

CASUALTY

From the Journal of

specialties & Powers

Presence +d4 per day

DEBILITATING AFFLICTIONS



suffer marked consequences of afflictions at end of day, then mark those afflictions

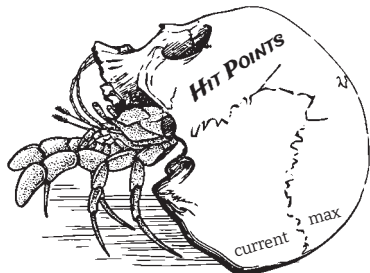
Starvation _____ Infection _____

Dehydration _____ Poisoned _____

Chills _____ Bleeding _____

Heat Stroke _____ Cabin Fever _____

Scurvy _____ Sunburn _____



STRENGTH

AGILITY

PRESENCE

TOUGHNESS

/12 FATIGUE

Omens



maximum damage, reroll any die,
-d6 damage, DR -4, no crit or fumble

weapon

weapon

armor



EQUIPMENT

Strength + 8 items or DR +2
on Agility & Strength tests

I have begun to see strange shapes in the jungle

STORAGE

stowed

CAMP STRUCTURES

comfort level

traps

test **Presence** to set a trap, each morning roll a d20, if you roll under your setting result, you've caught something

ESCAPE PLANS

Time Passed

- I
- II
- III
- IV
- V
- VI
- VII

fire

consumes 1 flammable resource each day to stay lit, to light test **Presence** - tinderbox DR10, flints DR14, rubbing sticks DR18 (test **Fatigue**)

+4 **In the Dead of Night**
+2 Comfort Level



LIGHT THE FIRE

*Keep it fed
keep it safe*