

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. 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 _____
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Physical Senses, Tracking, Instincts, Creatures, Awareness

 Hunter	 ○	 ○	 ○	 ○	 ○	 ○	Starting d _____
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Magic, Knowledge, Language, History, Logic, Study, Arcane Secrets

 Sage	 ○	 ○	 ○	 ○	 ○	 ○	Starting d _____
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Acrobatics, Finesse, Stealth, Balance, Speed, Street Smarts, Crime

 Rogue	 ○	 ○	 ○	 ○	 ○	 ○	Starting d _____
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Diplomacy, Trade, Survival, Navigation, Entertainment, Oddities

 Traveler	 ○	 ○	 ○	 ○	 ○	 ○	Starting d _____
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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. One item may be used per roll; per Elder.

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

Ex: Breathe underwater, cut metal, write a letter, tie up an enemy, shoot a fireball.

OR they **GRANT** Advantage to your action (roll the die twice, pick one result).

Ex: Dig a hole, climb a tree, attack an enemy, navigate the ocean, heal quickly.

1. _____
2. _____
3. _____
4. _____
5. _____
6. _____
7. _____
8. _____
9. _____
10. _____

Mementos, Spells, & Burdens

Special items that grant additional bonuses or powers. You can turn any item into a Memento, Spell, or Burden. They are a **d12 Project** to work on over time.

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 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 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 **d8** to gain **two** Benefits.
- ▶ Roll VS **d12** to gain **three** 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.