

GURPS SURVIVAL

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Survival Skill Roll Results

Roll once per day while in the appropriate environment. Typically, results will also include all lower results, i.e. making the roll by 5 also includes all the positive results below 5. Similarly, failing by 5 also encompasses all the negative results below 5. The GM is free to modify the descriptions as needed, or modify the results based on role-playing.

Additionally, in all environments:

Lose 2 HT each day for not drinking.

Lose 3 HT each day after 4 days of not eating.

Beach and Island Survival:

Survival roll made by:

-4: The bounty of the sea provides you with edible food

+0: You are able to hunt or fish for food

+1: You are able to find fresh water

+2: You are able to find firewood

Desert Survival

Survival roll made by:

-8: Fall into a cactus patch for 1d-4 damage (armor protects)

-7: You are fooled by a Mirage and lose ½ day in travel (unless traveling by night).

-6: A scorpion crawls into bed with you at night to keep warm (unless traveling by night).

-4: You lose 1 HT from hypothermia at night.

-2: You lose 2 HT from sunstroke (unless traveling by night).

-1: You lose 3 Fatigue and 3 HT from dehydration (unless traveling by night).

+0: You are able to accurately judge long distances visually.

+1: You are able to tap cacti for water.

+2: You are able to find firewood

+4: You are able to find food and water

Critical failure: A Sandstorm hits. It initially appears as brownish haze on the horizon. Roll vs. Survival (Desert) or Meteorology skill to recognize an approaching sandstorm in time to set up shelter. Roll vs. Animal Handling, Packing, Teamster or Riding skill to get animals securely and safely tied down in place before storm hits. Roll vs. Survival (Desert) skill (at -2 if the you have no tent), or take 1 point of damage from blowing sand. After a sandstorm, sand and dust get into everything, delicate equipment might be damaged.

Forest Survival

Survival roll made by:

- 6: You are able to find firewood
 - 5: You set up near an insect nest. Lose ½ nights sleep (3 fatigue)
 - +0: You are able to find food and water
- Critical failure: A wild animal attacks you. Bear, wildcat, skunk etc.

Jungle Survival

Survival roll made by:

- 9: A wild animal attacks you. Snake, scorpion, jaguar, crocodile etc.
 - 8: You lose 1 HT from hypothermia.
 - 7: You are scratched by thorn bushes for 1d-4 damage (armor protects)
 - 6: You stumble around at night in the pitch dark. Take 1d-2 damage.
 - 5: Insects swarm you at night. -1 HT
 - 4: You lose 1 HT from heat exhaustion.
 - 3: Your wounds become infected (if you have any).
 - 2: You are able to find food in the bountiful jungle
 - 1: Traveling is exhausting. Lose ½ Fatigue.
 - +0: You are able to find a clearing in order to navigate by the stars.
 - +1: You are able to find a trail useable for vehicle travel.
 - +2: You are able to find clean water
 - +3: You are able to make a fire with the damp wood.
- Critical failure: You become ill

Mountain Survival

Survival roll made by:

- 7: You lose 3 HT from frostbite.
- 5: You lose 1 HT from hypothermia.
- 1: Traveling is exhausting. Lose ½ Fatigue.
- +0: You are able to find food and water

Mountain Climbing

Climbing roll made by:

- 7: You fall into an ice cave filled with freezing water. Roll for Drowning and Immersion Shock
 - 6: You fall into a crevasse. Take 2d damage.
 - 4: You slide a long ways down the slope. Take 1d-1 damage
 - 2: You slide a ways down the slope. Take 1d-3 damage
 - 1: You slide a short ways down the slope. Take 1d-5 damage
 - +0: You are able to climb the glacier with proper equipment
 - +2: You are able to climb the glacier without proper equipment
- Critical failure: Avalanche or Landslide. Roll DX-1 to dive out of the way, or take 2d crushing and be pinned (1d-3 cold damage each minute).

Ocean Survival

Survival roll made by:

- 6: You lose 2 HT from sunstroke
- 5: You lose 1 HT from hypothermia at night.
- 3: You lose 1 HT from seasickness.
- 1: You lose 1 HT from sunburn
- +0: You are noticeable by passing ships
- +1: You are able to lure birds for food. Roll DX or weapon skill to bag them.
- +2: You are able to get food by fishing

+4: You are able to obtain drinkable water

Critical failure: Shark attack. Roll vs. Survival (Ocean), Zoology (Ichthyology), or Naturalist skill to notice the sharks and scare them away before they can attack. Otherwise, take 1d+1 Cutting damage to a random part of your body (roll again for hits to the head).

