

Stranded

by Rae Zin (taen @ RPGGeek)



A “[2015 RPG Geek 24-Hour RPG Contest](#)” Entry

Synopsis & Setup

You are survivor of a plane crash / ship wreck*.

This leaves you stranded in a virgin forest / deserted island*.

Another 2d3 people survives the disaster with you.

You are now stranded, with what you and the other survivors have preliminarily determined that there is no escape from the situation.

GM Note: GM to setup as appropriate, depending on group size and interests, and to describe the above adventure setting to the players. The group size is flexible, but for this type of games, 3 – 7 players tend to be optimal.

Location

The locale you are stranded in has a variety of resources. Feel free to describe how the party may gather food and water, prepare shelter and accommodation, and assign roles and responsibilities.

Possible food sources include (i) animals that may be hunted, (ii) animals that may provide food (e.g. goat milk), and (iii) fruits and edible plant matter.

Possible water sources include (i) freshwater ponds/streams/lakes/rivers, (ii) brackish water sources, (iii) contaminated water sources, (iv) limited water sources, and (v) sea water.

Possible roles and responsibilities include (i) folks who gather food and/or water, (ii) folks who build/prepare shelter and accommodation, (iii) folks who start fires for cooking, and (iv) folks who build defences about the shelter/accommodation. For the roles and responsibilities assigned, folks may (i) be highly skilled, (ii) be skilled, (iii) have untested knowledge, or (iv) have no knowledge.

GM Note: GM to setup as appropriate or roll dice in every situation to create randomness and variety, and to describe the locale information to the players.

Occupation

Each player may choose or randomly decide an occupation, including a secondary occupation if desired and relevant to the game.

Possible occupations include doctors, cooks, architects, scientists, teachers, military personnel, software developers, artists, hairdressers, mechanics and lawyers. Players may assume to be highly skilled in the primary occupation, and skilled in the secondary occupation. Other everyday skills may also be assumed, or rolled upon to determine the level of a skill a player has.

GM Note: GM to allow players to freely choose a desired occupation (and secondary occupation if useful), or from a pre-determined list of occupations. For skill levels beyond the occupation(s), the general rule of thumb is that each player should either be a specialist in an occupation/trade, a jack-of-all-trades-but-master-of-none, or some middle ground.

Time & Events

As time passes in the location, certain events may be triggered. Such events may have impact to the players, their survivors, and/or the outcome of the adventure. Special events may happen as well that may impact the outcome of the adventure.

Possible short- to intermediate- term events include (i) dealing with loss, (ii) heavy/no rain or other natural disaster, (iii) threat of attack by wild animals, (iv) disruption in food and water supply, and (v) destruction of shelter/accommodation.

Possible intermediate- to long- term events include (i) still dealing with loss, (ii) possible/actual rescue or escape, (iii) encountering a new castaway, (iv) a player character's development such as falling out with the rest of the party or an unlikely romance, and (v) falling sick or dying.

Possible special events include (i) discovery of a cannibal encampment, (ii) attack by pirates, (iii) a vicious stalker who is, unknown to the players, resident of the location.

GM Note: GM to pre-determine how time passes in the location and the events that may happen. Events may be time-based or independently run. Depending on the players' RPG background, GM may decide to even add swords and/or magic into the adventure, for example, the location might actually be a magical forest inhabited by pixies or an island with a complex cave system consisting monsters and denizens of the dark.

Ending

Depending on the time and events that have transpired, players may finally find escape from the location and return to civilisation, or be forever stranded.

GM Note: GM to determine how the adventure ends, or have pre-determined outcomes depending on players' courses of action and choices made.

Optionals

1. Players may be allowed to have/adopt a pet animal.
2. Players may be allowed to choose a special knack or skill that may be uncommon as an everyday occupation (e.g. clairvoyance, healing, hunting, poker champion, street racer).
3. Players may have quirks or physical limitations that make them more human (e.g. persistence nightmares, fear of heights, handicapped).
4. Depending on the players' RPG background, GM may choose the above adventure as a precursor to a bigger game (e.g. modern day D&D).