

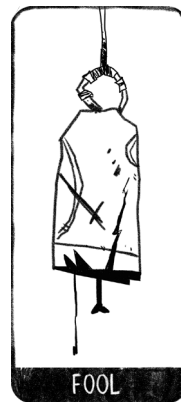
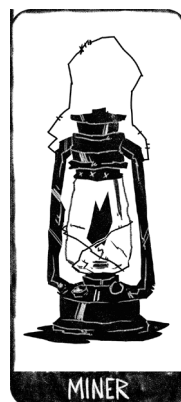
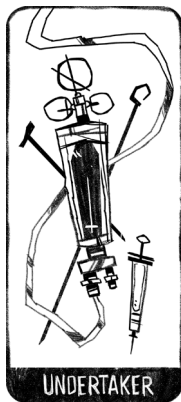
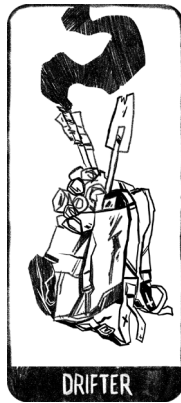
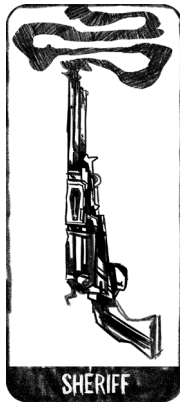
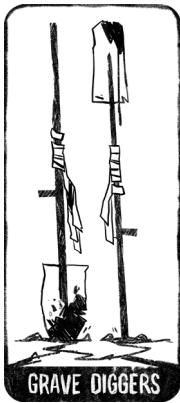


CASSET LAND

BY MARIE ENGER



SURVIVORS



GRAVE DIGGERS

NAME: _____

-2 / -1 **TRICK**
MANIPULATE, TRICK, BRIBE

+2 / +3 **BACKBONE**
SURVIVE, GIVE AID

0 / -1 **SMOOTH**
INVESTIGATE, ASSESS

+3 / +2 **BRAWN**
ATTACK, SHIELD

-1 / 0 **CREEP**
CONJURE



Where ever you go, you go together. Only the two of you know how the bones crunch beneath your feet, the way the flesh feels beneath a shovel. They will always need someone to bury the bodies.

ASPECTS: You might be ghastly, but the two of you can still scratch, bite, and reason with the rest of them. You get all the standard actions, but must roll a D6 to determine what type of creeps you truly are.

ASPECT: _____

ASPECT NOTES: _____

ATTACKS

PUT 'EM DOWN - They belong in the earth. Land a strike with your weapons and don't stop until they're ready for the worms. Each Grave Digger may make two attacks this turn.

GRUESOME TWOSOME - once per day multiply the damage done by two.

NOTES

WATER You must take 3 drinks per day in order to survive. You may also trade a drink of water to change a roll to 12 or avoid harm.

DIGGER 1		DEAD
ALIVE		
DIGGER 2		

VITALITY Take four or more harm and you're unstable.

DIGGER 1 UNSTABLE	<input type="checkbox"/>	ALIVE				DEAD
DIGGER 2 UNSTABLE	<input type="checkbox"/>					

WEAPONS

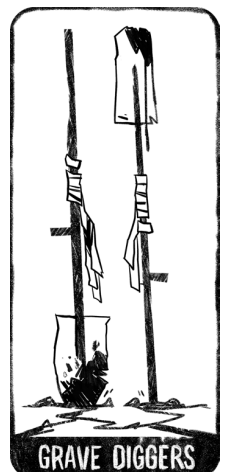
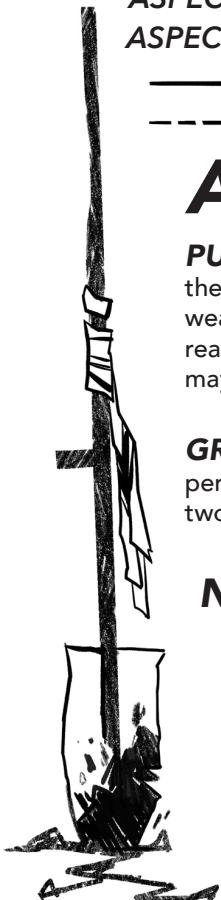
X2

SHOVEL
KNIFE

ITEMS

X2

WATER CANTEEN
GOLD - 40
POUND OF FLESH
GRAVE DIRT
BLOOD FROM A
STONE



BASIC ACTIONS: SURVIVE x GIVE AID x INVESTIGATE x ATTACK x SHIELD x TRICK

GRAVE DIGGERS

GRAVE DIGGERS

ASPECTS

1	A REVENANT AMONGST US	<p>They were your only constant, the only person you cared about, the only one who understood. But their body was put to rest 6 feet down in a black pine box...until you made a dark bargain to bring them back. They need a canteen full of blood per day, and you'll be the one to supply it.</p> <p>One of your diggers does not rot or get sick, and whenever they get hit, they suffer -1 VITALITY LESS. However, if they don't get a full canteen of blood each day, you both become unstable. ADD AN EXTRA CANTEEN TO YOUR ITEMS.</p>
2	PSYCHIC BOND	<p>You've been together since you were torn out of your mother. There is no bond like your bond - you share everything. Emotion, pain, and voice.</p> <p>The two of you speak in one voice - it's unnerving. When dealing with outsiders you get -1 TRICK. However, you are able to split vitality and water throughout gameplay.</p>
3	GRAVE ROBBERS	<p>The dead can't take it with them, so why shouldn't you have it? The two of you have been snatching whatever goes in the ground since you were young, and have amassed quite the collection.</p> <p>You're rich (add +50 gold to your satchel) but at what cost? No one trusts you -1 TRICK. However, you have anything anyone could ever want. +2 when you want to BRIBE.</p>
4	GHOULS	<p>Grave digging was the natural choice for you once you realized that dead flesh doesn't fight back and tastes just as good.</p> <p>If you eat flesh from a fallen foe or ally, you regain health. Roll +BACKBONE. On a 10+ you regain 2 vitality, 7-9 you heal 1 hit, however, on a miss your condition worsens 1 hit.</p>
5	NECROMACERS	<p>You've spent so much time around the dead that you can hear their call even when you're out of the dirt.</p> <p>The dead whisper their secrets to you - and you can use those secrets to your advantage. You may roll +CREEP instead of +TRICK when you want to manipulate someone or something.</p>
6	SERIAL KILLERS	<p>You've taken many lives, and with each one you put screaming into the ground, you took a little something, binding their angry spirits to you.</p> <p>Roll +CREEP. On a 10+ the restless spirit tied to you aides you in investigation or distraction, on a 7-9 they cause a distraction, on a miss - they'll take their vengeance - causing you to -1 Vitality.</p>

