

WAYFARER

ALSO: Adventurer, Explorer, Treasure Hunter



*Borders are
a trick of
the mind.*

Nomads searching for a fabled continent, explorers braving the wilds, grizzled hunters and travelers have one thing in common: they are **Wayfarers**.

While a majority of heroes travel the world during their adventures, Wayfarers live for the journey. They are always eager to visit new places and learn from others.

In the eyes of a Wayfarer, the wilderness is neither foe nor an ally, but rather a stern teacher who can reveal many forgotten truths.

- ◆ What led you to live a life of endless travels? Was it your choice? ...are you tired?
- ◆ Is there a place or person that feels like “home” to you?
- ◆ You have met many people and visited many places. Is there one you can't forget?
- ◆ You lost something or someone because of your travels. What happened?



WAYFARER FREE BENEFITS

- ◆ Permanently increase your maximum Inventory Points by 2.

WAYFARER SKILLS

FAITHFUL COMPANION

[+5]

Together with the rest of your group, design a **level 5 beast, construct, elemental or plant** creature (see page **302**) that becomes your **companion**. This creature has **no Initiative score** and **does not level up**, can have **up to two basic attacks**, gains a bonus equal to **【SL】** to Accuracy Checks and Magic Checks, and their maximum Hit Points are equal to **【(SL multiplied by the companion's base Might die size) + half your level】**.

Your companion doesn't get a turn during conflicts, but on your turn you can use an action to have the companion perform an action (only once per turn). If you leave a scene, your companion leaves with you.

If your companion falls to 0 Hit Points, they flee and rejoin you at the start of the next scene in which you are present, with HP equal to their **Crisis** score.

When you **rest**, your companion also gains the full benefits of resting.

RESOURCEFUL

[+4]

You recover **【SL】** Inventory Points after each **travel roll** (see page **106**).

TAVERN TALK

[+3]

When you **rest** inside an inn or tavern, you may ask the Game Master up to **【SL】** questions about your surroundings and the people who live here; the Game Master will answer truthfully and you describe how you gathered the information.

TREASURE HUNTER

[+2]

When your group journeys on the world map, you will make a **discovery** on a roll of **【SL + 1】** or **lower** on the **travel roll** (instead of only on a **1**).

WELL-TRAVELED

You reduce the die rolled for your **travel rolls** by one size (to a minimum of **d6**).

If multiple characters have this Skill, the effects are **not** cumulative.