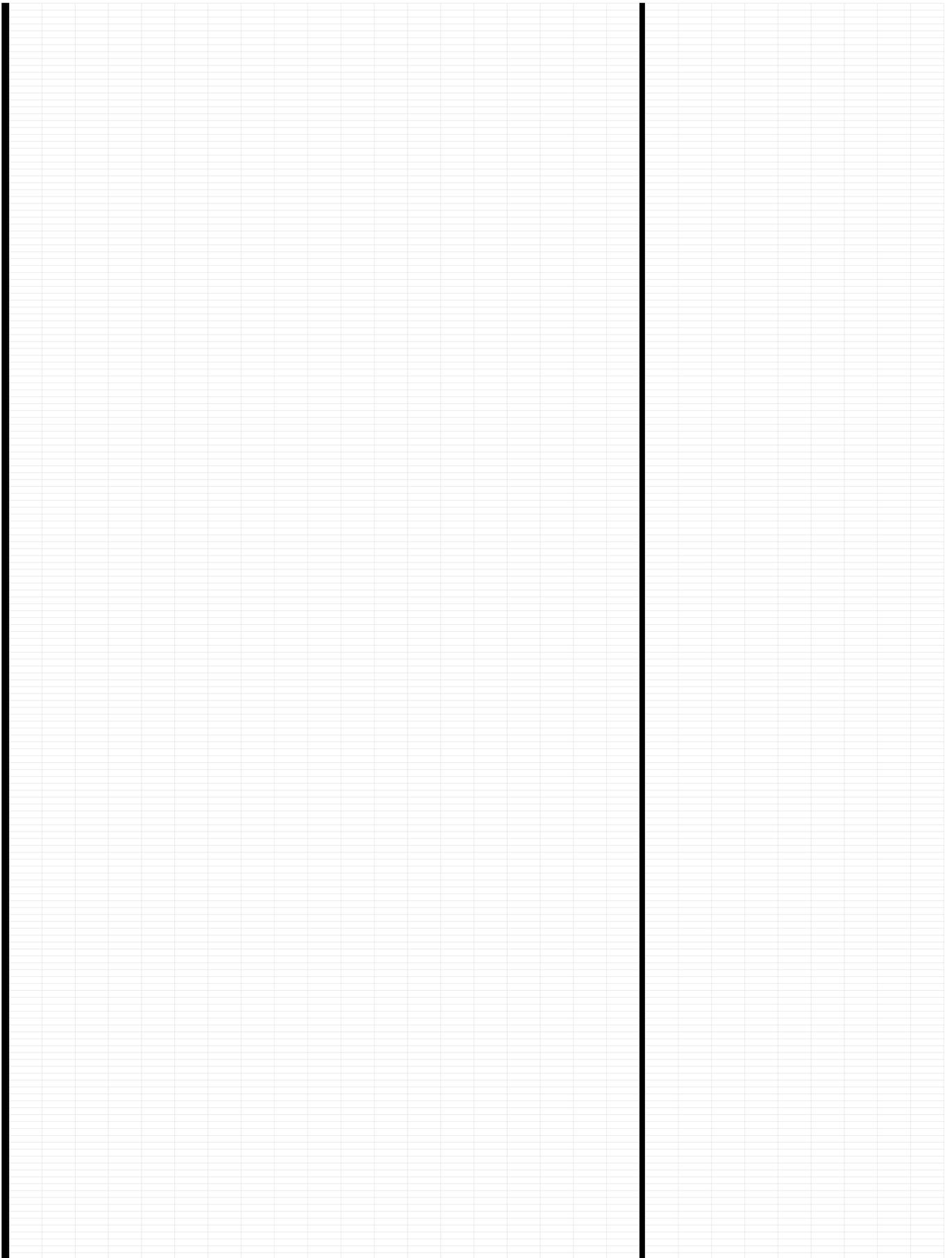


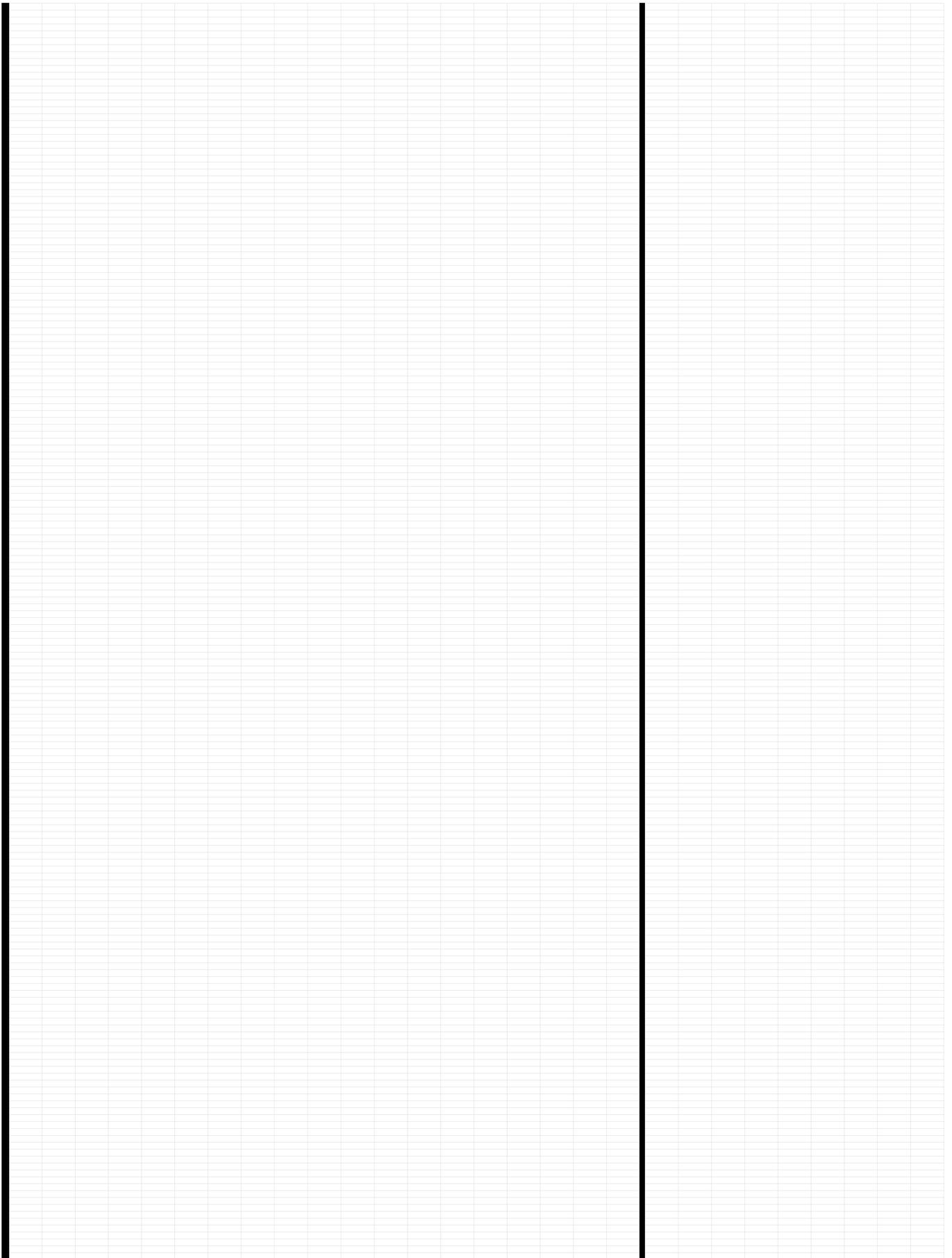


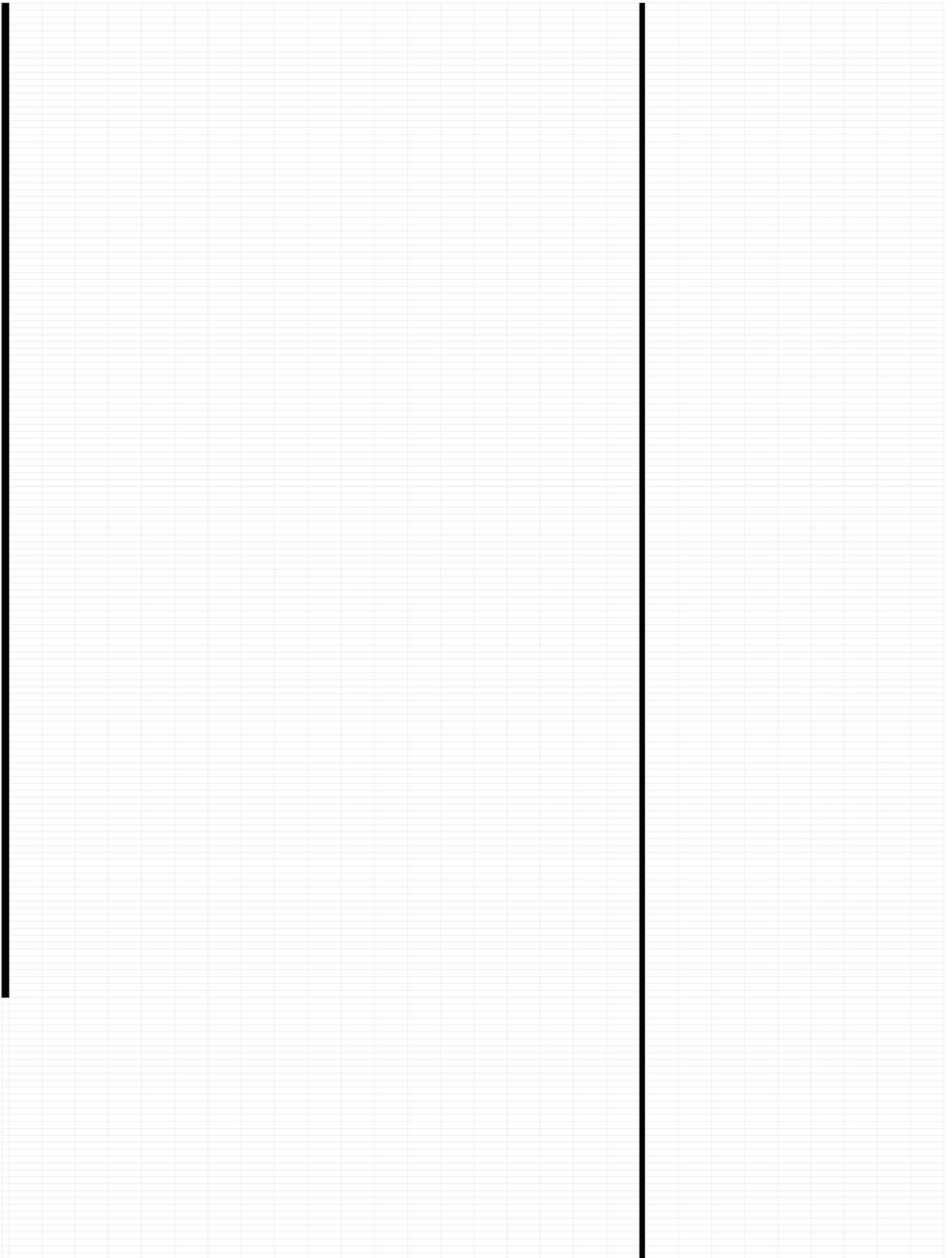


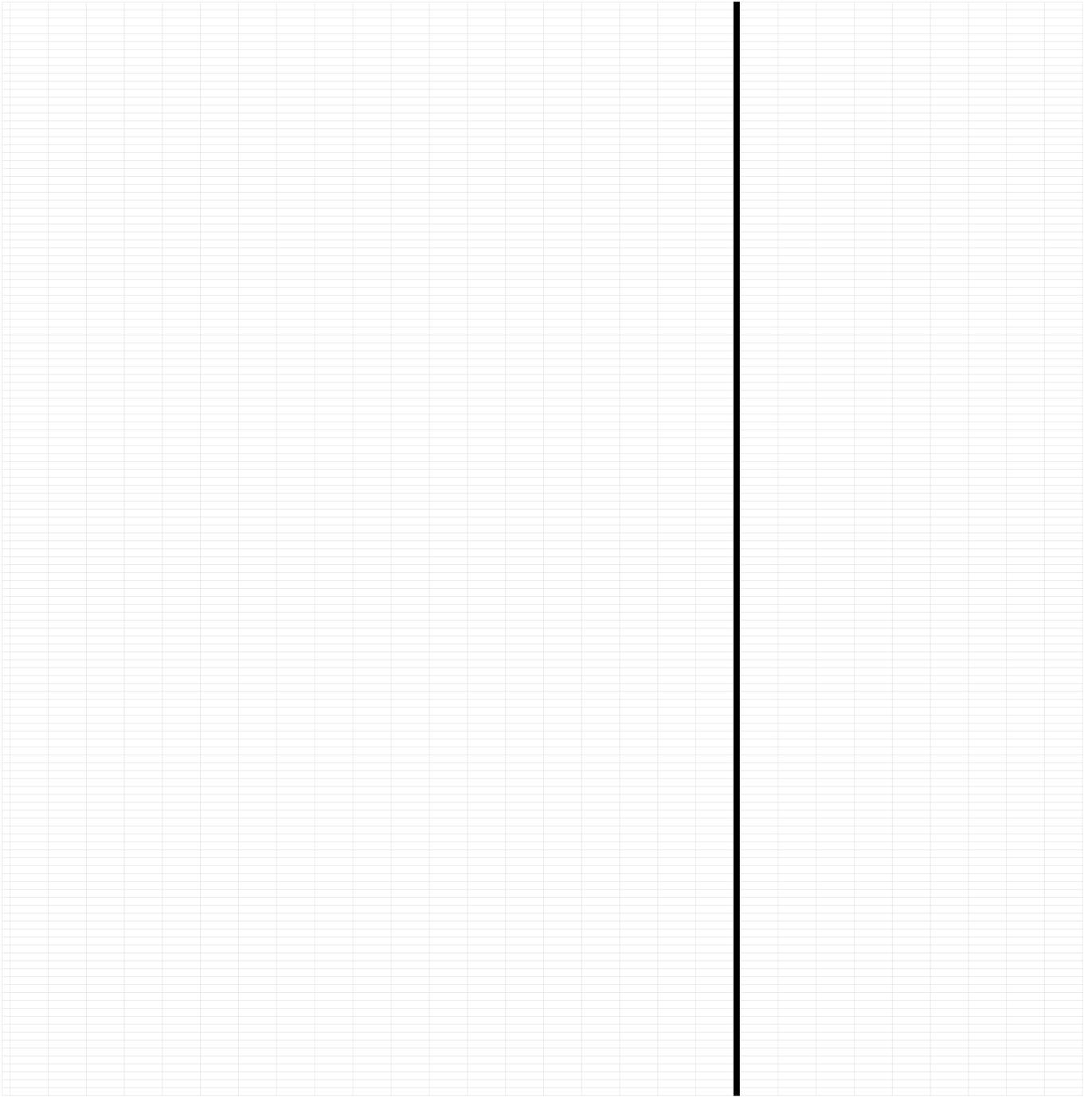




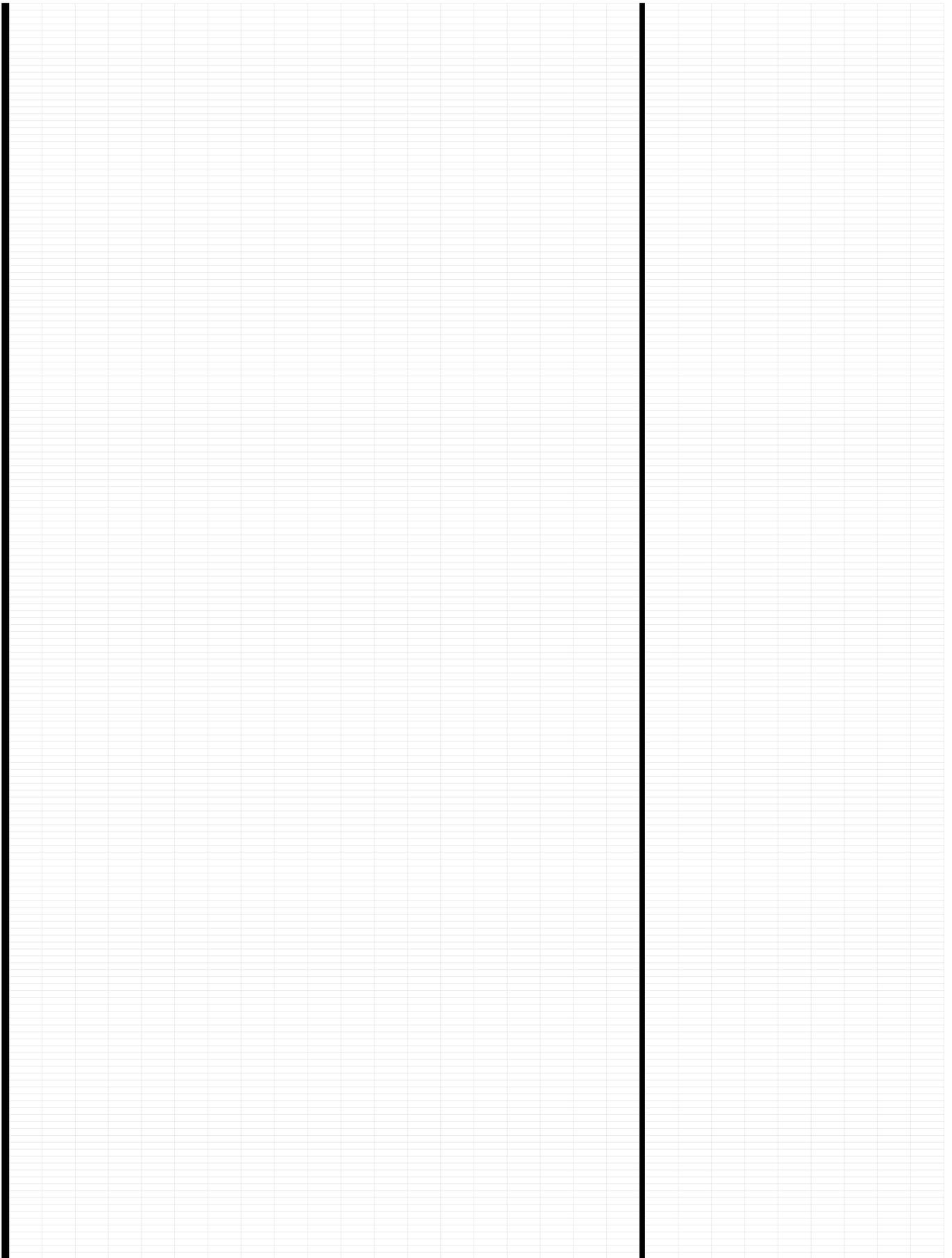


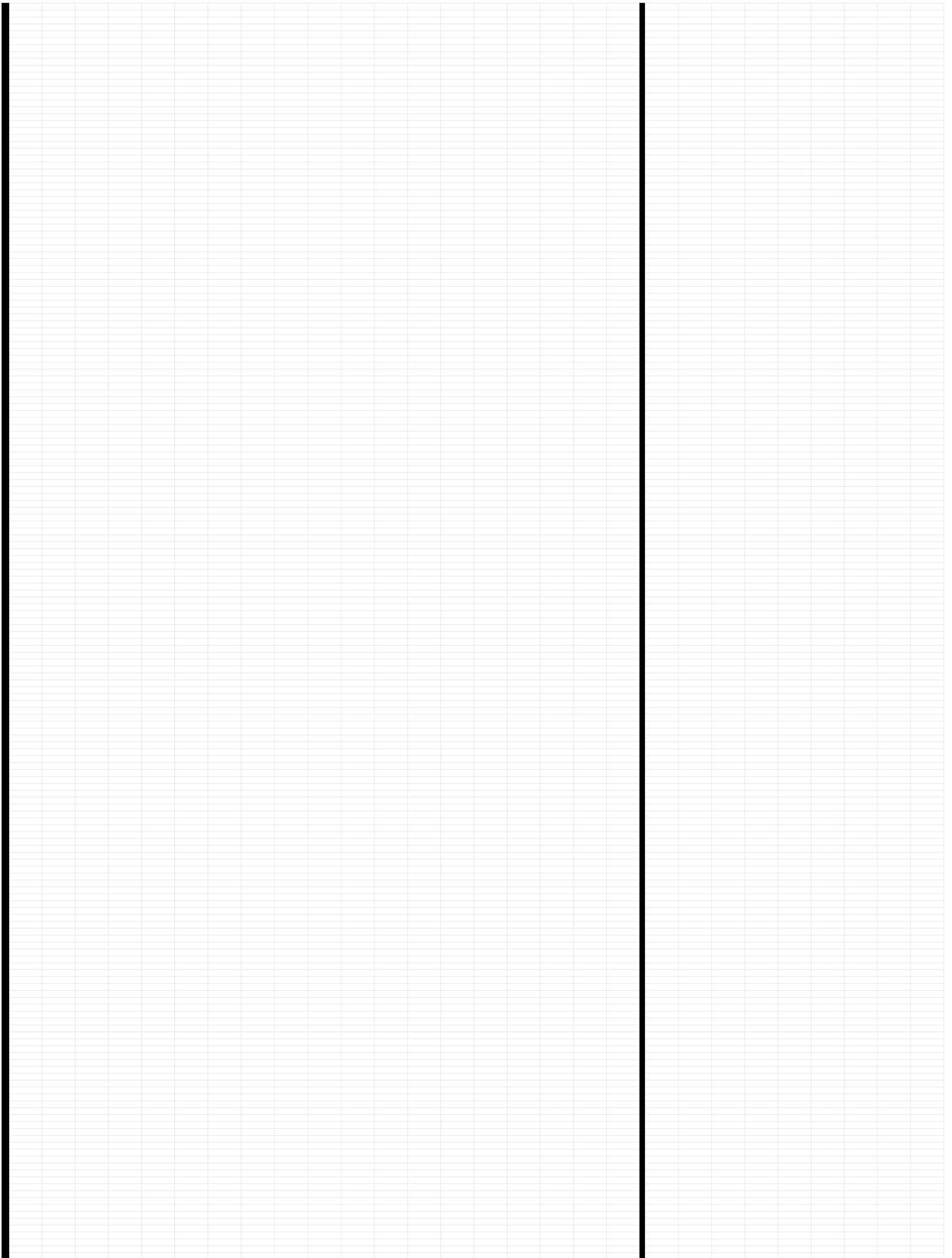


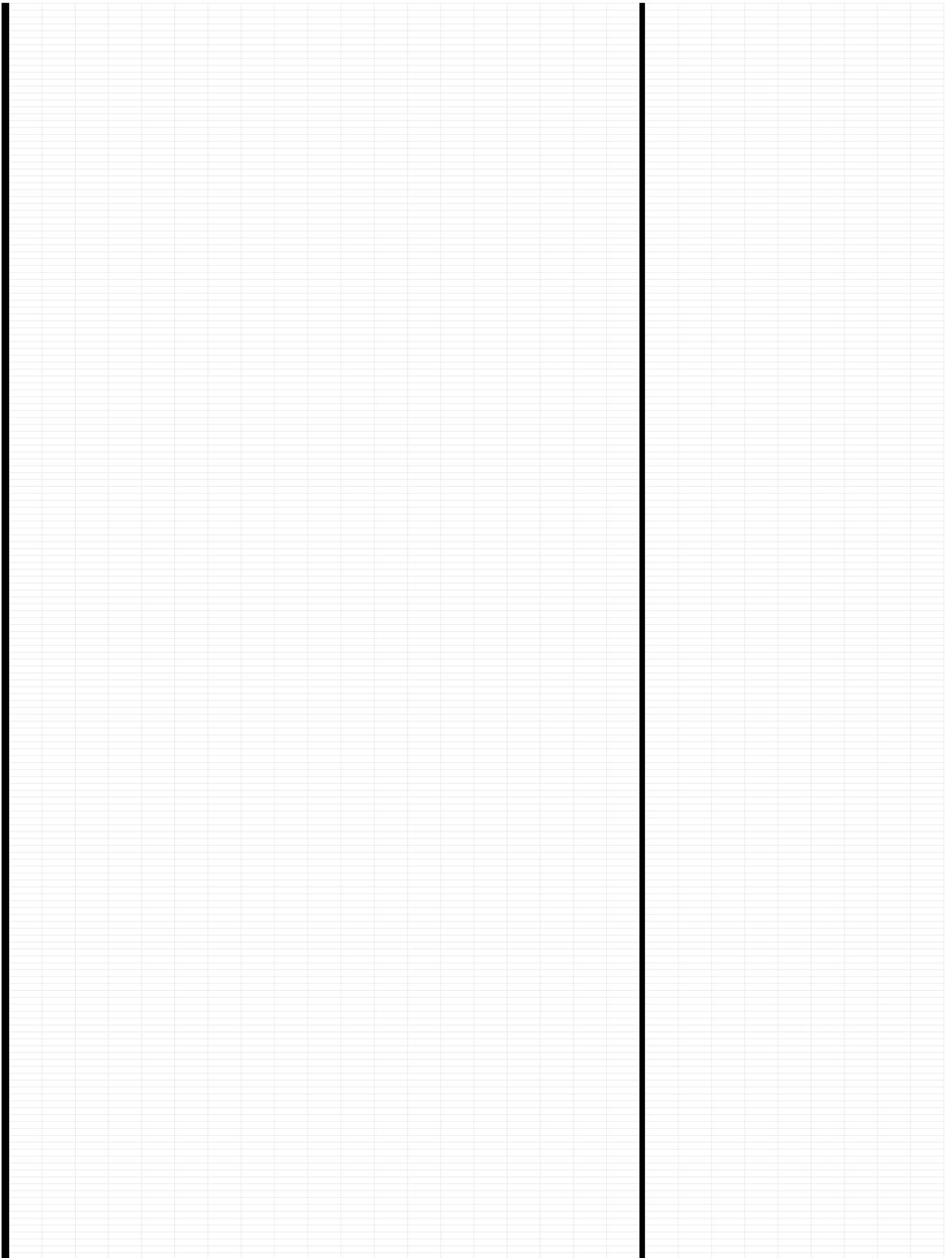


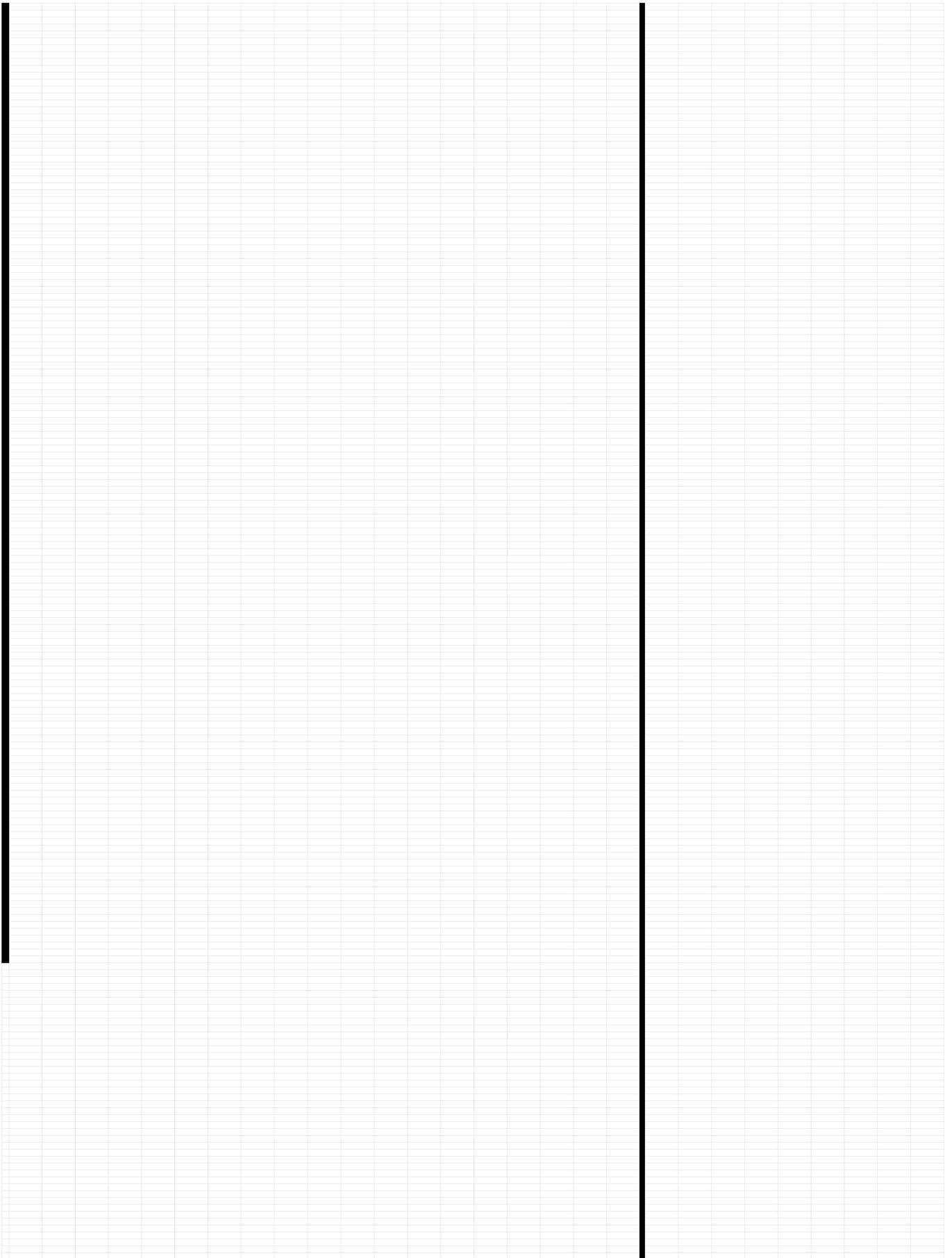


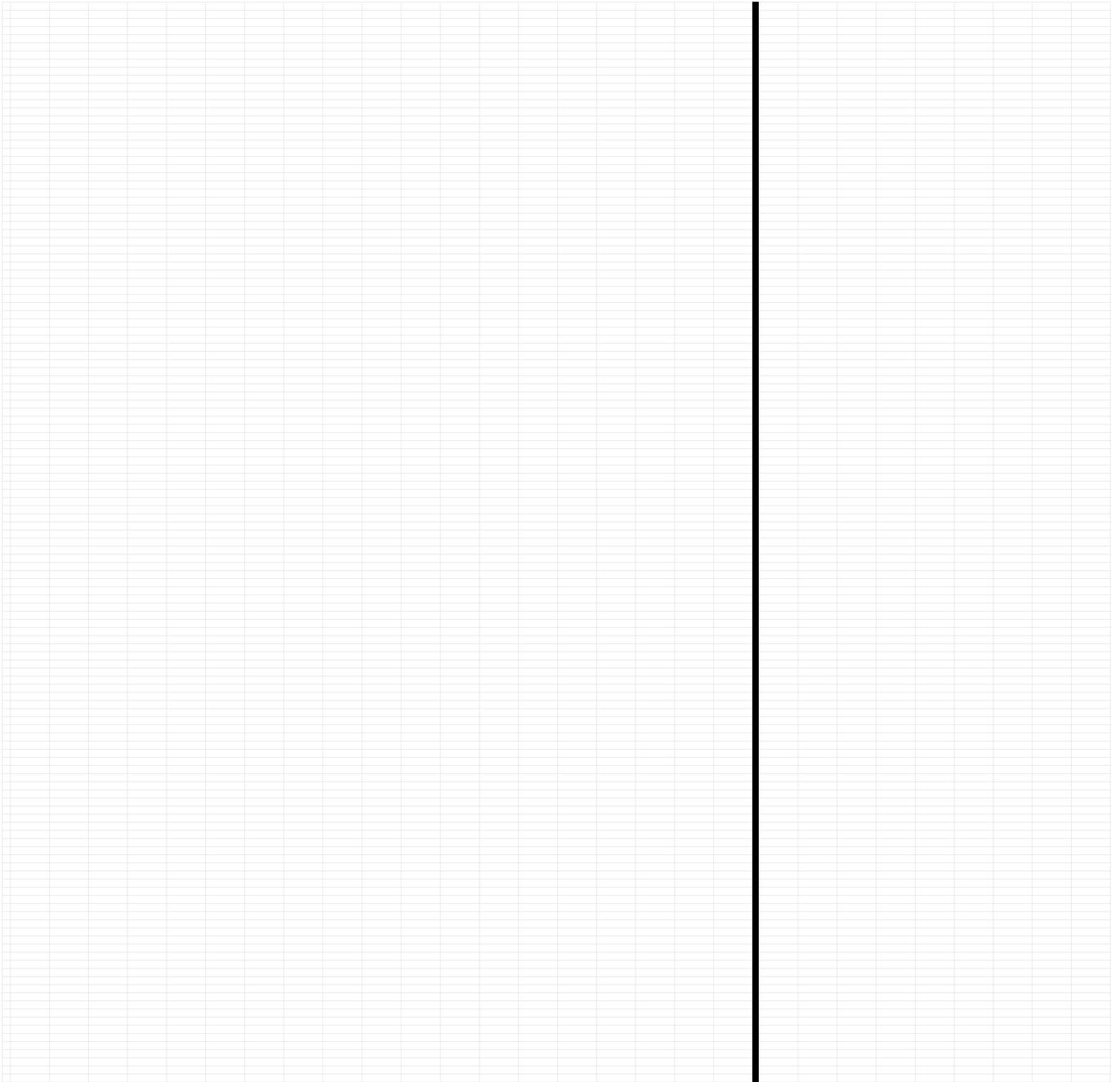












**Strength of arms. Mastery over magic. Wealth and treasure.** Each a different kind of power, and yet each asks before the power that is promised to you. There is a throne with your name on it, whether you want it or not, and if you don't claim that throne, then there are people who would gladly wear your crown to claim it instead. To bid for you, then, there's something you must do before your coronation: A quest. A journey. A test of your authority, wisdom, and will. You've already promised the throne... but for that to mean anything, you must prove that you deserve it.

Thank you for playing! Please write your name in this cell, so everyone knows who will be playing the part of:

My name is \_\_\_\_\_ of \_\_\_\_\_