SHERIFF

NAME: _____



TRICK

MANIPULATE, TRICK, BRIBE



BACKBONE

SURVIVE, GIVE AID



SMOOTH

INVESTIGATE, ASSESS



BRAWN

ATTACK, SHIELD



CREEP

CONJURE



This is a lawless place - mad men and monsters maim and murder without fear of anything...but you. There is no truer shot, no stronger arm. There may be no justice here, but there is you.

ASPECTS:

Even you cannot fight the law of nature. You get all the standard actions, but must roll a D6 to determine what sort of justice you will call down.

ASPECT: _____

ASPECT NOTES: _____

ATTACKS

THROW LEAD - Take your shot with your six shooter and shotgun. Make sure your aim is true, and the chamber loaded. + 2 vitality

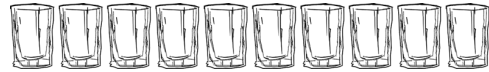
LAW OF THE LAND - once per day command a friend or foe to abide by your law - whatever that may be.

NOTES

WATER

You must take 3 drinks per day in order to survive. You may also trade a drink of water to change a roll to 12 or avoid harm.

ALIVE



DEAD

VITALITY

Take four or more harm and you're unstable.

UNSTABLE

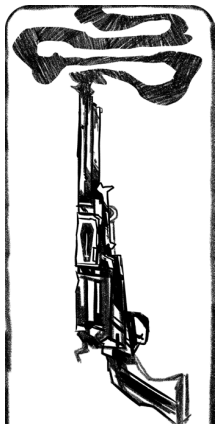
ALIVE DEAD

WEAPONS

6 SHOOTER
SHOTGUN

ITEMS

WATER CANTEEN
GOLD - 40
1 PACK BULLETS -
6 SHOOTER
2 PACK SHELLS -
SHOTGUN



SHERIFF

BASIC ACTIONS: SURVIVE x GIVE AID x INVESTIGATE x ATTACK x SHIELD x TRICK

SHERIFF

ASPECTS

1	CORRUPTION	<p>You have only your best interests at heart, but the law on your side. People do what you want them to do or they eat dirt. To say you're persuasive is an understatement.</p> <p>Bodily harm, money, power...you've fallen prey to them all - and you know how to use them against others. Once a day you can use this knowledge to bribe or threaten, and get what you want without question.</p>
2	LAW ABIDING	<p>This is hell, but it doesn't have to be. The rules put in place ensure the survival of <i>ALL</i>, not just the rich. You follow the rules, a strict moral code, and you will make sure those around you do the same. The law is the law - there can be no straying from it.</p> <p>Your moral code is flawless - and when you speak, people listen. You may use your LAW OF THE LAND voice command once more per day.</p>
3	HERO	<p>You've saved one of the madmen or bandits you'll encounter - and they haven't forgotten your sacrifice.</p> <p>One of the MADMEN or BANDITS will switch sides to come to your aide for the rest of the adventure.</p>
4	BANDIT	<p>You've killed, theived, and tricked the best of them - and now you've become the very law you've broken. But madmen and monsters aren't the only things hiding in the hills...</p> <p>You've got a secret stash of 2 extra water canteens, 50 pieces of gold, and one extra food ration hidden away. You can access this stash once per adventure, but once you do, the whole party will know who you really are...and there's no telling what they'll do.</p>
5	GREEN	<p>In this place the law doesn't last long. Your predecessor died a violent death, but left behind some extra bullets for you. Too bad they also left behind a town full of criminals and a wasteland full of monsters.</p> <p>Add an extra pack of ammo for your 6 shooters and shotgun to your items, and pray that you last longer than the sheriff that came before you.</p>
6	SERIAL KILLERS	<p>You're the fastest on the draw, and your aim is true. Your unnatural speed has been the talk of the town and wasteland surrounding it.</p> <p>There isn't any madman, bandit, or monster that can out maneuver your superior reflexes. You ALWAYS move first. Always.</p>

BARBER

NAME: _____



TRICK
MANIPULATE, TRICK, BRIBE



BACKBONE
SURVIVE, GIVE AID



SMOOTH
INVESTIGATE, ASSESS



BRAWN
ATTACK, SHIELD



CREEP
CONJURE



Shaves, haircuts, amputations and tooth extraction. You know enough to know that to heal, you must hurt. It's a tough world out there, and the anesthetic has all run out. Bite down, power through, and remember... Don't. Miss. Twice.

ASPECTS:

You're a jack of many trades, and a plier of many remedies, but you are still only human. You get all the standard actions, but must roll a D6 to determine what sort of special medicine you practice.

ASPECT: _____

ASPECT NOTES: _____

ATTACKS

CUT TO THE BONE -You can aim for a crucial spot on any madmen, bandit or monster you encounter. Roll +Brawn - on a 10+ you inflict +2 harm and they become unstable due to blood loss. On a 7-9 you inflict +1 harm. On a fail, your own weak spots become open to your foe.

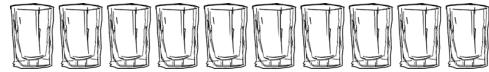
EXTRACTION - Your allies are able to trade you their teeth to regain hit points. One tooth = one hit regained.

NOTES

WATER

You must take 3 drinks per day in order to survive. You may also trade a drink of water to change a roll to 12 or avoid harm.

ALIVE



DEAD

VITALITY

Take four or more harm and you're unstable.