Plains Survival

Survival roll made by:

-4: You lose 1 HT from heat exhaustion.

-1: You are able to accurately judge long distances visually.

+0: You are able to find firewood

+1: You are able to obtain drinkable water

+2: You are able to make a sod shelter for sleeping

Critical failure: Stampede. A large herd horse, cattle, antelope, buffalo etc. is stampeding (perhaps due to a prairie fire). Roll DX, acrobatics or Riding to get behind cover (or out of the way, or on an animal), or take 1d+1 damage. Repeat until the roll is made.

Urban Survival

Survival roll made by:

-7: You start a fire in an enclosed area. Roll HT or take 1d-2 smoke damage.

-6: You are exposed to a disease or hazard

-5: You are arrested (if possible)

-4: You fall in an abandoned building. Roll DX or take 1d-3 damage

-2: You are able to start a fire

-1: You are able to find safe shelter

+0: You are able to find free food in an occupied city

+1: You are able to find drinkable water in an abandoned city

+4: You are able to find food in an abandoned city

Critical failure: You are attacked (either by humans or animals)*

Underwater Survival

Survival roll made by:

-1: You are able to find food

+0: You are able to set up a pre-made survival shelter

+9: You are able to find natural air pockets

+10: You are able to find fresh water from natural springs

Note: Characters without shelter will suffer from the effects of Immersion.

Dramatic Scenarios

Man Against Nature

Landslides and Avalanches: Roll DX-1 to dive out of the way, or take 2d crushing and be pinned (1d-3 cold damage each minute).

Rapids: Roll swimming (minus x2 encumbrance level) to make it to the shore or take 1d-3 crushing. After 8 failures (or a critical failure) the character goes unconscious.

Dehydration/Starvation: Lose 2 HT each day for not drinking. Lose 3 HT each day after 4 days of not eating.

Extreme heat: Roll HT (or Desert Survival), minus encumbrance level, each hour or lose 2 Fatigue (substitute HT when Fatigue is down to 3).

Freezing weather: Roll HT (or Artic Survival), each hour or lose 2 Fatigue (substitute HT when Fatigue is down to 3).

Falling from a Rooftop (sing story): Roll Acrobatics or take 1d damage.

Severe wind: Ranged attacks and hearing rolls are at -4.

Falling (simplified): Does 1d damage per 10 feet fallen (no armor). Subtract 1d if the fall was deliberate (or if a DX roll is made), and another 1d if an acrobatics roll is made. Halve the damage (before reductions) if landing on a soft target (like water).

Travelling

Control a Runaway Camel: Roll Riding skill each turn until achieving 3 successes in a row. Three failures in a row results in a fall for 2d-8 damage. “You force the camel to run in a circle until it eventually gets tired and sits down”.

Stopping a Runaway Passenger Train: Roll IQ to pull the emergency brakes or (if not available), roll Driving-train (default IQ-5) to stop the train. “You move enough levers that the engine starts to shut down”

Stopping a Car with No Brakes: Roll Driving skill each turn until achieving 3 successes in a row. Three failures in a row results in a crash for 3d-9 damage. “You downshift and use the e-brake to eventually bring yourself to a stop”.

Stopping a Runaway Horse: Roll Riding skill each turn until achieving 3 successes in a row. Three failures in a row results in a fall for 2d-8 damage. “You talk reassuringly to the horse and firmly regain control of the reigns, bringing the beast to a stop”.

Crash-Landing a Plane on Water: Roll Piloting skill (default IQ-6) or crash for 3d-9 damage (then roll vs. Swimming to get clear of the plane). “You coax the nose up the plane up just before hitting the water”.

Surviving an Airplane Crash: Roll vs. Piloting or crash (defaults to IQ-6, IQ-3 if receiving instructions via radio). Passengers take 1d-2 damage per point roll was missed by. “You land the plane roughly on its belly. You hear the sound of tortured metal as the plane slowly slides to a halt”.

Passing a Bribe: Roll vs. streetwise, bureaucracy or savior-fair (as appropriate) to pass an appropriate bribe and gain a +3 to reaction rolls. Failure results in a -1 reaction penalty. Critical failure results in arrest. “The official happily accepts your pre-payment of any applicable fines”.