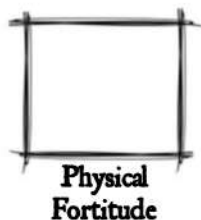


CAST AWAY

NAME: _____

- 1: Roll 1d4+2 to determine Physical Fortitude.
- 2: Roll 1d4+2 to determine Mental Fortitude.
- 3: Roll 2d6 for, or choose, your two Skills.
- 4: Roll 1d8 & 2d12 to develop a personality.
- 5: Work with your GM to develop a secret.
What is it that *haunts* your Survivor?



- | | | | |
|----------------------|--------------------------|--------------------------|----------------------|
| 1 Cooking | <input type="checkbox"/> | <input type="checkbox"/> | 1 Campfire |
| 2 Crafting | <input type="checkbox"/> | <input type="checkbox"/> | 2 Composure |
| 3 Hiking | <input type="checkbox"/> | <input type="checkbox"/> | 3 First Aid |
| 4 Hunting | <input type="checkbox"/> | <input type="checkbox"/> | 4 Foraging |
| 5 Shelter | <input type="checkbox"/> | <input type="checkbox"/> | 5 Navigation |
| 6 <i>Your Choice</i> | <input type="checkbox"/> | <input type="checkbox"/> | 6 <i>Your Choice</i> |
- Skills add +2 Skills add +2

You have been stranded.

The world is a dangerous place Your life is on the line.
What will you do to survive?

Tick the bubble under the relevant Condition when you are afflicted. Erase it when that Condition has been cured. Some Conditions may stack.

Injured 	Hungry
Exhausted 	Panicked
Dehydrated 	Other



WHO ARE YOU?

- 1 On vacation with your friend/partner
- 2 An environmentalist
- 3 Traveling for work
- 4 A retired hard laborer
- 5 An escaped cultist
- 6 Famous for a foolish act
- 7 A fugitive on the run
- 8 *Your Choice*

WITH

- 1 A tendency to overshare
- 2 An over-inflated ego
- 3 Unshakeable nihilism
- 4 Chronic sarcasm
- 5 Morbid intrusive thoughts
- 6 The compulsion to lie
- 7 Consistently awful plans
- 8 No confidence in yourself
- 9 Crushing anxieties
- 10 Passive aggression
- 11 Conspiracy theories
- 12 *Your Choice*

AND YOU'RE

- 1 A hopeless romantic
- 2 Humble and open-minded
- 3 Respectful and polite
- 4 Honest and dependable
- 5 Creative and artistic
- 6 Calm under pressure
- 7 Openly friendly
- 8 Easygoing and flexible
- 9 Always optimistic
- 10 Generously charitable
- 11 Protective and nurturing
- 12 *Your Choice*

You're encouraged to come up with your own answers. Use this sheet as inspiration.

How to play:

You must **SURVIVE** until you are **RESCUED**. You have only the clothes on your back.

Fortitude represents your general acuity. Always add either Physical or Mental Fortitude to a roll.

Skills represent limited training within a narrow domain. Training in a Skill adds +2 to a relevant roll.

They are open to interpretation. Try to discover as many different uses for your Skills as you can.

Current Die (CD) refers to the largest die in your Dice Pool. Fortitude is added to most CD rolls.

Dice Pool: Start with a Dice Pool of one D12, D10, D8, D6, and D4. As your Dice Pool diminishes, so too does your effectiveness. This is not a game about getting stronger. You will fight to stay alive.

Conditions represent your struggle to survive the myriad threats of the wilderness. When you suffer a Condition, remove your Current Die from the Dice Pool. Dice are added back into the Dice Pool when a Condition is cleared. If you suffer 5 or more Conditions for any reason, **YOU ARE DEAD**.

Pushing: Upon failure, you may Push to roll again with a +4 bonus, suffering a Condition for the effort.

Contests: When up against a living threat, roll your Current Die versus theirs. A Contest does not benefit from any Skill or Fortitude bonuses. The highest roll succeeds in advancing their goals. A tie results in a Survivor succeeding at a minor cost. Contest rolls are not restricted to combat scenarios.

Offering Aid: If you wish to help a fellow Survivor, you may roll your Current Die and add it to their total. Be warned however, that a failure will result in consequences for everyone involved.

Death & Haunting: Death is not the end. If you perish, add 3D6 to your Dice Pool ○○○
These are your 3 chances to Haunt another Survivor. Spend a die to add or subtract from their roll.

What Haunts You?

Supplies:

1: _____

2: _____

3: _____

4: _____

5: _____

6: _____

7: _____

8: _____