UNSTABLE

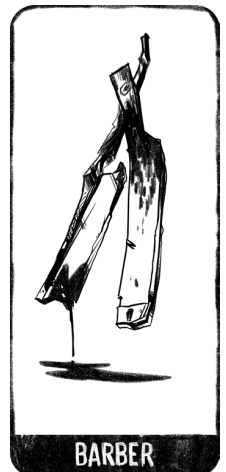
ALIVE DEAD

WEAPONS

RAZOR
SCALPEL

ITEMS

WATER CANTEEN
GOLD - 30
LEATHER STRAP
MIRACLE BALM X2
CURE-ALL X2
WRAPPINGS



BARBER

BASIC ACTIONS: SURVIVE x GIVE AID x INVESTIGATE x ATTACK x SHIELD x TRICK

BARBER

ASPECTS

1	SHAVE AND A HAIRCUT	<p>Two bits...will get you more information than you'd think. You treat all sorts, and you know all sorts of secrets.</p> <p>You know a secret code that will let you access hidden places and ONE secret about a madman, bandit, or monster. Use them wisely.</p>
2	DON'T MISS TWICE	<p>That's the code. Line up your blade, and slice it clean. Someone else's blood on the ground means you've kept all yours inside.</p> <p>You have an extra attack move with your RAZOR once per encounter. If your attack is successful, you gain +1 VITALITY for you or an ally.</p>
3	BITE DOWN	<p>There isn't anything left to dull the pain, but best you bite down on a piece of leather to get through it instead of your tongue.</p> <p>Once per the adventure, you (or an ally) is able to play through an encounter after being killed, or seriously impaired.</p>
4	LEECH	<p>Sometimes to become the perfect picture of health, you must deal in something truly ugly. What's a little leech when you're knocking at death's door?</p> <p>Once per encounter, all damage done to enemy combatants in a round can be re-distributed as VITALITY to your party members. NOTE: You decide who gets how much VITALITY.</p>
5	BLOODLETTING	<p>Your razor's red sheen marks a job well done. You didn't miss, and as your enemies bodies grow cold, you can rest easy knowing you'll live to practice your craft another day.</p> <p>Once per day, all damage you deal gets +2 HITS, and you gain +1 VITALITY.</p>
6	INOCULATION	<p>It's not science - that's why it hurts so much. Before your limited knowledge of preventing diseases instead of chopping off diseased limbs hurt you, but out here? In the casket land? Well, every vial of imperfect inoculation is one less threat you'll have to face tomorrow.</p> <p>Add three vials of fatal diseases and three syringes to your satchel. You may use them to poison a madman, bandit or monster. Roll +WEIRD - on a +10 your enemy dies immediately, on a 7-9 they are infected and will die after 2 rounds, on a miss, they become immune to the disease and make you unstable.</p>

PREACHER

NAME: _____



TRICK
MANIPULATE, TRICK, BRIBE



BACKBONE
SURVIVE, GIVE AID



SMOOTH
INVESTIGATE, ASSESS



BRAWN
ATTACK, SHIELD



CREEP
CONJURE



All heathens pay for their sins in blood as their lungs fill with dirt, but you, oh you will lead these few to survival and salvation! GOD speaks through you, and you will make sure his will be done.

ASPECTS:

Lo, though the word flows through you, you are but human. You get all the basic moves, but must roll a D6 to determine what sort spirit flows through you. The number rolled determines your lot in life.

ASPECT: _____

ASPECT NOTES: _____

ATTACKS

EXORCISM - You are able to banish a Madman, Bandit or Monster from your presence. Roll +Brawn. On a 10+ your target is removed from your presence, on a 7-9 your target lingers for one more action, but on a miss, nothing but your faith disappears.

LAYING OF HANDS - once per day restore +3 vitality to yourself or an ally.

NOTES

WATER

You must take 3 drinks per day in order to survive. You may also trade a drink of water to change a roll to 12 or avoid harm.

ALIVE DEAD

VITALITY

Take four or more harm and you're unstable.

UNSTABLE ALIVE DEAD

WEAPONS

HOLY SYMBOL

ITEMS

WATER CANTEEN
GOLD - 30
TALL TALE
HAG'S EYE
BELL
WRAPPINGS



BASIC ACTIONS: SURVIVE x GIVE AID x INVESTIGATE x ATTACK x SHIELD x TRICK

PREACHER

ASPECTS

1	FLAMES OF PERDITION	<p>Those who do not follow will burn! Lay your hands upon them and watch them catch fire.</p> <p>All will burn in the wake of your righteous fury! Your unarmed attacks are 2 hit, intimate, hand, fire.</p>
2	FOLLOW ME	<p>All who follow in your footsteps will know salvation, all who hear you will abide. Your word is god's word, and your will shall be the will of the people.</p> <p>Once per day you can command a madman, bandit, or ally to do your will and they will do it without fail. Note: Monsters fear neither the word of god nor man - they will never follow you.</p>
3	FALSE HOPE	<p>Lo, though we walk through the casket lands, we will reach water and fertile earth. All will work out in our favor, you'll see. Have faith.</p> <p>Hollow, empty words. You know they're lies, but those around you do not. Once per encounter you may spout sweet lies and inspire a member of your party to take a bonus action.</p>
4	SNAKE HANDLER	<p>The venom of snakes is sweet as syrup, their hiss a song to your ears, their writing a sight for your sore eyes.</p> <p>You are immune to the poisoning effects from all snakes. You are able to freely communicate with them, and summon 2 per day to aide you in your mission.</p>
5	WRATH OF GOD	<p>Repent sinners, for you created this foul waste before you. Nothing is redeemable so long as your putrid flesh roams this land!</p> <p>Grim but true - your words cause ruin where'er you speak them. Once a day when you direct them towards a madman, bandit, or ally - they will be overcome with grief and be unable to complete their turn this round.</p>
6	TENT REVIVAL	<p>OH! But I must only lay my hands upon you and you shall rise up - filled with the spirit.</p> <p>Once per adventure you can lay your hands upon an madman, bandit, ally or monster and bring them back from the pits of hell. NOTE: the revived will regain only 2 VITALITY and remain UNSTABLE.</p>

SNAKE OIL PEDDLER

NAME: _____



TRICK
MANIPULATE, TRICK, BRIBE



BACKBONE
SURVIVE, GIVE AID



SMOOTH
INVESTIGATE, ASSESS



BRAWN
ATTACK, SHIELD



CREEP
CONJURE



The flash of a your toothy grin is all it takes to convince all around you to fall for your lies and treachery. You're here to take until there is nothing left.