Add I am... \_\_\_\_\_

**Features**

Choose three features from your Playbook's list when you start with this Playbook. You can add more with Milestones! You also start with Fealty.

**Fealty**

For each milestone you have marked, you may hold the Fealty of a sworn ally who will come to aid you when you call them. To gain the Fealty of a Sworn character, you must first convince them of your worthiness to hold your throne. If they find you worthy, you may roll into Will. On a hit, that Sworn character reveals Fealty to you. On a 10+ you may also clear 1 Struggle or gain 1 Experience. On a miss, the Sworn character conspires things, and the Sworn character is unwilling to swear an oath to you, at least for now. Once a sworn ally has answered your call and assisted you in a major task or undertaking, you will have exhausted the resources or goodwill of that ally for the duration of your journey. You may still have their allegiance or friendship, but you will not be able to call on them again in such a way.

(Sworn Character)				

**The One Who Would Rule**

	Expression	Body	Clothing	Age
Fine Impressions				

**Backstory: THE THRONE AWAITS**

Why are you on the Road, rather than in your palace? Choose one or more.

You've inherited much from your royal lineage, including some major problems. Choose two of the following Troublesome Inheritances:

What kind of ruler do you most want to be? When you start with this playbook, choose one Aspiration from the list below, and modify your starting Traits truthfully. You may change your Aspirations anytime you mark a Milestone.	<input type="checkbox"/> <b>Befriend the People</b> <small>1 Folk-Wise -1 Iron Will</small>	<input type="checkbox"/> <b>Destroy My Enemies</b> <small>1 Stout Heart -1 Folk-Wise</small>
	<input type="checkbox"/> <b>Cultivate Wisdom</b> <small>1 Nimble Mind -1 Stout Heart</small>	<input type="checkbox"/> <b>Uphold the Laws</b> <small>1 Iron Will -1 Nimble Mind</small>

Traits	FOLK-WISE	IRON WILL	NIMBLE MIND	STOUT HEART
	Know Their Mind Offer Comfort <b>0</b>	Blend Reality Withdrawal <b>0</b>	Outwit Seek Insight <b>0</b>	Engage an Enemy Take Up Arms <b>0</b>

Assign each of the following values to one Trait of your choice: 5, 1, 4, -1. Assign this value to not already above the bar.

