

# LOG SHEET

Copy or print out this page for use when playing. The entries on this log sheet reflect choices you've made and events that have transpired during your playthrough of *Alone Against the Static*. Refer to the log sheet to check off/tick or consult entries as instructed. Whenever you begin a playthrough, reset all entries in the log sheet.

- |   |   |
|---|---|
| <input type="checkbox"/> Alex                 | <input type="checkbox"/> Practical                        |
| <input type="checkbox"/> Arrival              | <input type="checkbox"/> Razor Sharp                      |
| <input type="checkbox"/> Blame Game           | <input type="checkbox"/> Red Handed                       |
| <input type="checkbox"/> Blunt Force Trauma   | <input type="checkbox"/> Running on Empty                 |
| <input type="checkbox"/> Broken Heart         | <input type="checkbox"/> Survivalist                      |
| <input type="checkbox"/> Charlie              | <input type="checkbox"/> Tech Support                     |
| <input type="checkbox"/> Close to Hand        | <input type="checkbox"/> Temporal Steel                   |
| <input type="checkbox"/> Comfortable          | <input type="checkbox"/> The Couple Who Came to the Cabin |
| <input type="checkbox"/> Familiar Face        | <input type="checkbox"/> The Flowers in the Stream        |
| <input type="checkbox"/> Fully Charged        | <input type="checkbox"/> The Quiet in the Evening         |
| <input type="checkbox"/> In Case of Emergency | <input type="checkbox"/> Tinnitus                         |
| <input type="checkbox"/> Knife to a Gunfight  | <input type="checkbox"/> Toolkit                          |
| <input type="checkbox"/> Last Resort          | <input type="checkbox"/> Touched by Cold                  |
| <input type="checkbox"/> Lockdown             | <input type="checkbox"/> Unsettled                        |
| <input type="checkbox"/> Lumberjack           | <input type="checkbox"/> Veterinarian                     |
| <input type="checkbox"/> Nyctophobe           | <input type="checkbox"/> Well Fed                         |
| <input type="checkbox"/> Occupied             | <input type="checkbox"/> Well Rested                      |
| <input type="checkbox"/> Overkill             | <input type="checkbox"/> Wrong Turn                       |

## DYING & GOING INSANE

Over the course of the scenario, some choices can result in a loss of either **Hit Points** or **Sanity**. Track these values carefully and remember the following:

- If you ever reach zero hit points, you fall unconscious, become defenseless, and will die. Mark down the passage you're in, then go to **324**.
- If you ever lose half or more of your health in a single instance of damage, you receive a major wound. Mark down the passage you're in, then go to **325**.
- If you are ever reduced to **zero Sanity**, you go permanently insane. Mark down the passage you're in, then go to **334**.
- If you ever lose more than one fifth of your total Sanity in a single day, you go indefinitely insane. Mark down the passage you're in, then go to **328**. *Charlie's Sanity begins at 60, which means one-fifth of their total Sanity is 12. Alex's Sanity begins at 50, which means one-fifth of their total Sanity is 10. These values may change throughout the adventure due to lesser Sanity losses.*
- If you ever lose more than **5 Sanity** points in a single instance, you trigger a bout of madness. Mark down the passage you're in, then go to **329**.

It is possible to trigger several of the conditions above all at once. If this occurs, resolve the conflicts in the following order:

- Prioritize resolving damage before Sanity.
- Prioritize reaching zero hit points over resolving a major wound (i.e., go to **324** not **325**).
- Prioritize reaching zero Sanity first, which basically cancels out indefinite insanity and/or a bout of madness (i.e., go to **334** not **328** or **329**).