

Prisoners

Professor Smyth: Academic
John Oliver: Hacker
Samantha Mussbaum: Archeologist
Franklin Armstrong: Athlete
The Russian: Arms Dealer
Maria Arrayo Montoya: Socialite

Others

James the Guard
Boss Harrigan
The Man in the White Hat
The Good Doctor
Nurse Laura
Nurse Phyllis
Rip
Marcus
Mole
Friendly Tommy
Mr. Noble

Places

Mess Hall
Sector Four
The Box
Jungle
Radio Tent
Sector Three
The Field
Barracks 17
The Mansion
The Hole
Caves
Bunker

Starting Situation

Boss Harrigan: "Mr. Noble knows one of you has it. Any information leading to its return will be handsomely rewarded. I'll see you in one hour, I hope you have the right answer for me."

Questions you will need to answer

Why are you on the Island? Is there a way off? Who are you? Who are your fellow Prisoners? What is in Section 3? Who keeps selling you out?

Difficulties

| | |
|-------------|----------|
| Memory Loss | The Game |
| Traps | Heat |
| Forgotten | insomnia |
| Traitor | Paranoia |



The Island

A mini role playing game in the style of Ghost/Echo by John Harper and posted to the Story Games Forum.

Mechanics by John Harper with some modifications, who was in turn inspired by Otherkind dice.
The Island was created by Matt Kauko

Photos:
Beach: Ndecam
Watch Tower: edwin.11
Bunker: Todd Morris
Hallway: Nikki Kay





Mechanics

Roll dice when

You act Under Pressure
You Infiltrate or Steal
You Suffer Harm
You Manipulate or Hold Steadfast
You attempt to remember (take a minus 1 to all die rolls when trying to remember)

When you roll dice, roll one die for each danger and goal and then assign a die result to each to find out what happens. When you're especially well prepared for the action at hand or your character has experience with the action, roll an extra die.

Dice Results: goal

1-2 the goal fails and the opportunity is lost, until the circumstances change
3-4 the goal is partially achieved and the opportunity remains
5-6 the goal is achieved

Dice Results: danger

1-2 the danger comes true
3-4 the danger partially comes true and the danger remains
5-6 the danger does not come true

When a danger remains, write it on a card and put it in front of you.

During any future die roll, you or the GM can add that danger to the roll.

Goals and Dangers

Goals and Dangers are always rooted in the specifics of the action. You decide what your goal is. Some sample goals for each action are given below.

When you act under pressure

you might complete a simple task while you're hurt or in danger, move through a dangerous area, or help someone who is in danger.

Danger: you suffer harm.

When you infiltrate or steal

you might move undetected, plant an item, arrange an ambush, or defeat security measures.

Danger: you are caught in the act.

When you suffer harm

You might resist serious injury, fight your way through the pain or impress with your toughness. Danger: you're incapacitated.

When you commit to violence

You might do harm in a fight, terrorize with savagery, commit murder or demolish something. Danger: unwanted harm.

When you manipulate or hold steadfast

You might carry off a deception, make a strong impression, stand your ground, extract a promise, discover a hidden truth, or negotiate a deal to your benefit.

Danger: you get put in a bad situation

When you attempt to remember

Required: some object or event to jog your memory.

You might think of a name, a place, a family member, a former job, skill you had or an event that took place.

Danger: you forget that memory for good.

