

combat

d6 INITIATIVE

- 1 - 3 enemies go first
- 4 - 6 players go first

INDIVIDUAL INITIATIVE

Test **Agility** and act in descending order.

- Melee** DR12 **Strength**
- Ranged** DR12 **Presence**
- Defence** DR12 **Agility**

d4 BROKEN (OHP)

- 1 concussion - unconscious for d4 rounds, awake with d4 HP, max **Fatigue** reduced by 1
- 2 roll a d6
 - 1 - 3 broken limb
 - 4 - 5 lost limb and **Bleeding**
 - 6 lost eye, ear, or tongue
- 3 hemorrhage - mark d4 **Bleeding**
- 4 last words escape your lips before you perish

CRIT, NATURAL 20

Attacking - armor is reduced 1 tier, otherwise double damage.

Defending - get a free attack immediately.

FUMBLE, NATURAL 1

Attacking - the weapon is lost or destroyed.

Defending - armor is reduced 1 tier, otherwise double damage. Armor reduced below 1st tier is ruined and cannot be repaired.

ARMOR

Tier 1(-d2) **Tier 2*** (-d4) **Tier 3**** (-d6)

* DR+2 **Agility** & **Defence**, +2 **Fatigue**.

** DR+4 **Agility**, DR+2 **Defence**, +4 **Fatigue**

adapting

When this happens, do the following

INCREASE HP

Roll 6d10. If the result is equal to or greater than your current maximum HP, increase it by d6.

ABILITY CHANGES

Roll a d6 against every ability. Results equal to or greater than that ability increase it by 1. Results below the ability decrease it by 1. If the result of the d6 roll is ever 1 reduce the ability by 1 instead. You can never have more than +6 or less than -3 in any ability.

d6 FRUITS OF YOUR LABOR

- 1 - 3 more sand, always sand...
- 4 d3 items **Found Washed Ashore**
- 5 a discarded **Precious Weapon**
- 6 a **Treasure**

powers

Presence + d4 uses per day, test **Presence** DR12.

FAIL

Test **Fatigue**, become woozy, and all **Powers** fail for 1 hour.

morale

2d6 against **Morale**, d6

- 1 - 3 flees
- 4 - 6 yields

Roll **Morale** if

- × their leader is killed
- × half the group is eliminated
- × a single enemy has only one third of it's HP remaining

abilities & tests

- AGILITY** defend, balance, swim, flee
- PRESENCE** perceive, aim, charm, wield **Powers**
- STRENGTH** crush, lift, strike, grapple
- TOUGHNESS** resist elements and afflictions, survive falling

TESTS

Roll d20 ± ability equal to or greater than DR to succeed. Creatures don't add any ability, only roll an unmodified d20 against the DR.

DIFFICULTY RATINGS (DR)

- 6 so simple failing is embarrassing
- 8 routine but failure has consequence
- 10 easy enough but not a sure thing
- 12 normal, the outcome is unknown
- 14 difficult by any standard
- 16 likely to fail
- 18 should not be possible

afflictions

At the end of day suffer the last marked consequence of all **Afflictions** then mark each of those **Afflictions**.

- | | | |
|--------------------|------------------------------------|---|
| Starvation | CONTRACT | RECOVER |
| Dehydration | 3 days without food | eat something |
| Chills | 1 day without water | drink fresh water |
| Heat Stroke | fail Toughness in cold/damp | Toughness DR12 near fire |
| Scurvy | fail Fatigue in heat | rest in shade with fresh water |
| Infection | 3 days without fruit | eat some fruit |
| Poisoned | raw meat, Toughness DR10 | rest at camp and Toughness DR14 |
| Bleeding | venom, ate the wrong plant | proper herbs and Toughness DR14 |
| Cabin Fever | serious injuries | dress wounds and Catch Your Breath |
| Burned | full day at camp | Explore, Relax, or Craft |
| | Scorching Sun exposure | night's sleep or proper herbs |

the doldrums

Each dawn roll the die, on a 1 the **Doldrums** set in. Mark its passing. On the 7th **Doldrums** the game is over.

- | | | |
|----------------|------|-------------------|
| time lost here | d100 | merely days |
| | d20 | long weeks |
| | d12 | dreadful months |
| | d10 | weary years |
| | d8 | lost decades |
| | d6 | agonizing scores |
| | d4 | a wasted lifetime |

weather

d8 EACH MORNING

- 1 - 3 skies darken
- 4 conditions persist
- 5 **Look to the Skies**
- 6 - 7 skies brighten
- 8 **blue skies**

reactions

2d6 UNKNOWN REACTIONS

- 2 - 3 fight or flight
- 4 - 6 angered
- 7 - 8 indifferent
- 9 - 10 dubiously friendly
- 11 - 12 actually helpful

exploration

One player tests **Presence** DR12 or the group tests **Presence** DR10 and **at least half, rounded up**, need to succeed.

