



the APPLE PICKER

Taking Actions

When you get the spotlight, the Narrator will tell you if you need one, two, or all three steps:

1. DESCRIBE YOUR ACTION

2. MAKE A ROLL

Count your Power:

- +1 Power for every helpful tag
- -1 Power for every impeding tag
- +tier of highest helpful status
- -tier of highest impeding status

Roll two six-sided dice and add your Power to the total. If the result is:

- ◆ 10 or more: Success!
- ◆ 7-9: Success and Consequences
- ◆ 6 or less: Consequences

3. SPEND YOUR POWER

- Give or remove a status: 1 Power per tier
- Give or remove a tag: 2 Power per tag
- Discover a detail: 1 Power
- Perform an extra feat: 1 Power

Suffering Consequences

When you receive a negative status or tag, or lose a good status or tag, the Narrator may allow you to react to lessen the blow.

Describe your reaction, make a roll, and spend your Power to buy down the Consequences.

- 10 or more: Spend Power +1, any Effect
- 7-9: Spend Power, only to lessen
- 6 or less: Take the full Consequences

Character Growth

Mark **Improve** on a theme whenever you or the Narrator invoke one of your weakness tags.

When a theme reaches 3 Improve, reset the track and choose a new tag from that theme, by marking the dot to the left of the tag.

ITEM TAGS

Backpack

Fishing Rod & Bait

Empty Sacks

Paring Knife

Jug of Cider

Sling

Hemp Twine

Wooden Whistle

PERSONALITY

ORIGIN THEME

POWER TAGS • WEAKNESS TAG

RASCAL

- ◆ Prankster
- ◆ Finders Keepers
- ◆ Sneak
- ◆ Light-Footed
- ◆ Cunning Wit
- ☑ Can't Sit Still

ABANDON IMPROVE MILESTONE

"It's never a bad time for a prank!"

Feeling that life had pulled a "prank" on them, this orphaned Apple Picker feels it's only just to balance the scales. A troublemaker, they find the small mishaps of others entertaining, but their pranks often catch up to them.

SPECIAL IMPROVEMENT

Coming In The Full Game

Special Improvements are unique abilities that enhance the core rules of the game.

PEOPLE

ORIGIN THEME

POWER TAGS • WEAKNESS TAG

RAVENHOME RAISED

- ◆ Run of the Place
- ◆ Seeking Kinship
- ◆ Ravenhome Spirit
- ◆ Ears to the Grapevine
- ◆ Healthy as a Horse
- ☑ Belongs Nowhere

ABANDON IMPROVE MILESTONE

"It's the backside of nowhere, but it's home."

Abandoned in Ravenhome at a young age, the Apple Picker has known nowhere else their entire life. Eating at different dinner tables over the years has taught them that while Ravenhome is their home, it may not be where they truly belong.

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TRAIT

ORIGIN THEME

POWER TAGS • WEAKNESS TAG

SCRAPPY

- ◆ Roll With A Blow
- ◆ Unkempt Charm
- ◆ Lunge At Them
- ◆ Resourceful
- ◆ Dig My Heels In
- ☑ Never Listens

ABANDON IMPROVE MILESTONE

"You're not the boss of me!"

Having had to fend for themselves for as long as they can remember, the Apple Picker has learned to roll with life's punches and make ends meet when they have to.

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POSSESSIONS

ORIGIN THEME

POWER TAGS • WEAKNESS TAG

BUSHEL of APPLES

- ◆ Strong Throw
- ◆ Deft Hands
- ◆ Highly Nutritious
- ◆ Low Hanging Fruit
- ◆ Orchardist
- ☑ Only Goes So Far

ABANDON IMPROVE MILESTONE

"Simple solutions work best."

Does the Apple Picker grab fruit off the trees as they walk by? Do they carry a sack of partly-rotting apples? Or hide them in their pocket? Who knows. They do always seem to have more of them and they use them in the most creative ways!

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