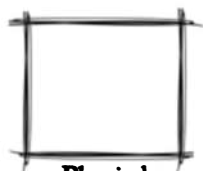


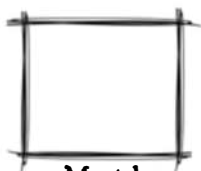
# CAST AWAY

NAME: \_\_\_\_\_

- 1: Roll 1d4+2 to determine Physical Fortitude.
  - 2: Roll 1d4+2 to determine Mental Fortitude.
  - 3: Roll 2d6, choose, or invent two Skills.
  - 4: Roll 1d8 & 2d12 to develop a personality.
  - 5: Work with your GM to develop a secret.
- This will be what *haunts* your Survivor.



**Physical  
Fortitude**



**Mental  
Fortitude**

- |                      |                          |                          |                      |
|----------------------|--------------------------|--------------------------|----------------------|
| 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?

### What's Your Secret?

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<b>Injured</b> 	<b>Hungry</b> 
<b>Exhausted</b> 	<b>Panicked</b> 
<b>Dehydrated</b> 	<b>Other</b> 



## WHO ARE YOU?

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## SUPPLIES:

- 1 \_\_\_\_\_
- 2 \_\_\_\_\_
- 3 \_\_\_\_\_
- 4 \_\_\_\_\_
- 5 \_\_\_\_\_
- 6 \_\_\_\_\_
- 7 \_\_\_\_\_
- 8 \_\_\_\_\_

You may typically carry up to 4 small items without tools or aid.

## NOTES:

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