

NAME

Human: Bernice, Stoddar, Pennie, Nowles, Enrique, Ellwood, Dale, Jean, Cedes
Elf: Furn, Alfirin, Alfirmiben, Annûn, Tinnuben, Hennethon, Pedir
Dwarf: Fuimben, Gorfuin, Mor, Uial, Yeon, Tallysi, Tinnu, Radon, Yeally

LOOK

Experienced Eyes, Lonely Eyes or Eyes Covered By A Busy Brow
 Wild Grey Mane, Liver-spotted Scalp or Lengthy Silver Hair
 Ancient Robes, Instructor Fatigues, or Worn Traveler Coat
 Frail Frame, Scarred Body, Well-Kept Temple or Plain Old Body

Assign these scores to your stats: 16 (+2), 15 (+1), 13 (+1), 12 (+0), 9 (+0), 8 (-1)

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
■ WEAK -1	■ SHAKY -1	■ SICK -1	■ STUNNED -1	■ CONFUSED -1	■ SCARRED -1
STR	DEX	CON	INT	WIS	CHA

DAMAGE



ARMOR



HP



CURRENT
MAX

YOUR MAX HP IS
6+CONSTITUTION

ALIGNMENT

☐ GOOD

Use your wisdom to help others.

☐ NEUTRAL

Teach something new to someone.

☐ EVIL

Deny assistance to another to 'teach them the hard way.'

RACE

☐ HUMAN

You may add your WIS to any Parley rolls.

☐ ELF

Ignore the I'm Not Getting Any Younger move.

☐ DWARF

When you return to a dwarven settlement, you count your Supply rolls of 7-9 as 10.

☐ HALFLING

Whenever you enter a city or town you have been before, you get a personal feast (ration, 1 use, 1 weight) and halfling pipeleaf (6 uses, 1 weight) for free.

BONDS

Fill in the names of your companions in at least one:

_____ is young and has much to learn.

Looks like even I can learn something from _____.

There is nothing more that I could hope to teach _____.

I like _____'s company; it's nice to have someone so entertaining around.

_____ reminds me of myself when I was that age.

STARTING MOVES

AS WISE AS MYSTERIOUS

You are an ancient fountain of knowledge, having spent each waking moment of your youth adventuring around the world. You have forgotten more of your adventures than most heroes will ever go on. Now in your elder age, you have garnered a venerable knowledge of all things to possibly encounter. You now teach and give guidance to others who have taken the same path that you had once traveled down. Whenever you Spout Lore, on a 7-9, you may also ask one question from the Discern Realities list and on a 10+, you may ask two questions instead of one.

I'M NOT GETTING ANY YOUNGER

Unless you have a Constitution of 16 or higher, you get -1 to all +STR, DEX and CON rolls. Furthermore, any armor you wear counts as having the clumsy tag.

COORDINATE YOUR EFFORTS! (INT)

When your aged eyes carefully scan over the battlefield, you provide undeniably sound tactical advice, expressed in an elegant and poetic fashion to your would-be students. Roll +INT. *On a 10+, you may ask any one question from Discern Reality list and choose 2 of the following. *On a 7-9, choose 1:

- You and your allies get +1 forward to their next Hack and Slash or Volley rolls.
- You and your allies get +1 forward to their next Defy Danger rolls.
- You and your allies get a +1 forward to their next damage rolls.
- Your insight provides an opening in the enemy's defense that can be exploited.
- The next time you or one of your allies would take damage, they take half that damage instead.

MEDITATION (WIS)

When you take a moment to sit still and reflect roll +WIS. *On a 10+, you may ask the GM a question as the secrets of the universe present themselves to you in a simple sign. *On a 7-9, as above, but choose one.

- You have been pondering for so long all your allies have slumbered off and the party must Make Camp. However, in this down time, the GM can make two moves.
- You have starved your body for too long as you contemplated life, and must consume three rations next time you Make Camp instead of one and you count the penalty from your I'm Not Getting Any Younger move as -2 instead of -1 until you have an extended rest of an hour or so.
- As the universe opens up to you, so does horrible truths that lurk amongst the darkest places in reality. You cannot speak as only failing murmurs escape your lips until you have an extended rest of an hour or so. You also cannot cast spells during this time.

THE MENTOR

LEVEL

XP

GEAR

Your load is 6+STR. You start with a cane (close, 1 weight), dungeon rations (5 uses, 1 weight) and 100 coins. Choose your defenses:

- ☐ Ancient word chainmail (1 armor, 1 weight)
- ☐ Old buckler (+1 armor, 1 weight)
- ☐ Teacher's robes (1 weight)

Choose your weapon:

- ☐ A blade older than time (close, +2 damage, two-handed, 2 weight)
- ☐ Hand-carved staff (reach, two-handed, 1 weight)
- ☐ Sling (near, 0 weight) and pellets (2 ammo, 0 weight)

Choose one:

- ☐ Bag of books (5 uses, 1 weight)
- ☐ 2 healing potions

ADVANCED MOVES

When you gain a level from 2-5, choose from these moves.

