









Name: _____ Birth-Month: _____

Age: _____ Home: _____

1. Pick a Name, birth-month, and homeland/country/town.
2. You are 59 years old. Your Harvester will come when you turn 60.
3. Briefly describe your Elder's experience in each career below.
4. Assign these starting dice to your five Careers: d4, d6, d6, d8, d10.
5. Choose your Pack size and fill your Slots with anything from the item list. Be sure to leave a few Slots blank for flexibility.
6. Roll your two highest dice to determine your starting injury. Fill in the two circles next to it. Describe how you got it.

Experience: _____

 Warrior								Starting
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Melee Attacks, Physical Strength, Warfare, Tactics

Experience: _____

 Hunter								Starting
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Ranged Attacks, Tracking, Physical Senses, Instinct, Monster Knowledge

Experience: _____

 Rogue								Starting
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Sneaking, Acrobatics, Tinkering, Street Smarts, Organized Crime

Experience: _____

 Mage								Starting
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Magic, Language, History, Arcane Secrets.

Experience: _____

 Traveler								Starting
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Survival Skills, Inventory, Navigation, Interacting with People

Your Dice Are Your Energy

And you only get one roll per round. Use it wisely!
Simple Actions don't require rolls.

Dangers are Pass/Fail

Roll a 4+...or else.

Challenges Require Teamwork

Roll dice to apply Effort and progress.

Whenever you roll [X] or higher...

You must Downgrade that die.

The bigger your pack, the faster your energy runs out.

Choose your Pack size:

Satchel: 5 Slots

[X] = 5

Backpack: 10 Slots

[X] = 4

Multipack: 15 Slots

[X] = 3

Making Camp Recovers Energy

Find a safe space. Everyone must eat a ration. Rounds are 2-hours.
During each round you may choose:

Restore all uses of an item.

Train. Upgrade a Die.

Heal an Injury for 10 Effort.
Progress carries over.

Sleep. Set one Die to starting.

Keep Watch to avoid ambush.
Requires Effort every shift.

First: **1** Second: **3**

Third: **5** Fourth: **8**

Fifth and beyond: **10**

When you get Hit, either...

Downgrade a die.

Explain how your career
experience helped you.

Suffer an Injury. Roll your two

highest dice. If you get the same
injury twice it becomes permanent.

2 00 Bleeding Out.

Death Countdown (3).

3 00 Internal Bleeding.

Death Countdown (5).
Can be healed (20 Effort).

4 00 Fractured Hip.

Traveler Danger required to
move unassisted.

5 00 Scratched Eyes.

Can't see.

6 00 Old Fears.

Lower the Starting value of
a die of your choice.

7 00 Dislocated Knee.

Rogue Danger required
to move quickly.

8 00 Sprained Ankle.

Can't jump.

9 00 Wrist Dislocation.

One hand unusable (pick).

10 00 Tight Chest.

[X] is one lower.

11 00 Bruised Collarbone.

Must walk with a cane.

12 00 Concussion.

Can't sleep while camping.

13 00 Dizziness.

After you Downgrade a
die, lose next turn.

14 00 Back Spasms.

Can't Train while camping.

15 00 Ruptured

Eardrum. You cannot
hear.

16 00 Broken Nose.

Can't smell.

17+ No Injury. Only pain.

You can deal with pain.

Inventory Slots

Each Slot fits 5lbs or anything the size of a human head. Your pack is always full. Blank Slots can be filled during the adventure (see right).

Items can grant Advantage on certain actions.

Satchel [X] = 5

1. _____
2. _____
3. _____
4. _____
5. _____

Backpack [X] = 4

6. _____
7. _____
8. _____
9. _____
10. _____

Multipack [X] = 3

11. _____
12. _____
13. _____
14. _____
15. _____

Grabbing Items from your Pack

Your Elder packed everything they would need for this adventure (even if the player didn't know it). To grab something from your pack make a Traveler roll and replace a blank Slot with any item below your roll.

10	Small Weapon: 3 per Slot. 1 Hand. May be thrown using Rogue die. Back-stab for 2x. Medium Weapon: 1 Slot; 1 Hand. Upgrade your Warrior die when combat starts. Large Weapon: 2 Slots, 2 Hands. Upgrade your Warrior die twice when combat starts. Exotic Weapon: 1 Slot; 2 Hands. Melee attacks may be made with the die of your choice. Ranged Weapon: 2 Slots, 2 Hands. 10 Uses. Shield: 1 Slot; 1 hand. 1 Use. Prevent a hit. Armor: Prevent a hit. (Leather 2 Slots, 1 Use) (Chain 3 Slots, 2 Uses) (Plate 5, 3)		
8	Magic Scroll. 1 Slot, 2 Hands. 3 Uses. When you grab a scroll name it. Example names: <i>Corrosive Blades, Exploding Hands, Warding Waterfall, Sleeping Boulders, Dying Breath, etc.</i> To cast from a Scroll: 1. Describe to the GM what you want your spell to do. It should be related to the name. 2. The GM will describe any potential consequences. There may be more than one. 3. Roll Mage Danger or a Dangerous Challenge; whatever makes the most sense.		
7	Poison. Rogue Danger to use, deals 1 damage the first round, 2 the second, etc. Hourglass.	Fake jewels. Rogue Danger to convince people of it's value. Card deck and dice set. Rogue Danger to cheat.	Compass. Incense. 3 uses. Spyglass.
6	Hand Mirror. Marbles. 3 uses. Each use is about 20 marbles. Quill & Ink. 5 uses.	Fishing rod. Traveler Danger to catch 4 Rations. Caltrops. Roll Rogue when you lay these; deals that much Effort.	Bear trap. Roll Hunt when you deploy it; deals that much Effort. Magnifying Glass. Lockpicks. For mundane locks.
5	Grappling hook. Does not include rope. Glue. 5 uses. 1 round to dry.	Padlock. Includes key. Pole. Collapsible, 10ft long, thin metal.	Pulleys. 3 uses. Drill. Make thin holes in stone or metal.
4	Metal file. Chain. 10ft. Grease. 5 uses. Flammable. Rope. 50ft in length.	Cooking pot. Net. 10ftx10ft. Bladder. Can hold most liquids and gases, even acidic.	Face Paint/Makeup. Pickaxe. 1 Hand. Saw. 1 Hand.
3	Ration. 1 use. For Camping. Nails. 5 uses. Copper Bucket.	Bellows. Twine. 100ft. Whistle. Hammer.	Shovel. 2 Hands. Manacles. Chalk. 5 uses. Glass Bottle.