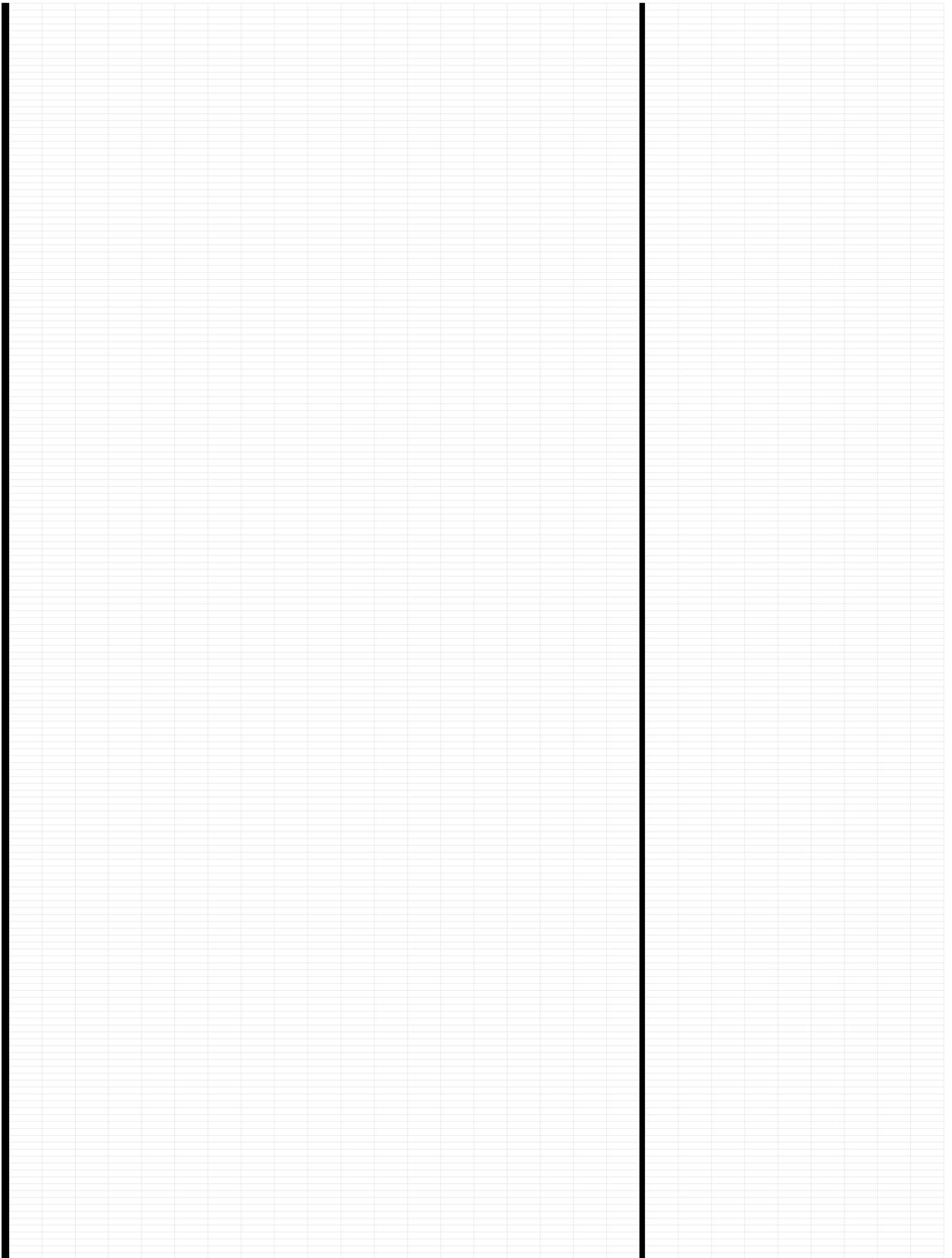
Struggles	Flippant	Indefatigable	Obsessed	Cowardly	HARM	Defense:
	Say or do something to hurt or anger someone you care about	Refuse a companion for defying or questioning you	Waste time, resources, or focus on your obsession	Flee from danger, no matter the consequences of retreat	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	Overwhelmed Allow something bad to happen which you could have stopped	Spineless Show your ally is a threat instead of fighting back	Paranoid Make a baseless accusation against another wanderer	Reckless Leap blindly into action with no plan or consideration	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

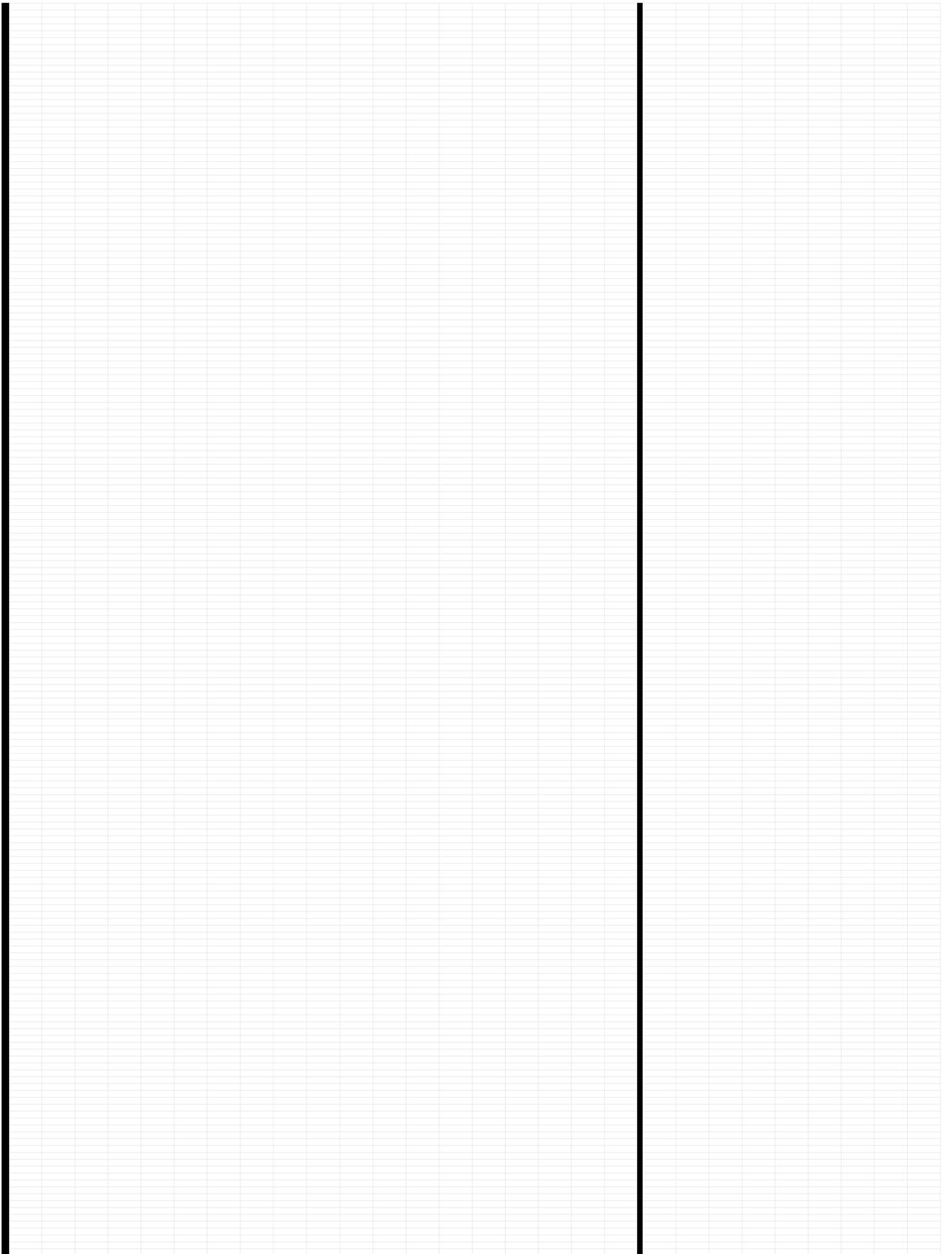
**One Who Would Rule Milestones**

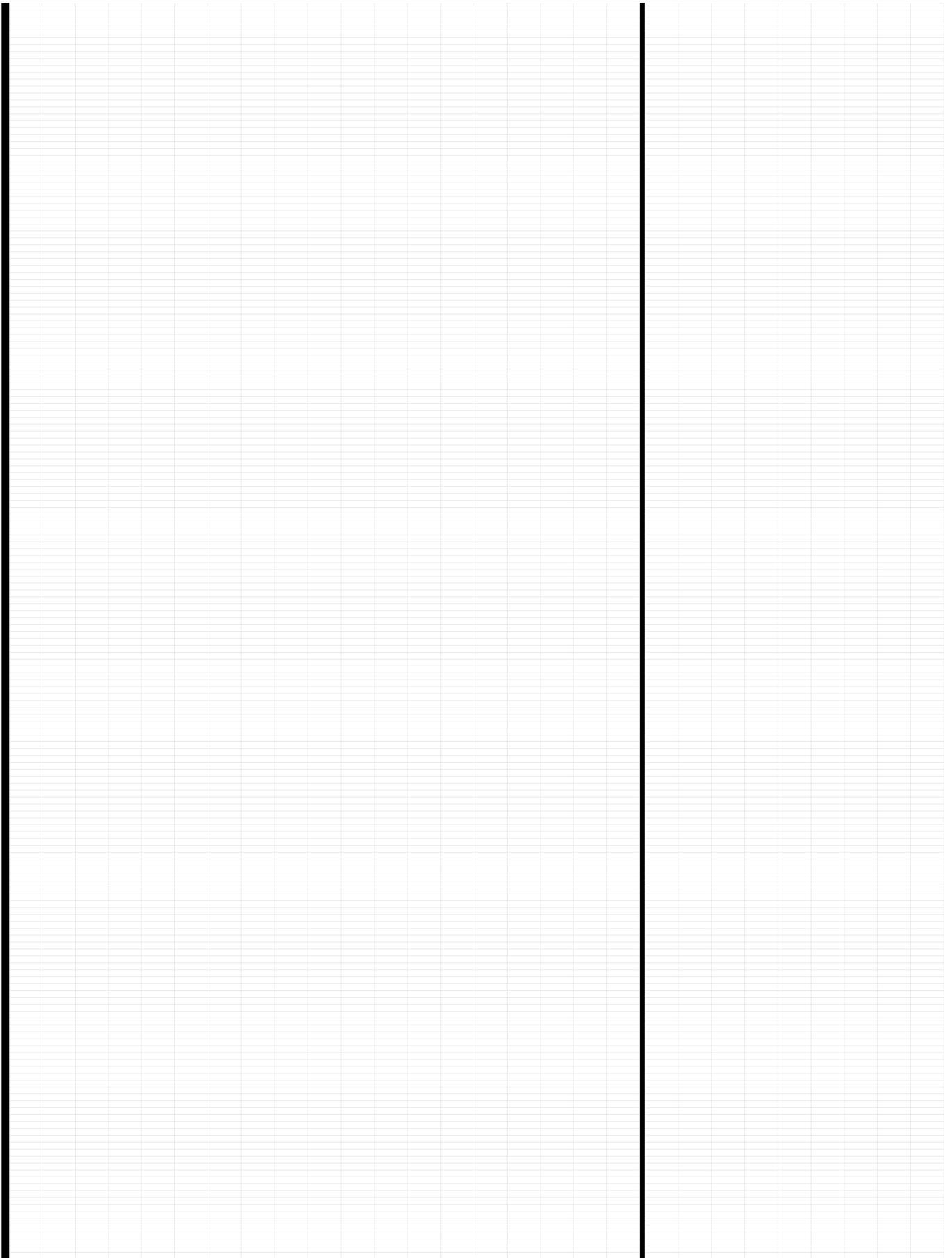
Basic Milestones	Advanced Milestones
<input type="checkbox"/> Take +1 to Folk-Wise <input type="checkbox"/> Take +1 to Iron Will <input type="checkbox"/> Take +1 to Nimble Mind <input type="checkbox"/> Take +1 to Stout Heart <input type="checkbox"/> Take another One Who Would Rule feature <input type="checkbox"/> Take another One Who Would Rule feature <input type="checkbox"/> Gain one more Harm box <input type="checkbox"/> Take a feature from another Playbook	<input type="checkbox"/> You will survive your Ultimate Sacrifice <input type="checkbox"/> Take +1 to any Trait, to a maximum score of +3 <input type="checkbox"/> You may call upon each of those who have sworn Fealty to you a second time <input type="checkbox"/> Take a Legendary Feature <input type="checkbox"/> Take a Legendary Feature

