

Name: \_\_\_\_\_ Birth-Month: \_\_\_\_\_

Age: \_\_\_\_\_ Home: \_\_\_\_\_

Your dice are your energy. One roll per turn. Use it wisely.

**Simple Actions**  
don't require rolls

**Dangers**  
Roll a 4+...or else

**Challenges**  
Require Effort ( $\Sigma$ )









**Whenever you roll X or higher...**

You must Downgrade that die  
at the end of your turn. (See Pack)

Briefly describe your Elder's history in each career.









Assign starting dice to your five Careers: d4, d6, d6, d8, d10

History: \_\_\_\_\_

	<b>Warrior</b>								Starting
		Death	○	○	○	○	○	○	









*Melee Attacks, Physical Strength, Warfare, Tactics*

History: \_\_\_\_\_

	<b>Hunter</b>								Starting
		Death	○	○	○	○	○	○	









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

History: \_\_\_\_\_

	<b>Rogue</b>								Starting
		Death	○	○	○	○	○	○	









*Sneaking, Acrobatics, Tinkering, Street Smarts, Organized Crime*

History: \_\_\_\_\_

	<b>Mage</b>								Starting
		Death	○	○	○	○	○	○	

*Magic, Language, History, Arcane Secrets*

History: \_\_\_\_\_

	<b>Traveler</b>								Starting
		Death	○	○	○	○	○	○	

*Survival Skills, Inventory, Navigation, Interacting with People*

## Your Pack

Each Slot can fit 5lbs or something the size of a human head.  
Includes equipped items. Carrying more items drains energy faster.

<b>X = 5</b>	_____
	_____
	_____
<b>X = 4</b>	_____
	_____
	_____
<b>X = 3</b>	_____
	_____
	_____
<b>X = 2</b>	_____
	_____
	_____

### When you get Hit...

Downgrade a die of your choice & explain how that career saved you.  
OR

Roll your two highest dice on Injury Table.  
If you suffer the same injury twice it becomes permanent.

♦ ♦ **1 Bleeding Out.** 5  
Round Countdown: Death.

♦ ♦ **7 Broken Fingers.** Can't  
carry anything in right hand.

♦ ♦ **13 Concussion.**  
Can't sleep.

♦ ♦ **2 Internal Bleeding.**  
All dice immediately set to  
d4, and cannot be upgraded.

♦ ♦ **8 Tight Chest:** X is one  
lower (See pack).

♦ ♦ **14 Wrist Inflammation:**  
Can't carry anything in left  
hand.

♦ ♦ **3 Fractured Hip.**  
Can't move.

♦ ♦ **9 Bruised Collarbone.**  
Can't move your arms.

♦ ♦ **15 Broken Nose.** Can't  
smell.

♦ ♦ **4 Scratched Eyes.**  
Can't see.

♦ ♦ **10 Dizziness.**  
Can't move w/o assistance.

♦ ♦ **16 Crick in Neck.** Can't  
aim ranged weapons.

♦ ♦ **5 Dislocated Knee:**  
You must walk slowly.

♦ ♦ **11 Back Spasms:** Can  
only carry 5 slots.

♦ ♦ **17 Just Pain.**  
You can deal with pain.

♦ ♦ **6 Sprained Ankle.** Can't  
jump.

♦ ♦ **12 Ruptured Eardrum.**  
You cannot hear.

♦ ♦ **18+ Rage, Rage!**  
Upgrade a die of your choice.

# Making Camp

Making Camp is the most reliable way to upgrade dice and recover from injuries.

Find a safe space.  
Each PC must consume 1 ration to Make Camp.

Camping is done in 2 hour shifts.

During each shift you may choose:

## Nap

Set one Career Die to its starting value.

## Train

Upgrade a Career Die.

## Refresh/Repair

Restore Uses of an item.

## Keep Watch

Requires 5Σ per shift, else risk of encounter.

## Heal

Healing an Injury requires 10Σ.

Progress carries over.

# Magic

All Elders know some basic spells.

More advanced spells must be found and learned.

## Strike

Deal that much damage.

## Glob

Danger. Summon a slots worth of any element.  
Dissolves after next turn.

## Illusion

Danger. Will fool viewers until end of next turn.

## Leap

Danger. Jump up to 20ft.  
If failure, take hit.

## Ritual

Apply effort to a task.  
Requires materials.

## Telekinesis

Danger. Move up to 2 Slots worth of stuff.

## Mind-Speak

Danger. Communicate with any creature or person you can see.

## Energize

Danger. Upgrade ally's die.

Only available in towns

**Small Weapon:** 1 Slot; 1 Hand. Allows melee attacks with Rogue OR Warrior dice.

**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.

**Ranged Weapon:** 2 Slots, 2 Hands. 10 Uses. Upgrade your Hunter die when combat starts.

**Shield:** 1 Slot; 1 hand. 1 Use. Prevent a hit.

**Light Armor:** 2 Slots. 2 Uses. Prevent a hit.

**Heavy Armor:** 3 Slots. 3 Uses. Prevent a hit.

# Magical Packs

Your Elder packed what they need (even if the player didn't know it). Make a Traveler Roll.

Pick anything less than or equal to that number from the list below and add it to your Pack. Items take up 1 Slot.

1

**Tinderbox.** Create a spark.

**Candles.** 5 uses. Soft flame, burns for 2 Rounds.

**Torches.** 5 uses. Bright flame, burns for 3 rounds.

**Lamp oil.** 5 uses.

**Lantern.** Bright light. Burns for 5 Rounds.

2

**Rope.** 50ft in length.

**Bladder.** Can hold most liquids and gases, even acidic ones.

**Bottle.**

**Bucket.** Made of Copper or Wood.

**Net.**

3

**Twine.** 50ft.

**Whistle.**

**Crowbar.**

**Pickaxe.** 1 Hand.

**Pole.** Collapsible, 10ft long, thin metal.

4

**Ration.** 1 use. Allows Camping.

**Ritual Materials.** 3 uses. Enables ritual magic.

**Pulleys.** 3 uses.

**Quill & Ink.** 5 uses.

**Saw.** 1 Hand.

5

**Shovel.** 2 Hands.

**Drill.** Hand-drill that can make thin holes in stone and metal.

**Face paint.** Can also act as fancy makeup.

**Metal file.**

**Fishing rod.** Traveler Danger to catch 3 Rations.

6

**Glue.** 5 uses. Takes 1 round to dry.

**Grappling hook.** Does not include rope.

**Grease.** 5 uses. Flammable.

**Blank book.** Can hold 3 Spells.

**Caltrops.** Roll Rogue when you lay these; deals that much Σ.

7

**Bear trap.** Roll Hunt when you deploy it; deals that much Σ.

**Bellows.**

**Card deck and dice set.** Rogue Danger to cheat.

**Chain.** 10ft.

**Chalk.** 5 uses.

8

**Chisel.** Sharp metal point.

**Hammer.**

**Horn.** Can be heard from a long distance.

**Hourglass.**

**Incense.** 3 uses.

9

**Magnifying Glass.**

**Lockpicks.** 3 uses.

**Manacles.**

**Marbles.** 3 uses. Each use is about 20 marbles.

**Fake jewels.** Rogue Danger to convince people of it's value.

10

**Mirror.**

**Nails.** 5 uses.

**Padlock.** Includes key.

**Sponge.**

**Spyglass.**

11+

Negotiate with your GM for anything else you want.

*Example: You want more ritual materials to make a ball of fire.*

*You make a Traveler roll and get a 3. That isn't high enough (Ritual materials is in the 4 section). Instead you decide to get torches and make fire the old fashioned way. Downgrade your die if necessary.*