

CHARACTER NAME

PLAYER NAME

DEATHS: ●●●●

RESTORE HEALTH TO MAXIMUM AND RECORD DEATH FOR FINAL SCORING

UNUSED XP

TOTAL XP

SURVIVOR

CURRENT HP

HUNGER

BANDAGES  
RESTORE 3 HEALTH

HEALTH KITS  
RESTORE 10 HEALTH

ANTIDOTES  
CURE ALL STATUS EFFECTS

TENTS  
PLACE AN INDOOR TOKEN  
CURE EXPOSURE STATUS EFFECTS

CANNED FOOD  
SET HUNGER TO 1

SMOKE GRENADE  
DRAW 2 SPAWN CARDS AND PICK 1

STARTING HAND SIZE UPGRADE:  
5 CARDS 6 CARDS 7 CARDS

INCREASE STORAGE:  
4 8

SAVE EQUIPPED GEAR:  
1 CARD 2 CARDS 3 CARDS 4 CARDS

ADD A FIRST AID, FORTIFIED, TRADE, OR FISHING CARD TO THE MONSTER SPAWN DECK FOR 1XP PER PLAYER.

REMOVE A SURROUNDED, DRAWN X, AMBUSH, EXPOSURE, HOSTILITY, NIGHTFALL, OR DAYBREAK CARD FROM THE MONSTER SPAWN DECK FOR 2XP PER PLAYER (WIN 1 AMBUSH)

MONSTER SPAWN ADVANTAGE:  
If your first spawn card result equals #, you may discard and ignore it to draw another one instead.

MONSTERS

CHARACTER NAME

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