

Name: _____ Birth-Month: _____ Age: _____

1. Give your Elder a name and a birth-month. You are 70 years old.
2. Assign these starting dice to your backgrounds: **d10, d8, d6, d6, d4.**
3. Mark the **10** on the bottom right by checking the box.
4. Create 1 Memento, 1 Spell, and 1 Burden (d12 Project). Then write down anything else you're carrying with you.








Your dice represent your energy.

If you roll higher, you succeed! Energy is spent. Downgrade your die.








If you roll equal to or below, you fail. Mark any Number of your choice.

Obstacles are passive. **Projects** shrink over time. **Dangers** grow with failure.








Brute Strength, Warfare, Strategy, Leadership, Competitions, Fame

 Champion	     	Starting d _____
	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	








Physical Senses, Tracking, Instincts, Creatures, Awareness

 Hunter	     	Starting d _____
	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	








Magic, Knowledge, Language, History, Logic, Study, Arcane Secrets

 Sage	     	Starting d _____
	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	

Acrobatics, Finesse, Stealth, Balance, Speed, Street Smarts, Crime

 Rogue	     	Starting d _____
	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	

Diplomacy, Trade, Survival, Navigation, Entertainment, Oddities

 Traveler	     	Starting d _____
	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	

Marked Numbers

Trigger painful consequences when rolled, but **ONLY** if marked.
If **ALL** your Numbers have been marked, then your Elder perishes.

Most consequences happen after your action is resolved.

1 ☐ Terrible Luck. When you roll a 1 and this is Marked...
Whatever task you were attempting is an utter failure. Even when rolling with a group, this failure overrides any and all other dice.

2 ☐ Bad Knee. When you roll a 2 and this is Marked...
You fall and accidentally damage something you're carrying.
Cross it out. You can repair it later while Camping.

3 ☐ Nausea. When you roll a 3 and this is Marked...
Decrease a die of your choice.

4 ☐ Dizziness. When you roll a 4 and this is Marked...
Until you next make camp you cannot use items to modify your rolls.

5 ☐ Cramps. When you roll a 5 and this is Marked...
Your muscles seize up and you need help. You can't take any actions until allies roll VS d8 to get you back on your feet.

6 ☐ Weary Souvenir. When you roll a 6 and this is Marked...
A bad memory, old scar, or ancient curse distracts and weighs you down. Create a new Burden and carry it with you. (See next page)

7 ☐ Group Conflict. When you roll a 7 and this is Marked...
A petty argument, misunderstanding, or civil disagreement. You and another Elder each create a new Burden related to your conflict.
Neither burden can be removed until BOTH burdens are complete.

8 ☐ Dementia. When you roll a 8 and this is Marked...
Destroy a Memento or a Spell permanently. You may attempt to re-create it later but must start from scratch.

9 ☐ Heart Attack. When you roll a 9 and this is Marked...
Set all dice to d4 and permanently reduce the Starting size of a die.

10 ☐ Harvest Time. When you roll a 10 and this is Marked...
Your Harvester arrives. If you've already killed your Harvester this year, then an ally's Harvester arrives instead.

Carried Things

You can carry 10 items with you. Anything larger or heavier than a gallon of milk takes up two slots. An Elder can use one item per roll.

Items **allow** you to do something you couldn't do on your own...

Breathe Underwater, Cut Metal, Pick a Lock, Shoot a Fireball, Outrun a Tiger

OR grant **advantage** to your action (roll twice, pick one of the results)

Climb a Mountain, Injure a foe, Dig a Hole, Start a Fire, Build a House, Navigate an Ocean, Heal from Wounds

1. _____

2. _____

3. _____

4. _____

5. _____

6. _____

7. _____

8. _____

9. _____

10. _____

Mementos

Mementos represent past experiences. They can be used for any action relating to those memories. *Mementos are flexible but only for things you've done before.*

Spells

Spells are stored in an item. All spells are named in the ADJECTIVE NOUN format. *The spell can be cast to do anything related to its name.*

Burdens

Burdens are negative memories, habits, and ideas that weigh you down. *Just like a Spell or a Memento, you must spend time and effort to get rid of a Burden.*

Make Camp to Recover Energy

First the group must decide how much work they want to put into the campsite:

► Roll VS **d6** to gain **one** Benefit.

► Roll VS **d12** to gain **three** Benefits.

► Roll VS **d8** to gain **two** Benefits.

► Roll VS **d20** to gain **five** Benefits.

As a group, choose from the benefits below. Can't choose same benefit twice.

◆ **Build a Campfire.**

Set one die to Starting size.

◆ **Assemble Tents.**

Set one die to Starting size.

◆ **Cook a Meal.**

Set one die to Starting size.

◆ **Train or Meditate.** Upgrade all dice by one size (even above Starting).