GM Play Procedures

A simple procedure to fall back on when you're stuck:

1. Describe the current situation.

Mention potential dangers.

List any exits or connections to other areas.

Describe a few things that could be interacted with.

2. Ask the players: "What do you want to do?"

Wait for them to decide on something.

Answer any questions they have.

3. Determine if there is an obstacle.

No obstacle. It is a Simple action and happens as the players describe. No roll required.

Dangerous! Someone could be hurt, something could be lost, or some other threat. Be sure to hint at the potential consequences. Dangers require a PC to roll a 4 or higher, else they must suffer the consequences.

There is an obstacle; a Challenge. Challenges require teamwork and Effort to overcome. Just state the obstacle and the Effort required. Let the players decide how they want to overcome that obstacle.

5 Effort --> A skilled person could do it alone.

10 Effort --> A few untrained people could do it.

20 Effort --> Would require a few skilled people.

30 Effort --> Would require many skilled people.

Or it's both! A Dangerous Challenge. These work just like Challenges, but if you roll below a 4 then you suffer the consequences while still applying Effort towards the challenge. This is how combat works.

4. Tell what happened in response to their actions.

5. Repeat steps 1-4 until all the players have made a roll.

Players can make their rolls in any order they want.

6. End the Round. Now it's your turn to act!

Take a moment to review your notes.

Manage your Countdowns.

Describe the actions of any NPCs or creatures.

Start a new round back at Step 1.

Example Consequences

Take a Hit. The Elder can choose if they want to Downgrade or Suffer an injury.

Disadvantage. Roll twice, take worst. On next roll, or for a number of rounds.

Lose a Resource. Could be an item in their inventory, or simply 1 use of it. May also include social connections.

Lose an Opportunity. They won't be able to contribute more Effort and must find another way to accomplish their goals.

Introduce a new threat. Create or advance a Countdown.

Waste this Roll. If nothing else the PC has still lost their roll for this round.

Countdowns

There should always be at least one countdown going. They add pressure and motivation to the game. Countdowns are introduced and updated on the GMs turn. Some example Countdowns:

Random Encounter (1 round): Pick a random encounter. 5 Effort to delay for one more round.

Cave-in (3 rounds): The ceiling will collapse and block the exits. 10 Effort to delay for 3 more rounds.

Reinforcements (3 turns): d6 more goblins will arrive.

Latent Magic (4 rounds): A powerful spell has been building and will be unleashed. Can be prevented by finding the artifact.

Enemy Agenda (5 rounds): Villains plans get further along.

Terrible Weather (3 rounds): A storm approaches. 20 Effort to prepare a safe shelter.

Torches Go Out (2 rounds): The haunted winds douse any lights.

A good countdown is hinted to the players and requires some kind of preparation on their part.

Combat

Melee is a Dangerous Challenge. Can counter-attack if in range.

Ranged is just a Challenge. You cannot counter-attack.

Combat is taken just like normal turns. On the GMs turn NPCs can attack and use special abilities. Some examples:

Trap Them: Warrior Danger to escape.

Repel Them: Shove back to far distance.

Area of Effect: Danger to avoid.

Steal Gear: Can be retrieved.

Vanish/Flee: Chase it down.

Statuses: can be a countdown or Hit.

Create Terrain: Fire, poison, walls.

Immune: 10 Effort to discover. When used all effort is doubled.

Regenerate/Enrage: Increase health or power midway through a fight.

Summon/Multiply into more foes.

Destroy Terrain or rearrange participants.

NPC Names				Traits
Dim	Ira	Lash	Vague	Bad vision, Blind
Flem	Ail	Toxen	Koff	Sick, Sniffles
Dewy	Misty	Sopp	Drip	Sweaty, Wet
Graydon	Agatha	Eldon	Fossil	Old, Wizeded
Richter	Pearl	Gilden	Millia	Fancy, Rich
Poba	Sully	Scrub	Tatter	Dirty, Poor
Hugo	Larga	Jumbo	Mondo	Large, Tall, Bulky
Runt	Teena	Pinta	Wheetle	Small, Tiny, Thin
Zip	Shyan	Fidget	Jitter	Nervous, Energetic
August	Narsis	Braggen	Trumpet	Proud, Vain
Sharp	Brainy	Keen	Canny	Smart, Scheming
Tax	Vex	Curie	Meddle	Annoying, Nosey
Boyle	Shrieka	Tirade	Vement	Angry, Shouts
Stammer	Chichi	Bungle	Sputter	Awkward, Stutters
Slick	Allure	Glib	Dear	Smooth, Charming