

THE QUESTING KNIGHT

The Questing Knight is inspired to undertake journeys and dangers to gain strange wisdom and prizes.

INHERENT—HEROIC

- It isn't the fame. You want to actually do the things that the minstrels sing about. Gain a +2 morale bonus to rolls, and a +1 to hit in combat, when engaged in a scene that will make a good story told around a campfire or worked into an epic tale or poem.

LIMITATION—RESTLESS

- You feel the tug of the horizon, you harbor aggressive curiosity about lost treasures and insurmountable dangers. You are one with the magic weave of the world, you must pursue the dangers and rewards that only the mythic can offer.

LEVELS	STARTING EQUIPMENT	ATTRIBUTE +/-	EXPERIENCE
1 st <input type="checkbox"/> Squire	Heavy armor, heavy weapon, shield, dagger, pack with a few days rations, icon of patron saint, token of a faraway lover, scroll with epic poem, questing journal. Starting Coin: 1d12 sp	Up to 5: -2	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
2 nd <input type="checkbox"/> Knight		6-8: -1	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
3 rd <input type="checkbox"/> Seeker		9-11: 0	Awesome Points
4 th <input type="checkbox"/> Champion		12-13: +1	used.
		14-15: +2	Party levels up
	16-17: +3	when everyone has	
	18-19: +4	spent 12 AP.	
	20: +5		

AVAILABLE TALENTS

- **Fey Allies.** *Rested.* You have made friends among the fey in your travels. You can persuade one to travel with you in a bottle. If you are badly hurt, the fairy escapes the bottle and swirls around you, healing you to full. Then it flies away, and sends another to find you in the next day or so.
- **Legendry.** *Constant ability.* You have absorbed every story, every fragment of lore you could get. Asked about any legend, you know at least 3 things, and most of the story if you succeed at an Awareness test. Awareness tests can also possibly reveal answers to follow-up questions.
- **Strange Fate.** *Constant ability.* You are worked into the mystic fabric of the surreal in the world. If anything weird and magical, heroic and deadly, legendary and insane is going on in your surroundings you are pulled into it. The advantage is, with an Awareness test you can sense whether something is part of that mystic fabric, or just a coincidence.
- **Transforming Quest.** *Rested.* When completing a quest set by a supernatural being and achieving a supernatural end, you can either immediately gain a level, or gain a permanent new wound box. Also, keep track of how many transforming quests have been completed; that is a bonus to social rolls with creatures of legend, who would understand what the questing knight does.
- **True Strike.** *Once per arena.* Add your Conviction bonus to your roll to hit, or add +1 wound to the damage. (You can decide after rolling to hit.) In addition, this single attack affects incorporeal creatures, and creatures that can only be injured by mystic attacks.

ALTERNATIVE ADVENTURING GOALS

1. The king is ill, but if you can find a mystic chalice of healing, he will recover and the land prosper.
2. You just completed serving a hundred years and a day in a faerie circle; get your bearings, purpose.
3. A giant in a cloud castle has captured the princess; you must find the castle and rescue her.
4. A wicked faerie queen put everyone in the castle to sleep; somehow, get past the thorns, wake them.
5. Great evil is bound by six signs, and a dark cult has set about collecting them. You have one.
6. There is a sword that destroys all undead it touches. You need it to release the Lich King.
7. A Crimson Knight has been killing erstwhile champions, lairing at [mystic place]. Discover his secret.
8. You once broke a faerie noble's heart, plunging the faerie realm into civil war. Make peace somehow.
9. The Queen's champion has disappeared while questing for her. Discover his fate, maybe replace him.
10. Bound in black armor, you may not speak or rest until the dark faerie kisses you—again. Find her.