Character Name: Player Name:

Age: Basic Health: 5

Main Personality Traits (3):

Think of your character like a Sim. Are they cautious, excited, friendly, aloof, anxious, clever, optimistic, pessimistic….? Any traits you can think of, you can use, but you must have at least 3.

These are used to inform your actions during the game.

Skills (3):

You can choose three from this list. They will give you an automatic success on any actions which involve these.

-Resourceful - You know the lay of the land very well. You are able to recognise edible plants and trap animals for food, along with purifying water. You are also able to light campfires easily.

-Meteorology - You are able to detect medium to high levels of radiation and any dangerous weather changes. You can also detect which way the wind is blowing.

-Driving- You’re a skilled and capable driver. You do not need to do a check on any basic driving and any dangerous driving you will gain one automatic success.

-Athletic- You are good at running and have better endurance than most people. You get an automatic overall success on any speed or endurance tasks and get one automatic success on any speed or endurance tasks with difficulty added (i.e. asthma etc.)

-First-Aid- You have completed your senior first aid training and are able to administer healing allowing players to regain up to three points of health. You are able to also heal yourself. You are also less susceptible to illness and/or disease. You have a first aid kit automatically added to your backpack.

-Scout – Three times per game you are able to ask the GM questions pertaining to any scenarios, creatures etc. in the game. The GM will also give you relevant hints and clues throughout as they feel is needed.

-Engineer- You are able to fix machinery, whether you have an instruction manual or not. You get a tool kit automatically added to your backpack. If you have an instruction manual for your machine, you get an automatic success overall, if you don’t have an instruction manual you get two success cards automatically. You are also able to construct a small, working solar or wind generator which is good for up to five uses.

-Hacker- You are able to unlock any computer or smartphone and are able to fix any of these devices. Any tasks which require you to unlock, fix or use a smartphone or computer you will get an automatic success on. You also get a smartphone added to your backpack.

-Search- Your eyes and ears are good! You automatically succeed on any look/listen checks- as long as there is little noise. If there is noise or something blocking your vision, you still gain one success. You are also able to automatically search any new environments, walking out with up to three useful items/clues.

Backpack (5):

What are you carrying? What’s useful? You can have up to five items unless you have an extra item automatically added (first-aid, engineer, hacker). Consider what you would take camping and pick five items. These must be approved by the GM before playing.