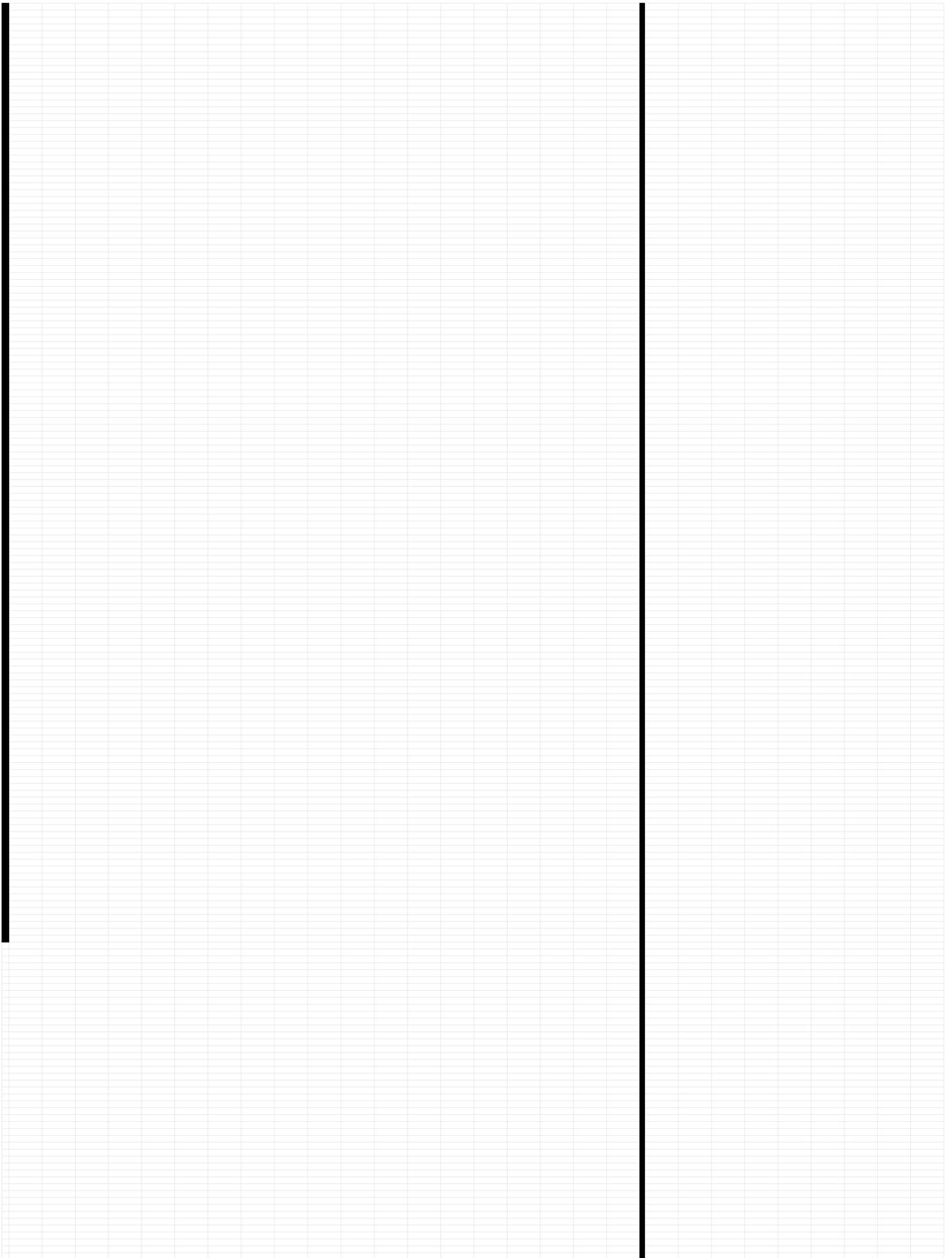
**Notes and Tips for Using This Character Keeper**

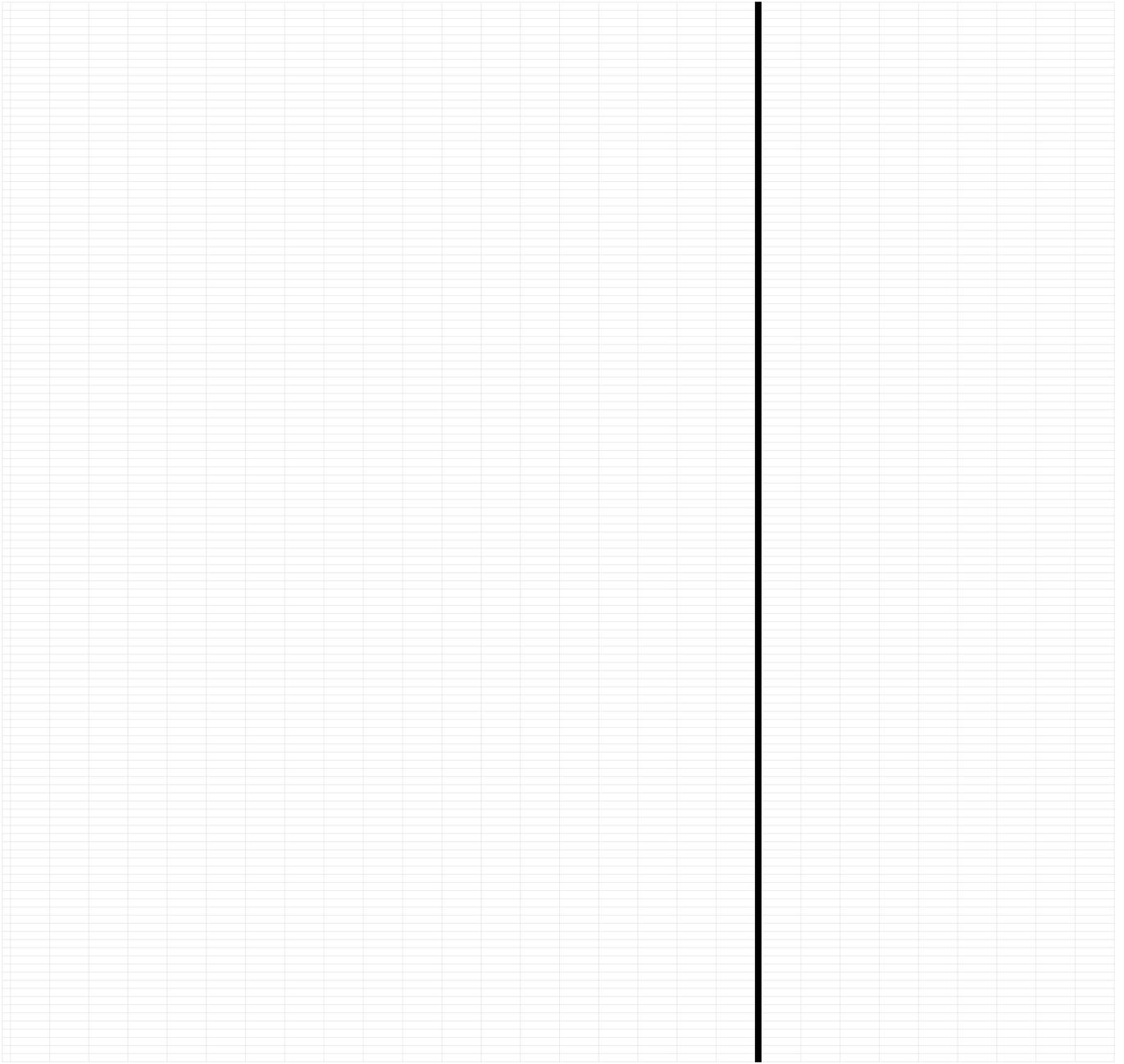
If you take a feature that involves choosing from a list of options, or one which has a "pool" of spendable resources, you can find these under the "Add-On" column in the Features Master List. Find the feature you need (they are listed alphabetically, not by Playbook), then copy it's add-on into the cells just below the corresponding feature. At the moment, I am unaware of a way to automatically populate cells with things like blank checkboxes and pre-filled dropdown menus using VLOOKUP! If anyone has any tips for how to do this, feel free to message me on Discord at 'saintthyscribe', and thank you in advance!