ASPECTS:

Your powers of deception may be unnatural, but you are still very, very human. You get all the standard actions, but must roll a D6 to determine what sort of lies you tell.

ASPECT: _____

ASPECT NOTES: _____

ATTACKS

DOUBLE CROSS - Roll +BRAWN to attack, but roll +TRICK to move out of your foe's reach on the same turn. On a +10, you avoid their attack, on a 7-9 they do -1 damage, but on a fail, you take +1 damage.

GRIFT - When you want to TRICK a foe or ally, you can ask the GUIDE what is needed to convince your mark to give up their item, information, or supplies. The guide must answer honestly. If you don't have what your mark wants, you get a +1 TRICK to attempt to trick them into thinking you have it.

NOTES

WATER

You must take 3 drinks per day in order to survive. You may also trade a drink of water to change a roll to 12 or avoid harm.

ALIVE DEAD

VITALITY

Take four or more harm and you're unstable.

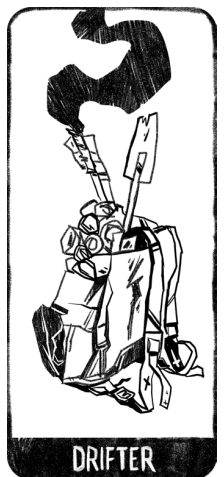
UNSTABLE ALIVE DEAD

WEAPONS

KNIFE
RAZOR

ITEMS

WATER CANTEEN
GOLD - 40
SNAKE OIL X2
GRAVE DIRT X2
TRICK DECK
SKIN OF YOUR TEETH



DRIFTER

BASIC ACTIONS: SURVIVE x GIVE AID x INVESTIGATE x ATTACK x SHIELD x TRICK

SNAKE OIL PEDDLER

ASPECTS

1	I SEE HOW IT IS	<p>They can't pull the wool over your eyes. You know all the tricks - and you know how to turn them against those who would try to take advantage of you.</p> <p>If you feel as though you're being deceived by an enemy or an ally, you may roll +TRICK. On a +10 you see through the lie and get the truth. 7-9 allows you to see through the deception and a hint at what is really going on. On a fail, you are taken hook line and sinker, and you lose 1 water.</p>
2	KNIFE IN THE BACK	<p>They never saw you coming.</p> <p>You get +2 hits when you attack an unsuspecting foe or ally for the first time.</p>
3	I HAVE WHAT YOU NEED	<p>A master manipulator, you may not actually have what they need, but you really are convincing.</p> <p>You get +2 to a TRICK or SMOOTH roll when you attempt to TRICK or BRIBE someone. On a +10 you can hand them any item and have them convinced it's what they wanted, on a 7-9, they are convinced for 2 rounds, but may come after you. On a fail, they aren't fooled and will attack.</p>
4	SOLVES-ALL	<p>Don't ask where it came from, what it's made of, or what the side effects are. What matters is that it will solve ALL your problems.</p> <p>You gain +3 packets of GRAVE DIRT. Your deception makes the poison all the more potent. Roll 1D6 +TRICK and deal extra damage equal to the number on the die.</p>
5	MISDIRECTION	<p>You've got a knack for distraction. They won't see your true intentions if you draw their attention from your ulterior motives - and that's sickeningly simple to do.</p> <p>Roll +TRICK to draw the attention of whoever your mark is away from their goal. On a +10 not only are they so distracted they miss their turn, you get a surprise attack on them. A 7-9 has them distracted enough to miss their turn. A fail? You played yourself and will reap the rewards of your mark's surprise attack.</p>
6	YARN	<p>What is a storyteller but a liar with kinder intent? You spin a yarn so flawless that even those with iron will and flawless memory will doubt what they know to be true.</p> <p>Your lies are so convincing that once per day you are able trick a mark (be it foe or ally) into believing your bullshit without question.</p>

DRIFTER

NAME: _____



TRICK

MANIPULATE, TRICK, BRIBE



BACKBONE

SURVIVE, GIVE AID



SMOOTH

INVESTIGATE, ASSESS



BRAWN

ATTACK, SHEILD



CREEP

CONJURE



They're all the same - from town to town, waste to waste - these people bicker until there is bloodshed. You've survived each town's demise, and you'll survive this one.

ASPECTS:

You know two things to be true - this land will kill you, and it will do so because you are human. You get all the standard actions, but must roll a D6 to determine what has kept you alive in the Casket Land for so long alone. The number rolled determines your what kind of survivalist you are.

ASPECT: _____

ASPECT NOTES: _____

ATTACKS

A STEP AHEAD - Roll +SMOOTH. On a 10+ you see the route or vantage point that will cause the least amount of harm to you (and your allies if you so choose) and YOU gain advantage against any foes in battle - add +1 HURT to all successful attack rolls. On a 7-9, you see the route or vantage point that will cause you the least amount of harm. On a failed roll you see nothing - but no harm comes to you.

TRACKER - Nothing walks this land without you knowing - all you need is time and something left by your prey.

NOTES

WATER

You must take 3 drinks per day in order to survive. You may also trade a drink of water to change a roll to 12 or avoid harm.

ALIVE



DEAD

VITALITY

Take four or more harm and you're unstable.

