

THE HISTORIAN



STATS

Choose one:

- Force -1 Lore 2 Steel 0 Sway 0
- Force 0 Lore 1 Steel 1 Sway -1
- Force 0, Lore 2, Steel -1, Sway 0

LOOKS

Masculine, feminine, ambiguous; then decide if you're elderly or too youthful.

Cloudy eyes, squinted eyes, cold eyes, haunted eyes.

Pedantic voice, nothing but whispers, stutter, mute.

Weathered robes, trekking gear, ancient suit, tattoos and rags.

BACKSTORY

Read these out and ask for volunteers:

I was _____'s tutor.

If not for _____, I'd have died on that expedition.

_____ once stole a cursed book.

NAME: _____

FORCE **LORE** **STEEL** **SWAY**

GET THIS MOVE:

LIBRARY OF BABEL

Whenever you witness Data being gained or spent, you may quote a lost tome on the subject. If you do so, describe one or more of these to the group.

- Its baroque title.
- Its peculiar author.
- Its arcane topic.
- Its unique format.

For each you check off, gain 1-wisdom. If you find the tome, swap wisdom for Data 1-for-1.

TOME

WISDOM

AND CHOOSE ONE MORE:

WRITING OF GOD

When you plan a grand societal change, study one of your tomes and tell the GM how its lore can be used to:

- Change one Need into a Surplus
- Grant a new specialty to Companions

These benefits are fixed for each tome and can be reused at will. The GM will say how long the process takes and what must be sacrificed.

ROLES

Trigger one at character creation.

Leader: when your family lose their traditional ways, describe a sacred text that can unite them again. The GM describes the reactionaries who will violently oppose it.

Agent: when your family's survival is uncertain, describe a forbidden tome which might just turn the tide. The GM describes the book's current guardians.

Rebel: when your family suffers persecution or violence, describe the forgotten tome holding an infectious message of resistance. The GM describes the zealots it'll inspire.

Outsider: when arcane tech runs rampant, describe the manual that holds the key to its powers. The GM describes the heretics trying to unleash its most dangerous secrets.

Only mark the Role and gets +1 to a stat or a move once you share this lore with your people.

KINGS AND LABYRINTHS

When another Character agrees to bring you a tome from Library of Babel, spend 1-wisdom and give them an additional Role:

- **Finder:** mark when you're the only hope of finding a tome. Describe the dangerous or distant location it can be found. Lay hands on the tome to fulfil your role.
- **Retriever:** mark when you're sent to retrieve a lost tome. Say who else will do anything to find the tome. Deliver the tome to fulfil your role.

If they fulfill this role, they add 1 to a stat or pick a new move. If they fail, their main Role suffers also.

BOOK OF SAND

When you use the lore of a Library of Babel Tome to guide you, spend 1-wisdom and instead of rolling Wasteland Survival narrate one of:

- A chancy encounter
- A new vista of solace and beauty
- A natural hardship overcome
- An ancient threat eluded

Whoever studies the tome itself will make this trip as through the Homeland.

IN PRAISE OF DARKNESS

When you first hear about a Threat or Faction stemming from Before, consult one of your tomes for clues about their leader or key personality's:

- Unrevealed power
- Secret weakness
- Moral code

Gain fleeting advantage acting on each clue.

HARM

- Dazed**
 - Confused (-1 Sway)**
 - Lost (-1 Steel)**
 - Blind (-1 Steel)**
 - Dead**
- When you mark off your Dead box, your journey comes to an end. Your Family gather all your owned tomes into a library. Anyone can consult it once per age to gain 1 Data per tome regarding the library's covered topics.*

GEAR AND NOTES

When you Tool Up, also describe a tome you already own.