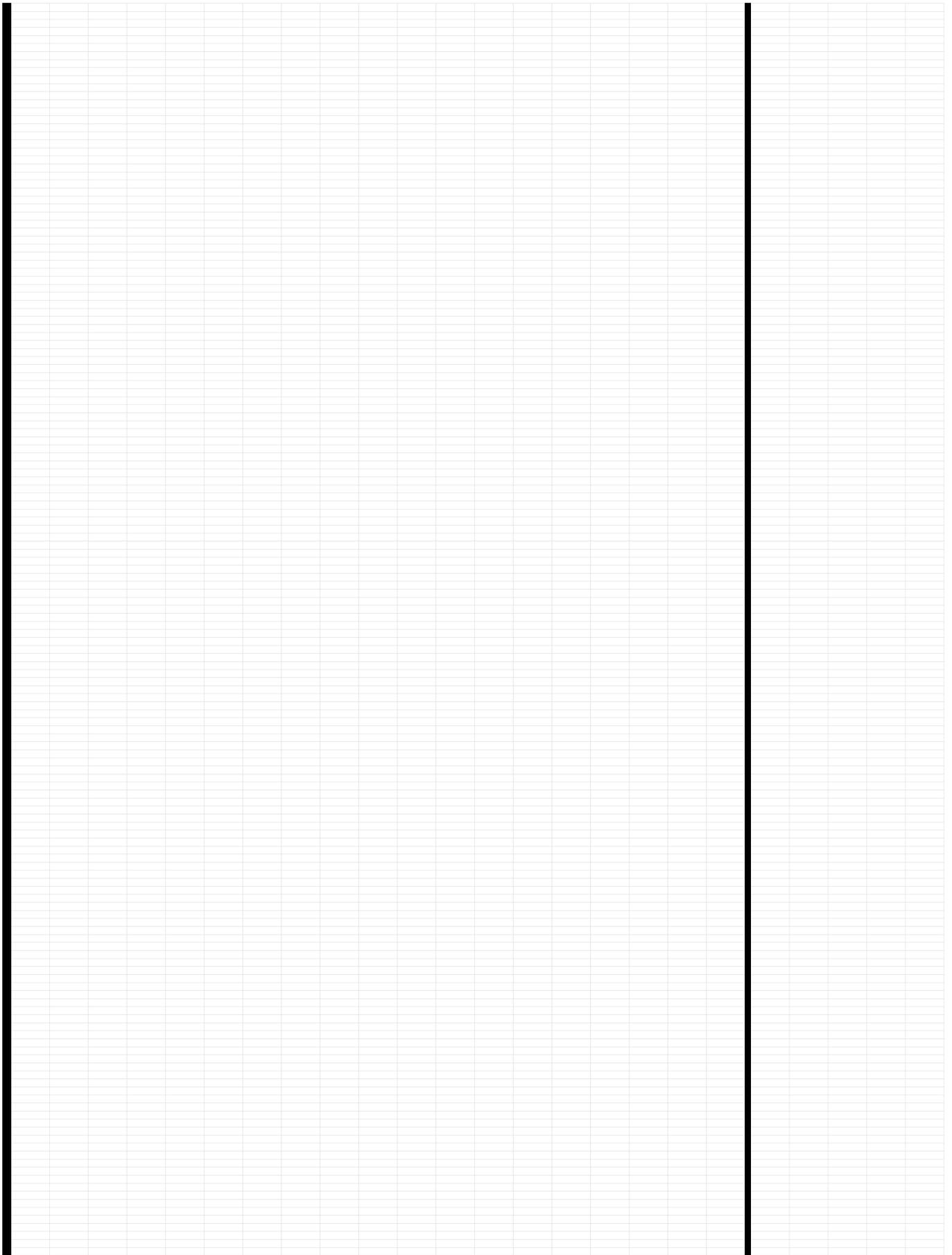


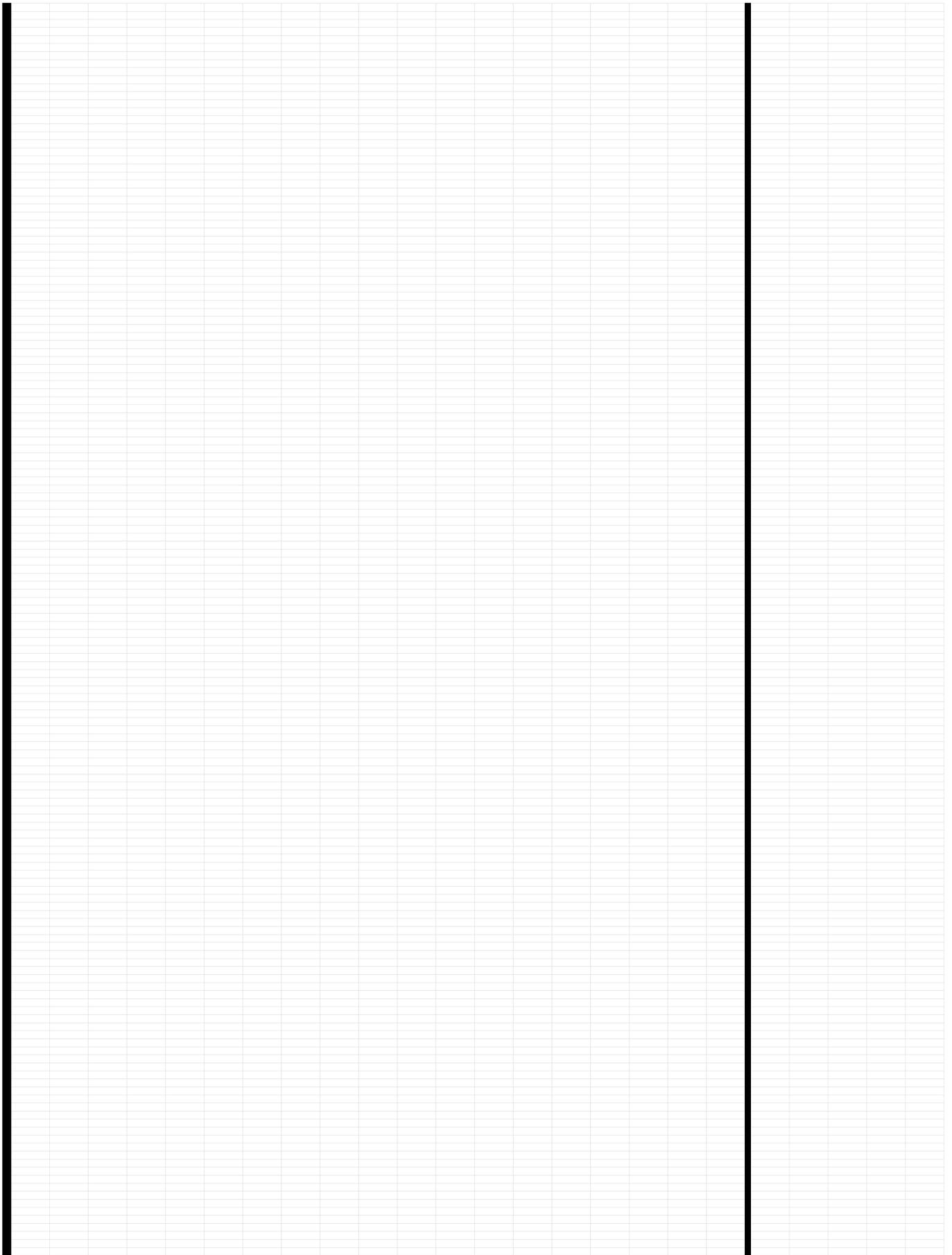


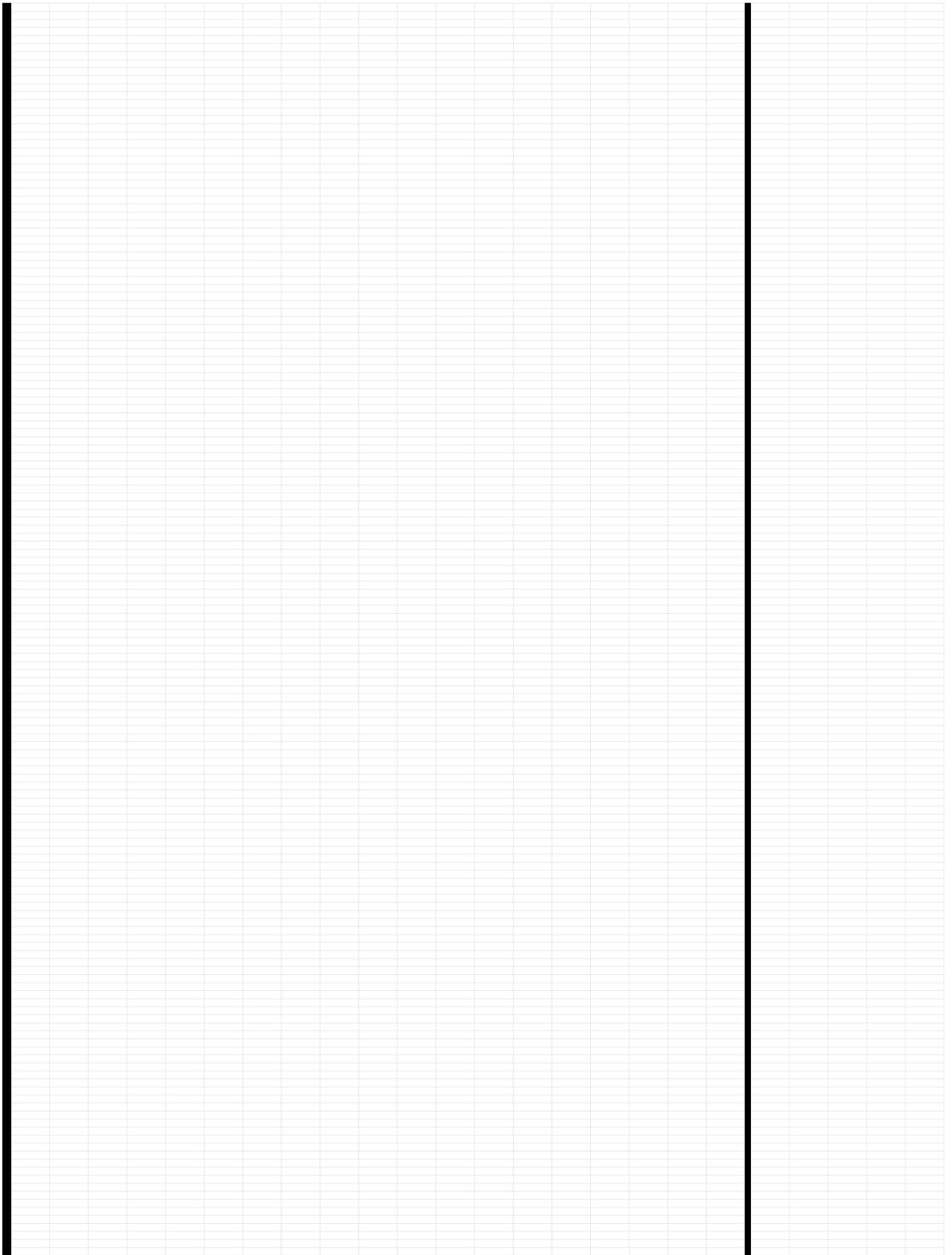


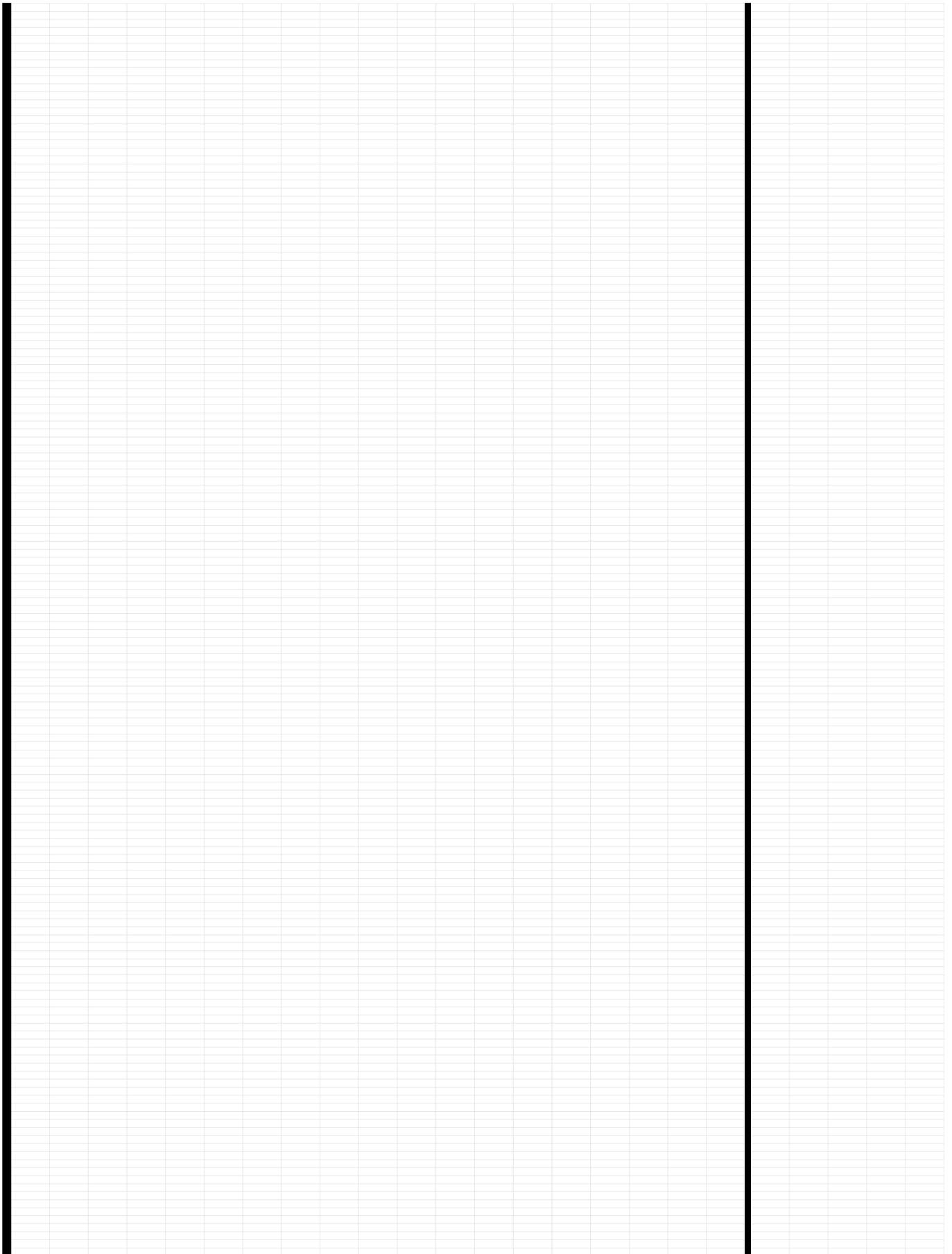


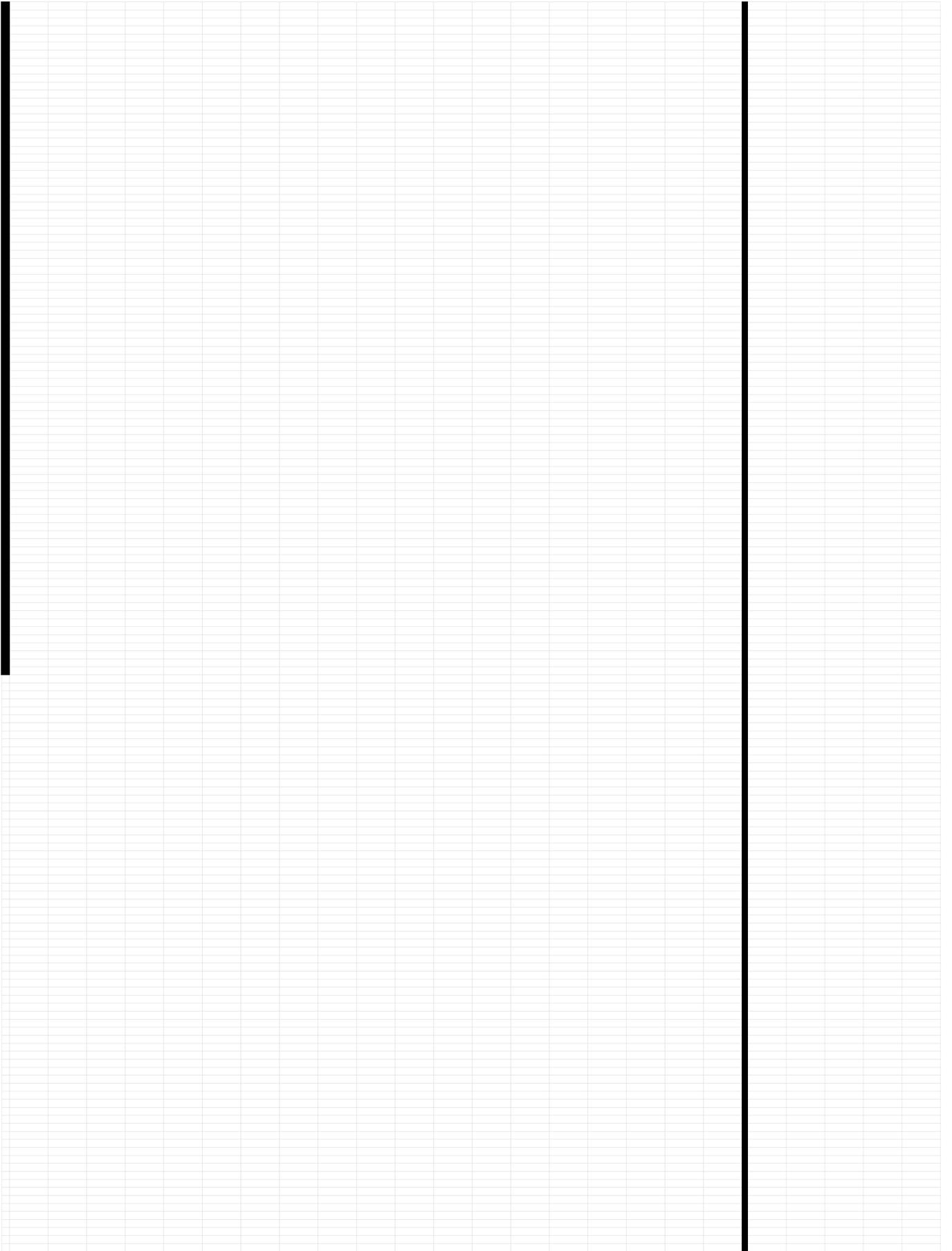












The image shows a sheet of graph paper with a grid of small squares. A thick vertical black line runs down the center of the page, dividing it into two equal halves. The grid extends to the edges of the page, with the black line positioned exactly halfway between the left and right margins.

Faithful Companion Features	<b>Camp Boss</b>	When the party Stops to Rest, you can spend one of your holds making a nourishing meal, making the camp more livable, and generally looking after the comfort and safety of others. This gives every other wanderer an extra hold to spend while they Stop to Rest.
	<b>I'd Listen if I Were You</b>	You can grant +1 forward to your Other Half when they Engage an Entity and you are nearby. When you and your Other Half are both involved in a Make Your Case Party Move, you may grant +1 forward to the move.
	<b>Inspirational Devotion</b>	If you roll a 10+ to Offer Comfort to your Other Half, all nearby wanderers may also clear 1 Struggle.
	<b>Now What Did We Learn?</b>	When your Other Half gains Experience from a miss, if you are nearby you also gain 1 Experience.
	<b>Rest Up Now</b>	If you stand watch while the rest of the party Stops to Rest, your Other Half gets 1 free hold to spend, even on a miss.
	<b>Steadfast Shield</b>	You may roll +Iron Will to Take Up Arms. If you roll +Iron Will and choose "protect another character from an incoming threat," take +1 to your roll.
	<b>That Wasn't Cool</b>	You may choose to confront another wanderer about their behavior after they Snap to clear a Struggle. If the wanderer you confronted admits that their actions were wrong, they mark 1 Experience. If, instead, they stand by their actions and insist they were in the right, you mark 1 Experience.
	<b>We'll Get Through This Together</b>	You may spend Fellowship to clear Harm from you or another wanderer. Each Fellowship you spend clears 1 Harm box.
	<b>You'll Have to Go Through Me First!</b>	Gain Defense. As long as you are nearby your Other Half, if they would take Harm you may choose to take that Harm instead. Defense applies as normal for this Harm.
	<b>A Friend in Every Port</b>	Before the party Stops to Rest, you may declare that you have a friend, business partner, family member, or other contact in the area who can put you up for the night. Proceed as if the party had rolled a 10+ to Stop to Rest. Once you use this feature, you cannot use it again until after you have marked a new Milestone.
Fortune-Favored Fool Features	<b>Look, a Convenient Distraction!</b>	Take +1 ongoing to Outwit when trying to avoid capture.
	<b>The Mascot</b>	You have an animal companion who is much smarter than they look. Your Mascot has 3 Mischief points. You can mark Mischief to free yourself from arrest or imprisonment, to draw the attention of onlookers for some time, or to steal something small and bring it back to you. Clear all marked Mischief whenever the party rolls a hit to Lift Everyone's Spirits.
	<b>Ow... Worth It</b>	When you provoke an enemy into attacking you, roll +Nimble Mind. On a hit, you gain a useful item or piece of information. On a 7-9, take 1 Harm. On a miss, the Scriverer complicates things; you get more pain than you bargained for, and nothing to show for it.
	<b>Scrapper</b>	Deal +1 Harm while wielding innocuous or practical weapons.
	<b>So You Have Heard of Me</b>	Choose a Profession from the list below. When the party is dealing with a person or group connected in some way to your Profession and you are present, you may add +1 forward to Make Your Case. If you add +1 in this way, another wanderer can still add +1 by spending a hold from Know Their Mind.
	<b>Swashbuckler</b>	When you roll a 10+ to Take Up Arms, you may choose to "take something from a foe" as a second Effect.
	<b>This Reminds Me of a Story</b>	By telling an embellished but insightful tale, you may spend 1 Fellowship to allow another wanderer to ask a question beginning with "who," "what," "when," "where," "why," or "how," which the Scriverer will answer honestly.
	<b>You Should Have Let Me Do the Talking</b>	If you are present when party rolls a miss to Make Your Case, you gain +1 forward to a Basic Move of your choice.
	<b>Chronicler</b>	Take +1 ongoing to Know Their Mind and Seek Insight when dealing with persons, groups, or situations related to your order's Oath or Dowfall.
	<b>Disciplined, or Heartless?</b>	When you Snap to clear a Struggle, take +1 forward to the associated Trait.
<b>Eldritch Warrior</b>	You may roll +Nimble Mind when you Take Up Arms. If you do, the Symbol of your Order gains supernatural, ignores defense, and conspicuous for the duration of that move.	
<b>I Am Not Alone</b>	When the party Lifts Everyone's Spirits and you are present, you always gain +1 Fellowship, even on a miss.	
<b>It's Not a Pet</b>	You have a faithful and clever animal partner. You may Seek Insight using their senses, and while they are nearby, they can deal 1 Harm to any foe who deals Harm to you.	

Legendary Features	
<b>The Ancient's Memory</b>	You have access to the memories of an Entity, a figure out of myth, or your own past life (or some combination of the three) who once walked the same Road you are on. When you Stop to Rest, you may spend one hold to ask through the Ancient's memories and ask one of the following questions, which the Scriverer will answer with honesty and clarity. You may instead ask two of the following questions, which the Scriverer will answer honestly but also vaguely or mysteriously:
<b>Berserker</b>	When you roll a hit to Take Up Arms and choose the effect "deal Your weapon's Harm to a Foe," you may then choose a second effect, or apply that effect a second time (either to the same Foe or a different one). If you do, you always suffer the drawback "your attack has unintended and dangerous consequence," even on a 10+; if you rolled a 7-9, you must then choose a second drawback.
<b>Better Than You Know Yourself</b>	When you roll a hit to Know Their Mind, if the subject is another wanderer, that wanderer gains 1 Fellowship.
<b>Blood Magic</b>	You may choose to take 1 Harm in exchange for enacting an effect from the Bend Reality list.
<b>Celestial Weapon</b>	By chance or fate, you have come into possession of a weapon most believe only existed in myth. Gain one of the following weapons. This weapon deals Harm equal to your currently-marked Advanced Milestones. You cannot take this feature more than once, but other wanderers may, if they choose a different weapon than yours.
<b>Determined to Succeed</b>	Choose a Basic Move and mark it special. Every time you roll a miss or a 7-9 with that move, add a point to a special resource called Resolve. If the roll was affected by a Struggle, gain two points of Resolve. You may spend a number of Resolve points to add to add an equal amount to any roll you make using that Basic Move. You can never spend more Resolve for a single roll than you currently have Advanced Milestones marked.
<b>Due Vendetta</b>	Choose an Antagonist. Take +1 ongoing to Outwit and Withstand when dealing with that Antagonist or their minions. You deal +1 Harm against them, but you also take +1 Harm from them. If the Antagonist is defeated, you may choose to apply these effects to another Antagonist.
<b>Foehammer</b>	Choose one of your weapons to deal +1 Harm and the divine tag. If you have more than 2 Struggles marked, the divine tag temporarily does not apply, and instead the weapon deals +2 Harm and gains the unpredictable tag.
<b>Friends Among the Hidden</b>	You have earned the trust and aid of a group of normally-invisible, notoriously-skittish, incredibly-resourceful beings. When you want to call on your Hidden Friends for help, roll +Folk-Wise. On a hit, choose one of the options from the list below. On a 10+, your Hidden Friends accomplish their task without being caught. On a 7-9, they are almost seen helping you, and now must hide — you cannot call on their help again until you mark a Milestone or clear a Struggle.
<b>Halo</b>	When the party Makes Their Case with anyone who believes in or serves Those On High — or anyone who wants others to think that they do — and you are present, the party may reroll one die.
<b>I Know How Your Story Ends.</b>	...and this isn't it. If another wanderer is reduced to 0 Harm and would be forced to leave the Road (due to death or other reasons as defined for your Road), you may spend an amount of Experience to clear an equal amount of Harm from that wanderer. However, you cannot use this Feature to negate the effects of another wanderer's Ultimate Sacrifice. When you use this Legendary Feature, say how you prevent their untimely end. You cannot use this feature to clear Harm from yourself. You cannot use this feature more times than you have Advanced Milestones currently marked.
<b>Let's Ride</b>	You and the other wanderers ride a group of most unusual steeds. Your steeds have all the qualities of a normal riding animal, as well as two of the following qualities; for your own personal ride, you may pick a third quality.
<b>Listen a Moment</b>	You share with another wanderer a piece of hard-earned wisdom you've gained on the Road. You may spend 2 Experience to give another wanderer 1 point of Fellowship.
<b>Paragon</b>	Gain two Playbook Features. This feature may be from your current Playbook, or if you survived your Ultimate Sacrifice, the Playbook you had before this one.
<b>Say the Word and We'll Be There</b>	You have made allies with a powerful Entity, the leader of a mercenary corps or small warrior nation, an arch-magus, or some other powerful person or group. You have a number of Favors to call in equal to the number of Advanced Milestones you have marked. You can mark one of these Favors to call your ally to your side for a great battle, vital negotiation, or immense effort. If all your Favors are marked, you cannot call on your ally for a reason of the Scriverer's choosing. If you mark another Advanced Milestone, you gain another Favor.
<b>Subtle and Tricksome</b>	You may roll +Nimble Mind to Bend Reality. If you do, give another wanderer of your choice +1 forward to Outwit.
<b>Surely You Know the Legend of...</b>	The first time the party Makes Your Case with a particular Scriverer character and you are present, you may regale them with tales of your exploits and victories. If you do, proceed as if you'd rolled the sum of the party's marked Advanced Milestones, +1. Subsequent uses of this move with this same Scriverer character must be called as normal.
<b>That's Two You Owe Me, Now</b>	If you Bend Reality and heal 2 Harm dealt to another wanderer, or if you Take Up Arms and choose to "protect another wanderer from an incoming threat, the wanderer you helped gains 1 Fellowship.
<b>Wyrding Fighter</b>	You have mastered a mystical martial art. You may roll +Iron Will when you Take Up Arms. Your unarmed attacks now deal 1-Harm and gain ranged and supernatural.