UNSTABLE

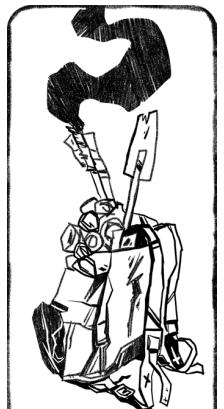
ALIVE DEAD

WEAPONS

PITCHFORK
KNIFE

ITEMS

WATER CANTEEN
GOLD - 10
FOOLS GOLD
TALL TALE
BLOOD FROM A
STONE
BELL



DRIFTER

BASIC ACTIONS: SURVIVE x GIVE AID x INVESTIGATE x ATTACK x SHIELD x TRICK

DRIFTER

ASPECTS

1	STALKER	<p>Nothing walks this land without you knowing - all you need is time and something left by your prey.</p> <p>You know all that's happening around you in this waste. Once per day you may search for tracks or items abandoned by your quarry and use them to find exactly what you're looking for.</p>
2	RUNNER	<p>You know the land, you know what lives in it, and you know that to survive it, the only option is to run.</p> <p>If you choose to run and hide from a conflict - you receive no penalty, and no monster will take an attack of opportunity against you.</p>
3	MADMAN	<p>You've seen things out here, and they have driven you mad. The only difference between you and the madmen wandering the hills is that you hide your true nature slightly better.</p> <p>You get +1 CREEP and if you ambush or attack from a hidden place, you cause +2 HARM.</p>
4	CANNIBAL	<p>To survive, you must eat. At the beginning it was difficult, but after the first two members of your old party, the guilt faded and you began to crave the taste...</p> <p>If you eat flesh from a hurt ally, you regain health. Roll + BACKBONE. On a +10 you regain 2 VITALITY and damage your ally 2 harm, 7-9 you heal 1 hit and damage your ally 2 harm, however, on a miss the party member you're eating gets an attack against you.</p>
5	PLAGUE	<p>Where you go, death follows. You hide your marred skin and open sores under blankets and bandanas, but the poison seeps through to any that would lay hands upon you.</p> <p>ANYTHING (madmen, bandits, allies and monsters) that touches you immediately takes +1 HARM.</p>
6	OUTCAST	<p>You weren't always wandering this place - long ago you belonged to the CULT OF CRUACH. You were ostracized and thrown out, but not before learning dark and terrible rituals.</p> <p>If your enemy uses magic or rituals against you, Roll +CREEP. On a +10 you block their attack and turn it back on them with +2 HARM added, on a 7-9 you successfully block their attack, on a miss +1 HARM gets added to the attack against you.</p>

UNDERTAKER

NAME: _____



TRICK
MANIPULATE, TRICK,
BRIBE



BACKBONE
SURVIVE, GIVE AID



SMOOTH
INVESTIGATE, ASSESS



BRAWN
ATTACK, SHEILD



CREEP
CONJURE



You straddle the divide between the living and dead. If only they knew how you had to break, paralyze, and stitch those lost so that they don't rise back up and tear it all apart. The dark knowledge you hold, the dark things you've done, who will keep you from using them against the living when you are laid in your own black pine box?

ASPECTS: You've seen what we become once we reach the other side - so you hold tight to what makes you human now. You get all the standard actions, but must roll a D6 to determine what you know and how it affects you.

ASPECT: _____

ASPECT NOTES: _____

ATTACKS

EMBALM - Use the injections at your disposal to put your enemy down using +CREEP instead of +BRAWN.

BLACK PINE BOX - Roll +CREEP. On a 10 you raise up 4 corpses that cause +2 hurt to any enemy they roll successfully against. On a 7-9 you raise up 2 corpses that cause +2 hurt to any enemy they roll successfully against. On a fail, you lose 2 luck.

CORPSES
+4 Hurt
ACTION: Corpses can only attack with hands and teeth. They do +2 hurt - hand, messy, loud.

NOTES

WATER You must take 3 drinks per day in order to survive. You may also trade a drink of water to change a roll to 12 or avoid harm.

ALIVE DEAD

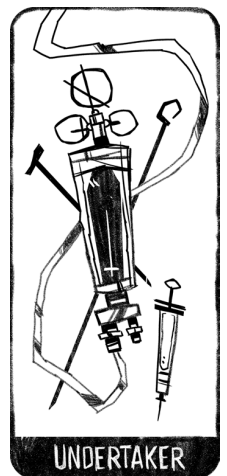
VITALITY Take four or more harm and you're unstable.
UNSTABLE ALIVE DEAD

WEAPONS

INJECTION
SCALPEL

ITEMS

WATER CANTEEN
GOLD - 20
GRAVE DIRT X2
ANESTHETIC
TALL TALE X2



UNDERTAKER

BASIC ACTIONS: SURVIVE x GIVE AID x INVESTIGATE x ATTACK x SHIELD x TRICK

UNDERTAKER

ASPECTS

1	WHAT LIES BURIED IN THE MIND	<p>You can read and influence the minds of others, but be careful. What you learn can destroy you both.</p> <p>You can read or attempt to influence the minds of any living or dead thing you encounter. You must roll +TRICK successfully to do so. If you roll a +10 you can read the mind of your target clearly or control them completely. On a 7-9 you can read their mind clearly, but they resist you and feed you a piece of misinformation or regain partial control over their actions. On a failure, you lose 1 VITALITY.</p>
2	HORRORS BEYOND COMPREHENSION	<p>The things you know would drive a weaker mind mad. Dark spells, dark creatures, the darkness that will soon finish the job it started all those years ago...</p> <p>You know something so great and so terrible that it would drive anyone else who heard it mad. Roll +CREEP to share it with an ally or foe. This sort of knowledge can be used freely once per encounter to cause a bonus +2 HARM, or you can burn 1 VITALITY to use it more than once.</p>
3	CURSES	<p>The things you've buried...and dug back up...have whispered curses upon you, curses you've turned back against them and every other thing that stands in your way - living or dead.</p> <p>Once a day when you attempt to CONJURE against an ally or foe, choose one of the following curses to attach to them. You may use 1 VITALITY in order to attempt and curse something for a second time.</p> <p>PLAGUED - the target contracts a plague, causing them +1 HARM every 2 actions.</p> <p>MADNESS - the target goes mad, and lashes out against whatever is closest to it - friend or foe.</p> <p>VOIDED - the target becomes empty inside. It is still alive, but aimless, actionless, and useless to all - including your party.</p>
4	THE FUTURE	<p>You've seen what happens when people try to change the future, but that won't stop you from attempting to influence it yourself.</p> <p>You can effect the outcome of the future in slight but meaningful ways. Roll +CREEP. On a +10 you can create an accident or interference that will help derail your foe from it's ultimate purpose and incur +2 HARM. On a 7-9 you can influence a small accident or interference that delays your foe for 2 turns OR causes +1 HARM. On a fail the guide can choose to create one accident or interference for you at any point in the game.</p>
5	HUMORS	<p>Blood, black bile, yellow bile and phlegm...they're nothing but puppet strings you can use to control those around you.</p> <p>One per fight you may roll a +CREEP to control any living creature like a puppet. On a +10 you control this creature for the entire encounter, on a 7-9 you control it for 2 turns, and on a fail the two of you are linked for the encounter- with both of you taking the damage suffered by the other.</p>
6	HOW IT WILL END	<p>You've seen enough endings to know, vaguely, how this will end as well.</p> <p>At the beginning of every day, you can roll a +CREEP. On a +10 you get a detailed premonition on what is coming for you, where it will strike in the Casket Land, and how to defeat it. On a 7-9 you get a vague inkling on what is coming for you and where it might strike, on a failure you see what's coming for you...but it sees you too...</p>