☐ ☐ I'VE LIVED LONG ENOUGH TO SEE A FEW THINGS

You can learn an Advance Move from another class. You can take I've Lived Long Enough to See a Few Things' twice.

☐ I FORGOT I HAD THIS!

Once per session, you can pull out any mundane piece of equipment at your disposal.

☐ ONE IN BODY AND MIND

Whenever you roll +12 on Meditation, you may ask two questions to the GM instead of one.

☐ HELP A POOR OLD FART OUT

You lower the cost of all goods you purchase by your CHA.

☐ WISDOM OF THE AGES

You can add your WIS to any Spout Lore rolls.

☐ JUST AN OLD SOUL PASSING BY, NOTHING MORE

When you are doing nothing conspicuous, hostile or are being actively hunted for, you can pass any area unnoticed.

☐ YOUR YOUNG MIND CANNOT PERCEIVE

Whenever you roll +12 on Spout Lore, choose one of the following:

- Deal 1 Stun damage to everyone who can hear you.
- Gain a +3 forward to your next roll.

☐ KUNG-FU INSTRUCTOR

Requires: Strength of 14 and Dexterity of 14

Increase your damage dice to a d8 when you are fighting without a weapon.

☐ I WAS A WIZARD ONCE

You gain the Spellbook, Prepare a Spell and Cast a Spell Wizard moves.

When you select this move, treat yourself as a Wizard of level 1 for using spells. Every time you gain a level thereafter, increase your effective Wizard level by 1.

☐ BACK IN MY MISSION DAYS

Dedicate yourself to a deity (name a new one or choose one that's already been established). You gain the Commune and Cast a Spell Cleric moves. When you select this move, treat yourself as a Cleric of level 1 for using spells. Every time you gain a level thereafter, increase your effective Cleric level by 1.

Choose three:

- ☐ Old victory trophy (+1 to Parley rolls, 1 weight)
- ☐ Token of royalty (worth 75 coins, 0 weight)
- ☐ Ring of hardship (+2 to Max HP, 0 weight)
- ☐ Halfling pipeleaf (6 uses, 1 weight)
- ☐ Bag of books (5uses, 1 weight)
- ☐ A vial of goldenroot poison (applied, 0 weight)
- ☐ Talisman of a tired traveler (+1 load, 0 weight)
- ☐ A holy icon of a protective saint (+1 armor, 0 weight)
- ☐ An outdated set of armor (3 armor, worn, clumsy, weight 2)
- ☐ Bow (near, far, 1 weight) and a bundle of arrows (3 ammo, 1 weight)
- ☐ A cart and a donkey
- ☐ A cottage in a location of your choosing

When you gain a level from 6-10, choose from these moves or the level 2-5 moves.

☐ NONSENSICAL BABBLE (CHA)

You unleash a truly devastating burst of knowledge or incoherent jabbering, no one other than you is really sure which it is. You have discovered this overload of audio information can have some interesting utilizations. Roll +CHA *On a 10+, choose 2. *On a 7-9, choose 1:

- You deal 3 Stun damage to anyone you direct your utter gibberish at.
- Leave your enemies flatfooted in confusion.
- Provide an opening on a foe that you or an ally can take.
- Drown out all noise in the area.

☐ ☐ MASTER HOARDER

Requires: I Forgot I Had This!

When you gain this move, you may choose any one magic item from the rulebook and add it to your inventory the next time revisit any place you have been. You can take this Advance Move twice.

☐ BAH, MONSTERS WERE BIGGER IN MY DAY

You cannot ever be frightened by enemies. You also cannot be Stunned or Confused.

☐ THAT'S HOW I GOT PAST THEM LAST TIME!

Whenever you Defy Danger with quick thinking, gain 1 preparation.

☐ LIFE LESSONS

Once per session you can freely give off a cryptic haiku or the likes and grant a +4 forward to any one roll that you or an ally make.

☐ THE MASTER AND THE STUDENT

Whenever you enter a dangerous situation with someone you have a bond with, you and everyone you have a bond with gains hold 1. This hold can be spent on the Defend Basic Move.

☐ MEETING OF MINDS

You can use the Meditation roll to instead mentally commune with anyone who has a bond with you, regardless of distance. As long as you remain in your meditative state, you can continue the mental dialogue.

☐ KUNG-FU MASTER

Requires: Kung-Fu Instructor, Strength of 15 and Dexterity of 15

Increase your damage dice to a d10 when you are fighting without a weapon.

☐ OLD TRAVEL JOURNALS

A use of a bag of books gives you a +3 forward instead of +1 to Spout Lore.