Add-Ons	
<b>The Ancient's Memory</b>	
<b>Associates</b>	
<b>Borrowed Power</b>	
<b>Celestial Weapon</b>	
<b>Determination</b>	Determination <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<b>Entourage</b>	Entourage <input type="checkbox"/>
<b>So You Have Heard of Me</b>	
<b>Corruption Empowers</b>	Corruption <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<b>Dread Arsenal</b>	<i>honestly, it's just simpler to manually modify the weapon from the dropdown... also -3</i>
<b>Good Thing I Brought This</b>	
<b>Grim Sorcery</b>	
<b>Heraldry</b>	
<b>I Am More Than This</b>	
<b>I Am Stronger Than This</b>	Resolve <input type="checkbox"/>
<b>I've Seen This Movie Before</b>	
<b>It Can Help Us</b>	
<b>Let's Ride</b>	
<b>Your Steed Only</b>	
<b>Like the Back of My Hand</b>	
<b>The Mascot</b>	Mischief <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<b>Maybe I Can Do This</b>	Confidence <input type="checkbox"/>
<b>A Pair of Masks</b>	
<b>Pale Rider</b>	
<b>Say the Word and We'll Be There</b>	Favors <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<b>So You Have Heard of Me</b>	
<b>We're Not So Different</b>	
<b>You Get Used to It</b>	

Last Chapter	<b>Master of Arms</b>	When you Take Up Arms, you may choose to deal 1 Harm even if you roll a miss, or if you roll a hit and you do not choose to Deal your weapon's Harm to a Foe.
	<b>Not While I Still Stand</b>	When you Take Up Arms and choose "Protect another wanderer from an incoming threat," on a hit you and the wanderer you protected each gain 1 Fellowship.
	<b>They Still Remember</b>	When you are present and the party rolls to Make Your Case to any person or group that has, or would have, benefited from your Order fulfilling their Oath, you may present the Symbol of your Order and openly reveal yourself as the last member of your Order. If you do, the party may proceed as if they had rolled a 10+ for this party move. You also mark 1 Struggle as a story of your order's past (whether glorious, tragic, or shameful) is brought up as part of the proceedings.
	<b>This Pain is Nothing</b>	You may prevent yourself from taking up to 3 Harm from a single source by marking 1 Struggle instead.
Loyal Soldier Features	<b>Escort Mission</b>	Choose another wanderer, whose safety and well-being is important to your patron. If the wanderer you've been assigned to escort would take Harm, you may roll +Iron Will. On a 10+, neither of you take any Harm. On a 7-9, you take the Harm that was intended for that wanderer. On a miss, the Scriverer complicates things as you fail in your duty to protect that wanderer.
	<b>Field Prep</b>	When the party has Stopped to Rest and rolls a hit, you may roll +Nimble Mind to help everyone else prepare for the next leg of the journey. If you roll a 7-9, each other wanderer gains an extra hold. On a 10+ you also gain an extra hold. On a miss, the Scriverer complicates things; your preparations failed to include something vitally important.
	<b>In the Thick of It</b>	When you roll a 7-9 to Take Up Arms and choose "a Foe deals its Harm to you," you may deal 1 Harm to that foe in addition to choosing an effect as normal.
	<b>Loyalist Forces</b>	You patron sent some backup/handlers with you. When they are nearby, you may reroll a die on any move in service to your Mission.
	<b>Ranger</b>	When you spend a hold from Seek Insight to aid the party in Staying on the Path, you add +2 rather than +1.
	<b>Stand By Me</b>	When you spend Fellowship to assist a wanderer attempting to Withstand, you or the other wanderer may also clear 1 Struggle.
	<b>The World is My Armory</b>	You may choose another weapon from the Loyal Soldier's list when you take this feature. You may also always make use of your surroundings to find, fashion, and wield an improvised weapon with the following stats: 1-harm (practical, fragile).
	<b>You Know Whom I Serve</b>	When you are present and the party attempts to Make Your Case to someone who recognizes your patron and wants to stay on their good side, you may reroll one die.
Once-Immortal Features	<b>Be Very Afraid</b>	If you reveal your true form to your enemies, you may mark 1 Essence and roll either +Folk-Wisdom or +Iron Will. On a hit, your enemies are frightened of you and, if you choose, those enemies all take 1 Harm (divine, ignore defense, terrifying). On a 7-9, everyone in the area is frightened of you, and everyone in the area will take Harm if you choose to inflict it—not just your enemies. On a miss, the Scriverer complicates things as you reach for your inner glory and find nothing.
	<b>Clarity of Purpose</b>	While you have no Struggles marked, you take +1 ongoing to Know Their Mind and Seek Insight.
	<b>Here to Help</b>	When you spend Fellowship to aid another wanderer who is making a Basic Move that is one of your Power and Glory moves, you may regain 1 Essence or gain 1 Experience.
	<b>I Am More Than This</b>	Mark 2 moves as additional Power and the Glory moves. These can be 2 Basic Moves, 2 Party Moves, or one of each. You may take this feature a second time to choose 2 additional moves.
	<b>Let Me Lift Your Burdens</b>	When you clear another wanderer's Struggle using Offer Comfort and it was the only Struggle that wanderer had marked, you and the other wanderer each gain 1 Fellowship.
	<b>This Too I Can Endure</b>	When you mark Harm and are left with 2 or fewer unmarked Harm boxes, you may regain all marked Essence or choose one effect from the Bend Reality list. After using this feature you cannot use it again until after the party has Stopped to Rest.
	<b>Wield the Old Magic</b>	When you Bend Reality and roll a hit, you may mark 1 Essence to choose a second Effect.
<b>Unbound</b>	You can fly or levitate, moving faster in the air than you would on foot.	
Jures	<b>Anyone Want to Fill Me In?</b>	If another wanderer is Seeking Insight on a matter related to your Parallel, you may ask them a question starting with "Who," "What," "Where," "When," "Why," or "How." If you do, the other wanderer takes +1 forward to their roll. If the roll hits, they may spend their hold(s) normally, and the Scriverer will also answer your question as if you had spent a hold.
	<b>Good Thing I Brought This</b>	You have brought a formidable, unusual weapon with you. This weapon deals 3-harm, and you may pick either (ignore defense) or (ranged), and either (beautiful) or (terrifying). It always has conspicuous and either (reliable) or (unpredictable). When you use this weapon, you may choose to roll +Nimble Mind to Take Up Arms instead of Stout Heart.
	<b>Has Anyone Seen the Earthborn?</b>	Other wanderers take +1 ongoing while they are trying to get you out of a situation you cannot escape on your own.
	<b>Heart of the Team</b>	When you are present and the wanderers make a Party Move, you may spend 2



One Who Turned From Shadow Featu	<b>The Fell Marches</b>	When you are in an area that is held by the Adversary, whether directly or through one of their servants, you have +1 ongoing to Outwit and Seek insight. Similarly, when the party rolls to Stay on the Path this party does not suffer -1 for being in an area made dangerous by the Adversary's control.
	<b>I'm Not the Enemy Here</b>	When a wanderer blames you for a problem facing the party, roll +Folk-Wise. On a 7-9, their words wound you and you mark 1 Struggle. On a 10+, you hold firm against their accusations and may clear 1 Struggle or gain 1 Experience. On a miss, the Scoundrel complicates things as the argument spirals. Regardless of the result, the other wanderer may clear 1 Struggle as if they had Snapped.
	<b>I Used to Know Them</b>	You take +1 ongoing to Know Their Mind when dealing with the Adversary's servants.
	<b>Pale Rider</b>	You ride upon an unusual and intimidating steed. Choose two of the following features for your mount:
	<b>That's Not Who I Am Anymore</b>	When you roll to Withstand in a situation related to your Dark Origin, you may reroll a die.
	<b>That's Rough, Buddy</b>	When you Offer Comfort, you may add the Folk-Wise score of the wanderer you are comforting, rather than your own, to the roll.
One Who Walks Two Paths Features	<b>But I Am This As Well</b>	Whenever you mark a Path box after making a choice as part of The Balance, you also mark 1 Experience.
	<b>Defender of the Realm</b>	Gain Defense. Give your weapon +1 Harm and beautiful, or take another weapon from the One Who Walks Two Paths list.
	<b>I Know How They Think</b>	Take +1 ongoing to Engage an Entity, Know Their Mind, and Outwit when dealing with people or Entities who walk the Path you currently have marked under The Balance.
	<b>I've Been Through This Before</b>	When you spend Fellowship and assist another wanderer in taking an action that embodies one of your Paths, that wanderer also gains 1 Fellowship.
	<b>Like the Back of My Hand</b>	Choose two of the environments from the list below. When you spend a hold from Seek insight to affect a Stay On the Path roll, you add +2 instead of +1.
	<b>Many Shades of Power</b>	You may spend 1 Experience to Bend Reality or Engage an Entity by using any Trait you like for the roll. You choose which Trait to use each time you use this feature.
	<b>A Pair of Masks</b>	You are known by two identities, one tied to each of your Paths. For each Path, choose one Basic Move that uses the Trait you associated with it and mark it special. While using one identity, you are unrecognizable to loyal mortal followers of the opposite Path, and you take +1 ongoing to the move you marked for that Path. If you switch Paths while using this identity, mark a Struggle.
	<b>We're Not So Different</b>	Choose 2 Struggles and mark them special. When you Offer Comfort to help another wanderer clear one of those Struggles, you gain 1 Fellowship, even on a miss.
	<b>You Get Used To It</b>	Choose 1 Struggle associated with each of your Paths. You take -1 ongoing instead of -2 when they are marked.
One Who Would Rule Features	<b>An Endowment Most Fickle</b>	Take +1 ongoing to Bend Reality if you have no Struggles marked, but take -1 ongoing if you have 2 or more marked.
	<b>Entourage</b>	You travel with your loyal, capable, hand-picked staff. Choose two of the following to accompany you on your journey as your Entourage. You may spend a resource called Entourage, which works like Fellowship, and can be spent on the Basic Moves associated with your Entourage members. Unlike Fellowship, Entourage can also be spent on Party Moves associated with your Entourage members. Once you have spent Entourage, you must spend 2 holds when you Stop to Rest before you can spend it again.
	<b>Heraldry</b>	Your appearance and bearing reflects your storied lineage. Choose a Trait symbolized by this heraldry and mark it special. When you mark a Struggle that would affect that Trait, you only suffer -1 ongoing instead of -2. Other wanderers receive this same benefit as long as you are nearby, and are thus able to inspire them.
	<b>I Still Require Your Service</b>	You may roll +Iron Will to help an injured comrade. On a 7-9 you may clear 1 Harm from another wanderer; on a 10+, you may clear 2 Harm from one wanderer, or 1 Harm from two wanderers. On a miss, the Scoundrel complicates things, and your effort to help just makes things worse.
	<b>A Madness in the Line</b>	When you Snap to clear a Struggle, gain 1 Experience.
	<b>Royal Arms</b>	Your weapon deals +1 Harm and gains (beautiful, divine).
	<b>Student of War</b>	While in battle, you may spend 1 Fellowship to allow another wanderer to choose an additional effect from Take Up Arms, even if the other wanderer rolled a miss.
	<b>You Know Who I Am, Don't You?!</b>	When the party rolls a miss to Make Your Case and you are present, you gain 2 Experience instead of 1.
	<b>Borrowed Power</b>	Choose two of the following effects. When you successfully Bend Reality you may choose an effect from the Bend Reality list or from the effects you chose. You may take this feature one additional time, to select two more options.