BARBACK

NAME: _____



TRICK
MANIPULATE, TRICK,
BRIBE



BACKBONE
SURVIVE, GIVE AID



SMOOTH
INVESTIGATE, ASSESS



BRAWN
ATTACK, SHIELD



CREEP
CONJURE



Their mouths gape open, gasping for liquid. They dry out, skin chipping away, eyes shriveling in their sockets, dry tongue lolling for anything. So you pour them another glass of poison. They don't ask what you use to brew the thick ichor they shoot back, they just ask for more...and you provide. Always.

ASPECTS:

You've poured for and poisoned enough people to know what makes them tick. But when you're dealing with everyone else's problems, you can forget who you are at your core. You get all the standard actions, but must roll at D6 to determine what's bubbling just below your skin. The number rolled determines what's inside you.

ASPECT: _____

ASPECT NOTES: _____

ATTACKS

ON THE ROCKS - Take up to +3 bonus when you choose to SURVIVE. For each +1 you use, the Guide may choose to hold 1 - to use against you later.

IRRIGATION - If an ally or enemy ingests a liquid (even if it's just a drop) you've poured, you can attempt to control them. Roll +Trick. On a +10 they are completely under your control for 3 rounds. On a +7-9 they're under your control for 1 rounds. On a failure, nothing happens.

NOTES

WATER

You must take 3 drinks per day in order to survive. You may also trade a drink of water to change a roll to 12 or avoid harm.

ALIVE



DEAD

VITALITY

Take four or more harm and you're unstable.

UNSTABLE

ALIVE DEAD

WEAPONS

BROKEN
BOTTLE X2
KNIFE

ITEMS

WATER CANTEEN
GOLD - 30
HAIR OF THE
DOG X2
LOADED DICE



BARBACK

BASIC ACTIONS: SURVIVE x GIVE AID x INVESTIGATE x ATTACK x SHIELD x TRICK

BARBACK

ASPECTS

1	WELL	<p>You have an inherent knowledge of where the water runs in this barren waste.</p> <p>Once per day, you may tap into a hidden well to refill YOUR canteen entirely.</p>
2	SNAKES	<p>An addition of psychotropics to your brew has left all your bottles tainted with powerful hallucinogens.</p> <p>If you make physical contact with your BROKEN BOTTLE against an enemy or ally, they begin hallucinate wildly. On a +10 they only deal harm to themselves throughout the encounter. On a 7-9 they are unable to perform any actions for one round, on a failure they attempt to attack you.</p>
3	BRACER	<p>This will be unpleasant. Luckily you have just the drink to steady your nerves.</p> <p>You can choose to take a bracer shot (or give it to an ally) once per encounter. The BRACER SHOT will give you a -1 modifier to all stats and you will only take ½ damage for the remainder of the encounter.</p>
4	No. 9	<p>Everyone knows it isn't whiskey, but they're all too sick from the fumes to ask further questions.</p> <p>You have three bottles of No. 9. When uncorked, they release a fume so powerful that it can knock an enemy, or an ally, out cold in three rounds. Be careful.</p>
5	DUST CUTTER	<p>Take a deep breath, cover your mouth, and pour one out for all who have fallen to the dust.</p> <p>Once per day you may pour a shot of DUST CUTTER onto the earth. This will allow you to control a DUST DEVIL for the remainder of the encounter.</p>
6	LOVING CUP	<p>What we drink, we drink together.</p> <p>When fighting a foe, if you choose to GIVE AID to someone, don't roll for any modifiers - you automatically help as though you rolled a +10.</p>

