

CASH AWAY

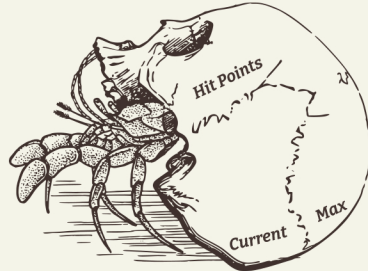
From the Journal of

Specialities & Powers

DEBILITATING AFFLICTIONS

Affliction

Marks



STRENGTH

AGILITY

PRESENCE

TOUGHNESS

FATIGUE

If ever 12 you faint

Amens



Maximum damage, Reroll,
-d6 damage, DR -4, No Crit/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

Recovery

Traps

DR

CAMP



Location

fire

Requires a bundle of dry wood each day to stay lit.

To light - Test Presence: Tinderbox DR10,
Flints DR14, Rubbing Sticks DR18

+4 In the Dead of Night
+2 Comfort Level



ESCAPE PLANS

Progress

Time Passed

1 2 3 4 5 6 7

Keep it fed,
keep it safe.