








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. Fill your Pack Slots with anything from the item list. Leave a few Slots blank so you can fill them in when needed during the adventure.
6. Roll your two highest dice to determine your permanent starting injury. Fill in the three circles next to it. Describe how you got it.

Experience: \_\_\_\_\_

 <b>Warrior</b>							Starting d _____
	○	○	○	○	○	○	








Melee Attacks, Physical Strength, Warfare, Tactics

Experience: \_\_\_\_\_

 <b>Hunter</b>							Starting d _____
	○	○	○	○	○	○	








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

Experience: \_\_\_\_\_

 <b>Mage</b>							Starting d _____
	○	○	○	○	○	○	








Magic, Language, History, Arcane Secrets

Experience: \_\_\_\_\_

 <b>Rogue</b>							Starting d _____
	○	○	○	○	○	○	

Sneaking, Acrobatics, Tinkering, Street Smarts, Organized Crime

Experience: \_\_\_\_\_

 <b>Traveler</b>							Starting d _____
	○	○	○	○	○	○	

Survival Skills, Inventory, Navigation, Interacting with People

## Dice Are Your Energy

You only get one roll per round.  
Simple Actions don't require rolls.

## Work Together

To complete difficult tasks by  
rolling dice and applying effort.

### Whenever you roll...

1	2	3	4	5	6	7
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Apply that much effort  
and suffer a Consequence.

Apply that much effort and  
downgrade that die.

### When you get hit..

Risk a roll or just accept the Injury. Roll your two highest dice and fill in the circle. 3 circles makes it permanent.

#### 2 ○○○ Internal Bleeding

Death Countdown (3).  
5 Effort to delay 1 round.

#### 3 ○○○ Scratched Eyes

Can't see well; just blurred  
shadows and lights.

#### 4 ○○○ Fractured Hip

Whenever you move  
quickly, downgrade a die.

#### 5 ○○○ Old Fears

It takes 2 shifts to heal  
one Injury circle.

#### 6 ○○○ Sprained Ankle

You can only carry 6 Slots  
maximum in your pack.

#### 7 ○○○ Broken Wrist

One hand unusable (pick).

#### 8 ○○○ Tight Chest

Downgrade dice  
on a 4 or higher.

#### 9 ○○○ Bent Collarbone.

Can't Train while camping.

#### 10 ○○○ Concussion

Can't sleep while camping.

#### 11 ○○○ Back Spasms

Lower the starting size of  
two different careers.

#### 12 ○○○ Dizziness

When you downgrade a die,  
downgrade another one.

#### 13 ○○○ Faded Memory

You cannot fill blank slots  
using your Traveler roll.

#### 14 ○○○ Blown Eardrum.

You cannot hear.

#### 15 ○○○ Broken Nose

You cannot smell.

#### 16 No Injury. Only pain.

You can deal with pain.

17+ **Fury!** Immediately  
upgrade all dice.

## Making Camp Recovers Energy

Find a safe space and eat a ration to make camp. Each round is 2-hours.  
You can camp as long as you like. During each round you may choose:

**Restore** all uses of an item.

**Train.** Upgrade a Die.

**Heal** an Injury circle.

**Sleep.** Set one Die to starting.

**Keep Watch** to avoid ambush.

Requires Effort every round.

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

Third: **5** Fourth and beyond: **7**

**Something else.** Negotiate with  
the GM about details and impact.

## Pack Slots

Each Slot fits 5lbs or anything the size of a human head. Blank Slots can be filled during the adventure.  
Items can grant Advantage on certain actions.

1. \_\_\_\_\_
2. \_\_\_\_\_
3. \_\_\_\_\_
4. \_\_\_\_\_
5. \_\_\_\_\_
6. \_\_\_\_\_
7. \_\_\_\_\_
8. \_\_\_\_\_
9. \_\_\_\_\_
10. \_\_\_\_\_
11. \_\_\_\_\_
12. \_\_\_\_\_
13. \_\_\_\_\_
14. \_\_\_\_\_
15. \_\_\_\_\_

Always Downgrade

## Filling Blank Slots

Your Elder packed everything they would need for this adventure (even if the player didn't know it). During the Adventure make a Traveler Roll and fill any blank slot with an item listed below your roll.

10. \_\_\_\_\_  
**Small Weapon:** 3 per Slot. 1 Hand. May be thrown using Rogue. Back-stab for 2x dmg.  
**Medium Weapon:** 1 Slot; 1 Hand. Upgrade your Warrior die when combat starts.  
**Large Weapon:** 2 Slots, 2 Hands. Upgrade your Warrior die when combat + Advantage.  
**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. Consequence is use that much ammo.  
**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:  
*Corrosive Blades, Exploding Hands, Warding Waterfall, Sleeping Boulders, Dying Breath, etc.*  
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. No matter what the result, one use of this scroll is expended.
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.  
**Metal file.**  
**Padlock.** Includes key.  
**Pole.** Collapsible, 10ft long, thin metal.  
**Pulleys.** 3 uses.  
**Drill.** Make holes in stone or metal.  
**Face Paint/Makeup.**  
**Lantern.** Requires Oil. Resistant to water and wind. Directional.  
**Bottle of Oil.** 3 Uses. Each use burns for 5 rounds.
4. \_\_\_\_\_  
**Ration.** 1 use. For Camping.  
**Torch.** Burns for 5 rounds.  
**Chain.** 10ft.  
**Grease.** 5 uses. Flammable.  
**Rope.** 50ft in length.  
**Net.** 10ftx10ft.  
**Bellows.**  
**Bladder.** Can hold most liquids and gases, even acidic.  
**Pickaxe.** 1 Hand.  
**Saw.** 1 Hand.  
**Shovel.** 2 Hands.  
**Nails.** 5 uses.  
**Copper Bucket.**  
**Twine.** 100ft.  
**Whistle.**  
**Hammer.**  
**Manacles.**  
**Chalk.** 5 uses.  
**Glue.** 5 uses. 1 round to dry.  
**Cooking pot.**