GAMBLER

NAME: _____

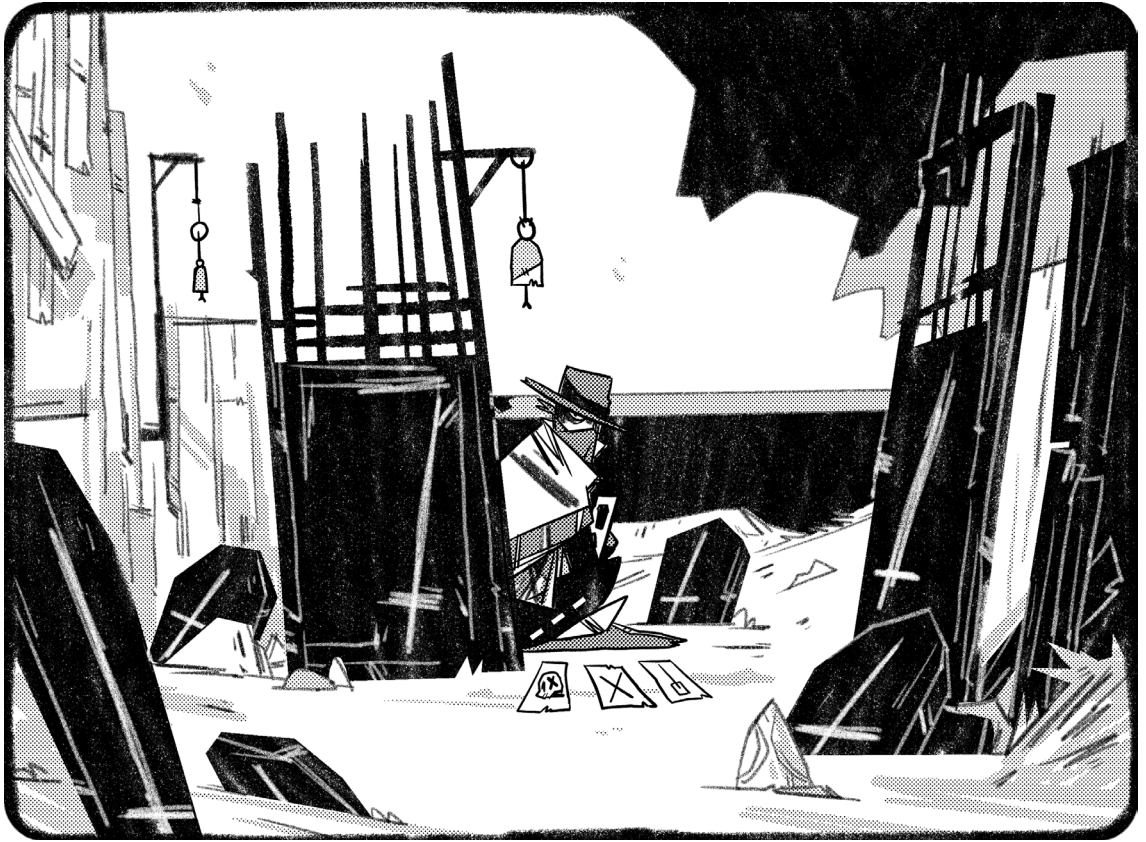
+1 TRICK
MANIPULATE, TRICK, BRIBE

0 BACKBONE
SURVIVE, GIVE AID

+1 SMOOTH
INVESTIGATE, ASSESS

-1 BRAWN
ATTACK, SHIELD

+1 CREEP
CONJURE



You hang to the outskirts of the town. Every interaction with you comes with a risk - pain, pleasure, joy, rage, rejuvenation, decay... You traded a little piece of yourself away to gain advantage, but how long until your luck runs out and it's time to pay up?

ASPECTS:

You are not like the others. You aren't bound by circumstance - you roll with whatever might come your way. Because of this, all your combat is determined by a roll of the dice. When you attack with 50/50, roll +CREEP instead of +BRAWN with only ONE D6. The number rolled determines what sort of attack you'll be able to perform.

1	2	3	4	5	6
SCRATCH +2 harm, close, loud.	GOUGE +1 self harm, close, quiet	BOUND +1 harm, binding	TRAPPED +1 self harm, binding	BREAK +2 harm, loud	BEND +2 self harm, loud

ATTACKS

50/50 - Use 1 D6 to cast an attack against your enemy.

IN THE CARDS - You know what your future holds. Take 2D D6 and designate one of them to signify your character, and one to signify a specific enemy. Roll each die. Whoever's die has the higher number will get +1 on any modifier they use for the remainder of the encounter.

NOTES

WATER


You must take 3 drinks per day in order to survive. You may also trade a drink of water to change a roll to 12 or avoid harm.

ALIVE  DEAD

VITALITY

Take four or more harm and you're unstable.

UNSTABLE

ALIVE  DEAD

WEAPONS

KNIFE
WALKING STAFF

ITEMS

WATER CANTEEN
GOLD - 40
LOADED DICE X3
TRICK DECK X3
LUCKY FEATHER
TALL TALE



GAMBLER

BASIC ACTIONS: SURVIVE x GIVE AID x INVESTIGATE x ATTACK x SHIELD x TRICK

GAMBLER

50/50 ROLLS

1	SCRATCH	+2 harm, close, loud. They didn't see it coming. Three large gashes appear over your enemy's eyes, the blood blurring their focus. They now cause -1 less harm when attacking throughout the encounter.
2	GOUGE	+1 self harm, close, quiet. You lose your sight for the remainder of the round. You can't help, run, or attack.
3	BOUND	+1 harm, binding. You cause your enemy to hallucinate violently - they now believe they are in their own casket deep, deep underground. They cannot move at all for the remainder of the round.
4	TRAPPED	+1 self harm, binding. A backfire - you believe you're suddenly trapped in your own casket, deep underground. You cannot move for the remainder of the round.
5	BREAK	+2 harm, loud. You grip the air with your hands, and snap it over your knee. By the sound of your enemy's screams, you know something inside them has broken as well. They are now unstable.
6	BEND	+2 self harm, loud. You grip, but instead of hearing the screams of your enemy, you let out your own. Something inside you broke. Something crucial. You are now unstable.

MINER

NAME: _____



TRICK
MANIPULATE, TRICK,
BRIBE



BACKBONE
SURVIVE, GIVE AID



SMOOTH
INVESTIGATE, ASSESS



BRAWN
ATTACK, SHIELD



CREEP
CONJURE



They sent you down into the darkness to gather meaningless trinkets that caught the light and left you there to rot. The things you saw down there, the things you did to survive...you're above ground now, but you'll never truly leave the tunnels...

ASPECTS: They left you there to rot but you learned secrets in decay. You get all the standard actions, but must roll a D6 to determine what sort of things you learned in the dark.

ASPECT: _____

ASPECT NOTES: _____

ATTACKS

TENSION - If you suffer +2 harm in a fight, you gain +1 to all rolls and hits until the encounter is over. For every +2 hits you deal out, deal +1 hit to a member of your group.

LEFT TO DIE - Once per day, you are able to call upon the spirit of one of your comrades lost in the cave in. They rise up and join you as an ally for the remainder of the encounter - their stats are the same as yours. At the end of the encounter, they disappear back into the earth.

NOTES

WATER You must take 3 drinks per day in order to survive. You may also trade a drink of water to change a roll to 12 or avoid harm.

ALIVE DEAD

VITALITY Take four or more harm and you're unstable.

