

NAME:
PLAYER:
TRIBE:

DESCRIPTION:

BODY

- GRAPPLE
- MANEUVERING
- CLIMBING

MIND

- ENGINEERING
- PERCEPTION
- TECH USE

COMBAT

- MELEE ATTACK
- RANGED ATTACK
- STEALTH

SURVIVAL

- CRAFTING
- DRIVING
- HEALING

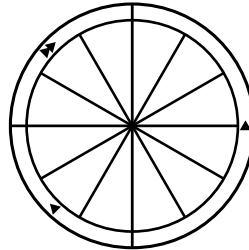
PERSONA

- DECEPTION
- INTIMIDATION
- PERSUASION

XP:

YOU CAN SPEND 1 XP TO:
ATTEMPT AN IMPROVEMENT OR
REROLL A FAILED RESULT

HEALTH CLOCK



ARMOUR:

- POISONED
DURATION: 1D3 DAMAGE EVERY HOUR
- INCAPACITATED
DURATION: CAN'T MOVE, BUT CAN ATTACK AND INTERACT
- UNCONSCIOUS
CAN'T ACT. BODY TEST (2) AT END OF EVERY ROUND TO REVIVE.
- DAZED
DURATION: DIFFICULTY FOR ALL TESTS IS DOUBLED
- BLINDED
DURATION: DIFFICULTY FOR TESTS REQUIRING VISION IS TRIPLED

WEAPON

Unarmed

RANGE

Close

DAMAGE

1

INVENTORY



RESOURCES

- WOOD
- STONE
- METAL
- FIBRE
- CHEMICAL

CONSUMABLES

NAME:
LOCATION:
DRIVE:

SHORTAGE:
SURPLUS:
THREAT:

MEMBERS

STOCKPILE

WOOD

STONE

METAL

FIBRE

CHEMICAL

TRIBE INVENTORY

TRIBE AFFINITY

*AUGMENTORS

CARNERS

*CHILDREN OF THE FALL

DARKENED

DEVIL BOYZ

DROWNERS

*GEARHEADS

*GHOSTS

MASONS

MOTHERHOOD

*PENNYWISERS

SHADOWS

SKINSHANKS

*TECH PRIESTS

THE FLOCK OF GOD

WAR DOGS

WYRM

NOTES

NAME:
OWNER:

TYPE:
CAPACITY:

DESCRIPTION

VEHICLE HEALTH

CURRENT HEALTH		
ARMOUR	MATERIAL	MAX HEALTH

BROKEN DOWN
 DESTROYED

100%
25%

FUEL
ERASE 1 SLOT FOR
EVERY 3 HOURS OF DRIVING

WEAPONS AND MODS

CARGO

NAME:
OWNER:

TYPE:
CAPACITY:

DESCRIPTION

VEHICLE HEALTH

CURRENT HEALTH		
ARMOUR	MATERIAL	MAX HEALTH

BROKEN DOWN
 DESTROYED

100%
25%

FUEL
ERASE 1 SLOT FOR
EVERY 3 HOURS OF DRIVING

WEAPONS AND MODS

CARGO

NAME:
OWNER:

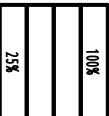
TYPE:
CAPACITY:

DESCRIPTION

VEHICLE HEALTH

CURRENT HEALTH		
ARMOUR	MATERIAL	MAX HEALTH

BROKEN DOWN
 DESTROYED



FUEL
ERASE 1 SLOT FOR
EVERY 3 HOURS OF DRIVING

WEAPONS AND MODS

CARGO

--	--