# Food and Water Sheet 

## Food



Total Weight:


Total Weight:

## - Searching for food while moving

A single party member rolls [STR + INT], and the party's movement is halved.
The target number is [Terrain + Weather]; the difference between the result and the target number is the number of rations found.

## - Penalty for absence of food and/or water

When traveling without food or water, all rolls receive a-1 penalty.
When neither food nor water is available, all rolls receive a -2 penalty.
These penalties are cumulative for each day that passes before food and water are found.