UNSTABLE ALIVE DEAD

WEAPONS

PICK AXE

ITEMS

WATER CANTEEN
GOLD - 20
TNT X6
DEAD MAN'S
HAND



MINER

BASIC ACTIONS: SURVIVE x GIVE AID x INVESTIGATE x ATTACK x SHIELD x TRICK

MINER

ASPECTS

1	BLEEDER	<p>The earth couldn't stop you, what makes these fools think they have a chance?</p> <p>No matter how many hits you take during an encounter, you keep fighting until it's all over. You don't take status conditions or go unstable until the fight is over.</p>
2	CAST	<p>All that time alone amongst the dirt and rocks...At first you thought you were hallucinating, but now that you're back above ground you realize that they truly are at your beck and call.</p> <p>You are able to call up small-medium sized rocks and use them as a projectile weapon (+2 harm, ranged, messy, +1 backfire against all allies) against your allies or enemies.</p>
3	PNEUMO- CONIOSIS	<p>The air went foul in those tunnels, yet you survived. You became immune...and then you began to emit the very toxins you sucked into your lungs.</p> <p>When you exhale, you breathe out a potent toxin that both causes POISON and SUFFOCATION to your allies or enemies. The focus of your breath loses -1 VITALITY every round of the encounter, and all others around you lose -1 VITALITY every two rounds.</p>
4	MUD CAP	<p>The food ran out, and after you ate what remained of your fellows, you turned to the soil around you. It spoke to you, and traded you control for a piece of what remained of your humanity.</p> <p>Once per day, you are able to create a homunculus made of mud and dust (4 VITALITY, +4 HARM, ranged, loud, unreliable, +1 backfire against ALL allies). It rises from the earth, but pulls it out from under all around you.</p>
5	PERCUSSION DRILL	<p>You gave some of your breath to something in the darkness, and it breathed back destruction into you.</p> <p>You are able to exhale a concussive blast. +3 HARM, ranged, loud, +1 backfire against 2 of your allies (the Miner must choose which two).</p>
6	SLOUGH	<p>You began to crumble underground, and now the ground around you crumbles in response.</p> <p>Your rage causes the earth to crumble around your enemies. Roll +BACKBONE. On a +10 the ground crumbles around two of your enemies, and traps them within it for one round. On a 7-9, the earth crumbles around one of your enemies - causing +2 harm. On a failure, your rage takes over you and the earth crumbles beneath your feet, causing +2 backfire and trapping you for a round.</p>

THE FOOL

NAME: _____

+1 TRICK
MANIPULATE, TRICK, BRIBE

+2 BACKBONE
SURVIVE, GIVE AID

-1 SMOOTH
INVESTIGATE, ASSESS

-1 BRAWN
ATTACK, SHIELD

+2 CREEP
CONJURE



Someone had to wander into the Casket Land and chart it's ley lines...find it's wells...mark its inhabitants. What you did you did for the good of all - and in returned they stripped you of your name and called you fool.

ASPECTS:

You willingly walked out into the wilderness, your destiny unknown even to you. But what you did know, what you'll always know, is that you get all the standard actions, but must roll a D6 and determine what fate befell you in the Casket Land.

ASPECT: _____

ASPECT NOTES: _____

ATTACKS

SELFLESS - When you behave selflessly and attempt to save an ally or enemy, you may inflict +1 hit on your next attack.

MAN'S BEST FRIEND - Out in the Casket Land you fed your scraps to the coyotes that stalked you. Your kindness did not go unnoticed. One remains at your side, always...and to summon others all you must do is howl. Your coyote always fights beside you (with the standard moveset for ALL coyotes), but once per day you may howl to summon 2 more to fight by your side.

NOTES

WATER You must take 3 drinks per day in order to survive. You may also trade a drink of water to change a roll to 12 or avoid harm.

ALIVE DEAD

VITALITY Take four or more harm and you're unstable.

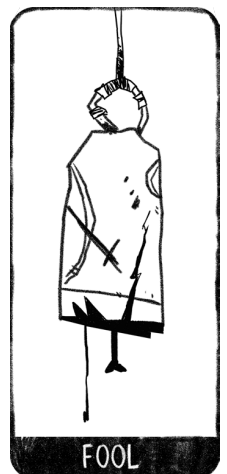
UNSTABLE ALIVE DEAD

WEAPONS

WALKING STAFF
KNIFE

ITEMS

WATER CANTEEN
GOLD - 20
BELL
WRAPPINGS
DOWSING ROD
TALL TALE
DEAD MAN'S HAND



FOOL

BASIC ACTIONS: SURVIVE x GIVE AID x INVESTIGATE x ATTACK x SHIELD x TRICK

THE FOOL

ASPECTS

1	FRIEND TO THE FRIENDLESS	<p>We are in this together. You know this more than any other person wandering this waste, and your compassion has drawn others to your aid.</p> <p>Enemies will ALWAYS attack you last, and will have a -1 modifier to any hits they deal against you.</p>
2	LEY	<p>The caskets seem to be placed at random, but you know better. You've studied the pull that the land exerts over all who traverse it, and you understand how to use it to your benefit.</p> <p>You know which path is safest to travel, and what sort of creatures call it home.</p>
3	ME INSTEAD	<p>Your purpose is to help others survive - and you'll do whatever it takes to make sure they do...even if it means sacrificing yourself.</p> <p>When you put yourself in harm's way to save your group, roll +BACKBONE. On a +10 all your enemies are stunned by your selflessness for a round, on a 7-9 half the monsters are stunned for a round, and on a failure they attack you first.</p>
4	RETURNED FROM MADNESS	<p>You wandered so long that you went mad, becoming one of the madmen that takes residence in this place. But...you came back from the brink, and now you see things clearly.</p> <p>Your madness granted you the ability to control a specific element (such as DIRT, BLOOD, DISEASE or DUST). This can only be used to intimidate or aide in escape.</p>
5	LOOSE SKIN	<p>The person you used to be was consumed out there in the waste, and now the skin fits loose around your new, terrifying form.</p> <p>You are able to shapeshift once per day into something terrible...it might take the shape of an animal, it might take the shape of a monster...but during this time you get +1 to INVESTIGATE or SURVIVE and +1 to all attacks...but you lose -1 TRICK.</p>
6	STAY THE COURSE	<p>You won't die until your purpose is reached, you'll come back over and over until it's over...</p> <p>At the start of the game, pick a purpose for your existence in Casket Land. You cannot die until you've achieved it - but each time you're revived from the darkness, you bring a little of it back with you, slowly turning you into either a MADMAN or a HARPY.</p>