◆ **Repair / Restock** a broken item or forage for something new.

◆ **Deep Sleep.** Roll a d4. Unmark all numbers equal to or below result.

◆ **Medical Care.** Roll a d10. Unmark any number equal or below result.

◆ **Work on a Memento, Spell, or Burden** (one roll). Describe how. *No consequences for failure.*

◆ **Assist** someone with their Memento/Spell/Burden (one roll). *No consequences for failure.*

Dice Chances	Elders rolling d6s (tired)	Elders rolling d10s (rested)
VS 1d4	60% chance to succeed alone.	74% chance to succeed alone.
VS 1d8	2 Elders have a 70% chance.	2 Elders have 90% chance.
VS 1d12	3 Elders have a 75% chance.	3 Elders have 95% chance.
VS 1d20	4 Elders have a 65% chance.	4 Elders have a 91% chance.

Sample Items for Inspiration

Weapons

Mechanically there is little difference between attacking with a longsword and attacking with a stick. Rely on the fiction to provide nuance rather than the rules. A stick might not grant advantage against an armored soldier, but a torch is a formidable weapon against a barkbeast!

Sword	Knives	Throwing Knives
Hammer	Axe	Pistol
Axe	Knuckles	Musket
Shield	Nunchaku	Bladed Chains
Spear	Club	Guandao
Staff	Bow	Or anything else...

Clothing & Armor

While it doesn't offer mechanical protection, different kinds of clothing can be useful in different situations.

Plain clothes	Camouflage	Loose, flowing robes
Fancy garb	Plate mail	Military uniform
Winter coat	Boiled leather	Loincloth
Sneak suit	Outrageous costume	Or anything else...

Simple Tools

Hammer	Spyglass	Lock Picks
Pickaxe	Fishing Rod	Grappling Hook
Shovel	Waterskin	Torch
Drill	Rope 50ft	Lantern and Oil
Metal File	Chain 10ft	Pulley or Tackle
Tinderbox	Spool of Twine 100ft	Padlock and Key
Cooking Pot	Fishing Net 5ftx5ft	Or anything else...

Miscellaneous Items

Makeup	Card deck & dice set	Box of Nails
Incense	Bag of Marbles	Whistle
Fake jewels	Torch	Chalk
Bear trap	Bucket of Grease	Sponge
Quill + ink + book	Waterskin	Child's Toy
Hand Mirror	Bucket of Glue	Or anything else...

Mementos

Gruff's Compass
Sailed the 5 oceans. *Navigate by the stars, tie strong knots, ship repair, predict weather*

Busch's Uniform
Was the servant of a wicked ruler. *Servant manners, pickpocket nobles, manipulate powerful jerks, easily forgotten*

Heather's Hat
Dozens of years as a Lady of the court. *Social cunning, form alliances, passive aggressive wordplay*

Alexa's Deck
Ran a legal gambling den. *Handling finances, managing employees, catch cheaters, plan events*

Josie's Poems
Author of many beloved stories. *Avoid or embrace fame, charm others, forge courtly papers, lie*

Lauren's Makeup
Performed in troupes all across the land. *Alter appearance, entertain a crowd, dances/shows from different regions*

Spells

HOWLING MOON
a small pendant of a white wolf. *Turn into a wolf, generate noise, provide light, emit a piercing howl*

BURNT QUESTIONS
a charred book of ancient riddles. *Ignite flammable materials, confuse an enemy, entertain a dragon*

COLORFUL BREATH
dull grey mask that covers the face. *Breathe underwater, change the color of an object, mark a path*

STALKING EARTH
fossilized footprint of an ancient beast. *Track a target, summon golem, shake the ground*

ANCIENT SNOW
a snowflake preserved in crystal. *Hide in a snowstorm, summon a wall of black ice, preserve a creature*

TARNISHED SABRE
an old sword with a dozen colors of rust. *Cut through metal, transform rust into silver, change form*

ANGRY GROWTH
a jar of seeds that shudder and shake. *Quickly grow a ladder of vines, entangle foes, infect a building with flesh-eating ivy*

SLEEPING DEPTHS
a spyglass filled with inky liquid. *See through air or water at great distances, change the weather, taunt a leviathan*

Burdens

An unsent letter
Written to a lost love. Will you let it go?

A broken clock
They broke it as they left. Perhaps old wounds can heal?

Damp boarding pass
The trip you never took. Maybe there is still time?

Half empty vial
You're running low. Can you get more?

Tattered pillow
Your nightmares keep you awake; only this old pillow brings relief.

Charred wallet
You lost everything in the fire, and your regret keeps you from building a new life.

Cracked glasses
Your nearsightedness is an excellent excuse to avoid thinking about the haunting tattoo on your palm.

Ivory pipe
An evening smoke is the only way you can sleep. Is it time to drop this habit? Or simply accept it?