

# WAYFARER

Permanently increase your maximum Inventory Points by 2.

## FAITHFUL COMPANION ○○○○○

Together with your group, create a **level 5 beast, construct, elemental** or **plant** NPC that becomes your **companion**: this creature has **no initiative score** and **does not level up**, can have a **maximum of two basic attacks**, gains a bonus equal to **SL** to Accuracy Checks and Magic Checks, and their maximum Hit Points are equal to **(SL × companion's base Might size) + half your level**.

Your companion doesn't get an independent turn during conflicts, but you can use an action to have them perform an action (once per turn). If your companion is affected by any **turn-related effects**, these are based on **your** turn.

Your companion joins and leaves scenes when you do, and gains your same benefits for **rests**. If reduced to 0 HP, your companion flees the scene and rejoins you at the start of the next scene in which you are present, with current HP equal to their **Crisis** score.

## RESOURCEFUL ○○○○○

You recover **SL** Inventory Points after each **travel roll**.

## TAVERN TALK ○○○

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 ○○

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.

COMPANION: NAME & DESCRIPTION	

COMPANION: ATTRIBUTES & STATUS EFFECTS			
DEX		<input type="radio"/> SLOW	<input type="radio"/> ENRAGED
INS		<input type="radio"/> DAZED	
MIG		<input type="radio"/> WEAK	<input type="radio"/> POISONED
WLP		<input type="radio"/> SHAKEN	

COMPANION: DAMAGE AFFINITIES					
	PHYSICAL		FIRE		POISON
	LIGHT		ICE		EARTH
	DARK		BOLT		AIR

ABSORB + IMMUNE + RESIST + VULNERABLE

HIT POINTS	MIND POINTS
DEFENSE	MAGIC DEFENSE
ACCURACY BONUS	MAGIC BONUS

COMPANION: BASIC ATTACKS					
NAME	ATTRIBUTES	DAMAGE	DAMAGE TYPE	MELEE	RANGED
	+			<input type="radio"/>	<input type="radio"/>
	+			<input type="radio"/>	<input type="radio"/>

COMPANION: NPC SKILLS & SPELLS