

# Saga the Chronicler

A brilliant, inquisitive, fearless scholar. Saga is trying to uncover the lost secrets of the past, including the histories hidden in and around Talon Hill.



Charm -1 • Cunning +2 • Finesse +2 • Luck 0 • Might 0

## Your Nature

**Observer:** Clear your exhaustion track when you enter a dangerous situation to try to witness a significant or secret event or meet an important individual.

## Your Drives

**Discovery:** Advance when you encounter a new wonder or ruin.

**Clean Paws:** Advance when you accomplish an illicit, criminal goal while maintaining a believable veneer of innocence.

**Roguish Feats:** Counterfeit, Disable Device, Pick Pocket

**Weapon Skills:** Confuse Senses

## Your Moves

**The Worth of a Book:** When you study your tomes and scrolls to discover old techniques or methods to solve an intractable problem—curing a deadly disease, ending a drought, legally unseating a leader, etc.—decide what you want to accomplish and tell the GM. The GM will give you between 1 to 4 conditions you must fulfill to discover a path forward, including time taken, additional information needed, mentors or translators needed, facilities/tools needed, or the limits of your solution. When you fulfill the conditions, you gain whatever knowledge you were seeking—it's up to you to put it to use.

**An Eye for the Real Story:** When you read a tense situation, mark an exhaustion—even on a miss—to spot someone who knows more than they're letting on. Take a +1 ongoing to convince them to share their secrets with you when you get them in private.

**Dedicated Scholar:** Take an extra box of exhaustion. When you acquire a new tome or scroll documenting the history of the Woodland, clear your exhaustion track.

## YOUR CONNECTIONS

### Partner

\_\_\_\_\_ and I exposed a dark secret of a faction, leading to a meaningful political change. What was it? And which member of that faction hates us for it?

When you fill in this connection, you each mark 2-prestige with the faction you helped, and mark 2-notoriety with the faction you harmed. During play, if you are spotted together, then any prestige or notoriety gains with those factions are doubled for the two of you.

### Peer

I think \_\_\_\_\_ sees the truth of the world, and I value their perspective deeply. What kinds of information do they see that I often overlook?

If you share information with them after reading a tense situation, you both benefit from the +1 for acting on the answers. If you help them while they attempt a roguish feat, you gain choices on the help move as if you had marked 2-exhaustion when you mark 1-exhaustion.

## Background

Saga's mentor taught them that the greatest source of conflict between denizens lived in lies and misunderstanding. Saga has so internalized that idea that they now seek to uncover as much of the past and of the truth as they can, no matter the cost...even if it requires breaking the law. In particular, in the Eyrie they think they have real work to do, and where better to start than Talon Hill? Saga is aware of Gaius's archaic methodology derived from *On Ruling*, and they have some suspicions about the validity of Gaius's interpretation. But Gaius in turn has already tried to hire Saga to support his own interpretation.

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	INJURY
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EXHAUSTION
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	DEPLETION

## Your Equipment

CARRYING: 2 BURDENED: 4 MAXIMUM CARRY: 8

Rabbitfolk Axe

- **Range:** Intimate, Close | **Weapon skill tags:** Parry, Vicious Strike
- **Quick:** Mark exhaustion to *engage in melee* with Finesse instead of Might.
- **Sharp:** Mark wear when inflicting harm with this weapon to inflict 1 additional harm.

Herb Satchel

- **Healer's Kit:** When you use these supplies to provide medical aid to someone (including yourself), mark wear to clear exhaustion from them, or mark 2-wear to clear injury from them.

## YOUR REPUTATION

	NOTORIETY					PRESTIGE																									
Denizens	-3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	-2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	-1	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	+0	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+3
Eyrie Dynasties	-3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	-2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	-1	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	+0	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+3
Lizard Cult	-3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	-2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	-1	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	+0	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+3
Riverfolk Company	-3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	-2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	-1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+0	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+3