After dusk, navigating without light—DR18.

d12 FAILURE

- 1 - 2 attacked by a **random** creature
- 3 - 5 horribly lost - DR+2 **each time you're lost** to find your way again
- 6 - 7 you didn't **Watch Your Step!**
- 8 - 10 the **Weather** changes **for the worse**
- 11 encounter a random **Mystery of The Island** that **hasn't been encountered**
- 12 you took the long way, it wasn't scenic, check **Fatigue**

fatigue

Roll 2d6, if under your **Fatigue** threshold increase it by 1. Tests are DR+2 for each failed test until you sleep.

d4 EXHAUSTED (12 FATIGUE)

- 1 wander off into the wilds, randomly encounter a **Mystery of the Island** in an **unlucky** way
- 2 you are never quite the same; mark 4 points of **Cabin Fever**
- 3 you come awake in an hour, **Dehydrated** and **Starving**
- 4 your body won't go on, you are **Broken**

RECOVERY

Catch Your Breath

Recover d4HP and 1 **Fatigue**.

A Night's Sleep

Recover d6HP and **Comfort Level** of **Fatigue**.

comfort level

comfort level	Fatigue reduction
1	1
2	1d2
3	1d4
4	1d6
5	1d8
6	1d10
7	1d12
8	2d6



escape & rescue

ESCAPE (DR20 -1/PROGRESS)

All members must pass or all progress is lost.

RESCUE (DR100 -1/PROGRESS)

Roll d100 each morning.

hunting & gathering

Always increases your **Fatigue** by 1.

TRACKING

Presence to find, **Agility** to catch.

TRAPS

Presence to set **Trap** DR. Roll d20 equal or under DR to spring trap in the morning.

GATHERING

Test appropriate (DR12)
Success nets a single resource.

CRAFTING

Always increases your **Fatigue** by 1.
Only ever 1 of each resource type needed,
Presence DR12 (**Fumbles** ruin materials).

d66 found washed ashore

d12 WATCH YOUR STEP

- 1 very, very quicksand, +2DR each failed escape attempt
- 2 overflowing hive of Sand Ants
- 3 pitfall trap filled with d4 Deadly Dart Frogs
- 4 whiplash trap with filthy bloody spikes, test **Toughness** or **Infection**
- 5 ankle snare set on jagged rocks
- 6 poisonous plants with barbed thorns, test **Toughness** or **Poisoned**
- 7 a fissure opens suddenly, spewing magma
- 8 Piranha infested waters
- 9 delicate sinkhole, test **Agility** or it collapses
- 10 lurking predators / ambushing Others
- 11 mud / rock slide
- 12 silent falling coconuts, d4 damage

- 11 - 16 broken shells and salty seaweed
- 21 a body floating just offshore, wounded, blood attracting hungry sharks
- 22 casket of rum
- 23 jar of pickles
- 24 beached sea creature, bursts open with hungry crabs
- 25 planks of wood
- 26 a bottle with a map to something on the island
- 31 scraps of canvas sail
- 32 d4 vials of medicine
- 33 the front/rear half of a row boat
- 34 a wooden flute
- 35 carved mask
- 36 dark wool coat
- 41 an ornate tinderbox
- 42 hemp rope
- 43 barrel of spoiled meat

- 44 a pistol, loaded with one wet shot
- 45 whaling harpoon, d6
- 46 finshing net
- 51 crate of limes
- 52 the corpse of a horrific sea monster
- 53 thousands of stinging jellyfish
- 54 several venomous sea urchins
- 55 wooden idol with countless shark teeth, if fed flesh, it will bestow a random power for the day, each day it isn't fed, the mouth pours with 1d4 HP of the finder's blood
- 56 message in a bottle from someone else on the island asking for help
- 61 box with 12 rounds of shot
- 62 keg of gunpowder
- 63 weapon of unknown make
- 64 a random **Treasure**
- 65 key to a chest somewhere
- 66 a shipwreck in an offshore reef

d12 IN THE DEAD OF NIGHT

- 1 - 2 sleepless night, no rest
- 3 - 4 someone catches **Chills**
- 5 random predator attacks
- 6 resources are missing, stolen by creatures or Others
- 7 nasty bugs invade your camp, spoiling accessible food and biting at your flesh for 1d2 damage
- 8 the weather changes for the worse
- 9 a new survivor appears on the beach, can they be trusted?
- 10 - 12 quiet night

d6 RESOURCE COMPLICATIONS

for failed gathering tests

- 1 tainted - if eaten contract **Infection**
- 2 attracted animals - fight for your haul
- 3 sub-par materials - DR+2 **Crafting**
- 4 you took from Others' hunting/ gathering grounds
- 5 full of centipede eggs, they erupt in the night, or your belly, and attack
- 6 exhausting - test **Fatigue**

