

# Stranded

A disaster/survival PBTA hack by CtrlGroup Games



A Forward from the Writer:

Stranded is a 2 d6 PBTA system dedicated to the collaboration and survival of humans who have crashed onto a deserted(??) island. Create your own island or use the options available within this very system to create your dream survival opportunity. This system can even be used for the more light-hearted affairs: Wanted to do a Gilligan's Island campaign, the tools are in this system. Anything from Castaway to Survivor is possible with this system.

Two of the core aspects as the **Voice Above** (what is traditionally referred to as the GM/DM) needs to keep in mind when designing their disaster is the length of time leading up to rescue and the obstacles that will need to be overcome to survive the deadly island. Depending on how you want to work the campaign, the survival time can be a single night or months. The obstacles can be as simple as finding food and shelter or being hunted by something sinister on the island. The tone and survivability is up to you! Do you wish to benevolently gift your survivors tools to ensure their survival or will you realize that you are the Uncaring Stars Above

You'll also notice that there is no experience in this system! This was by design. The goal is simply surviving. For longer campaigns if you wish to have something that simulates "leveling up", after a certain amount of survival time, give your survivors the opportunity to take another move or add +1 to a stat.

Further in the system I have devised a few island sections, these are for first time **VA's** or people struggling to construct the scope of their island. Choose to use these if you wish, they are merely guidelines and suggestions to create your best survival experience. I leave these for the benefit of you, the players!

For more information or how to gain rights for Stranded, contact: [dennis.verrett@gmail.com](mailto:dennis.verrett@gmail.com)

## **Basic moves and stats:**

There are four basic stats in “Stranded.” These stats give you advantages on your rolls. When attempting to do something in your campaign your **Voice Above** will prompt you to use these stats to complete one of the following basic moves. Unless otherwise noted: on a 6 or below you fail your attempt. The **VA** will then decide how you fail it: Whether it ends with you taking **Wounds** or **Hunger** or if they will hold a difficult choice for you to make later in the session. On a 7-9 you are able to set out for what you were trying to do, unfortunately there is a slight hiccup. On a 10+ you have succeeded and done more than enough to earn a little extra. When selecting numbers for your stats you will choose (+1, 0, 0, -1)

**Fortitude-** This stat is for when you need to dig in deep and pull out something from inside of you that you didn’t know was there. It most closely relates to Strength or Constitution and is used for **Fend off adversary** rolls and **Fend off starvation** rolls.

**Wit-** This stat is for how much of your brain you’re bringing to the island. Use your keen intelligence to take a lay of the land. It’s used for **Observe your surroundings** rolls and **Observe an NPC/Survivor** rolls

**Ability-** This stat is used for your usefulness. It’s your ability to do complicated tasks or for Macgyvering an invention together. This stat would also substitute your typical Dex stat. It’s used for **Take on a task** rolls and **Construct** rolls.

**Positivity-** This stat represents your sanity and state of mind while surviving on the island. How well can you keep your cool on an island trying to kill you. It’s used for **Manipulate an NPC/Survivor** rolls and **Stave off insanity** rolls.

**Wounds-** When failing a roll at a critical point or succumbing to a danger upon the island, it is within the purview of the **VA** to assign harm. When a **Survivor** has reached maximum harm it is up to the **VA** to determine whether the **Survivor** has succumbed to their wounds or has the ability to continue on.

**Hunger-** Much like Wounds, Hunger can be a gauge to how a **Survivor** is holding up. Where **Wounds** are usually more physical, Hunger deals with mental state. You can succumb to **Hunger** from literally not being able to find food within a set parameter of time or from failing Fend of Starvation rolls/ Stave off Insanity rolls. When max hunger is reached it is up to the **VA** the effects, do they slowly take **Wounds** or do they lose their mind and will do ANYTHING to satiate their appetite?

- **Fend Off Adversary**

- This roll is initiated when it's Person v Person. Unless otherwise told by move or by succeeding, both parties take **1+ Wound**
- On a 7-9 choose 1 of the following:
- On a 10+ choose 2 of the following:
  - You protect yourself **-1 Wound**
  - You dig deep **+1 Wound** to adversary.
  - You create a distraction, you're able to flee the encounter.
  - You get the adversary where you want them

- **Fend Off Starvation**

- This roll is initiated when your hunger might be getting the best of you. Time has passed and you must satiate your hunger. On a failed roll the **VA** decides what your hunger forces you to do.
- On a 7-9, you are struggling to hush the rumble of your tummy. **Take +1 Wound or Hunger.**
- 10+ You can go on longer or find a bush of edible berries.

- **Observe Your Surroundings**

- This roll is initiated when a **Survivor** would like to learn more about the island's layout.
  - On a 10+ ask 3
  - On a 7-9 ask 1
- What's useable here?
- Any food nearby?
- Anything of interest?
- Any traps?
- Where's my nearest adversary?
- What's the best way out?
- What's the best way to go?

- **Observe an NPC/Survivor**

- This roll is initiated when you need to know more about an NPC or Survivor. Survivors can circumvent this roll if they wish. But depending on the roll they must respect it and tell the truth.
  - On a 10+ ask 2
  - On a 7-9 ask 1
- Are they telling the truth?
- Are they a threat to me?
- Do they have information i can use?
- What's their next move?
- Who's their biggest enemy?
- How can I get them to \_\_\_\_\_?

- **Take on a task**

- This roll is initiated when the **Survivor** must take on a physical task that has no inherent danger in it.
  - On a 10+ you succeed in the task in a brisk time. Additional boons may be given by the **VA**
  - On a 7-9 the **Survivor** chooses **1** of the following
- The task is a struggle and takes a lot of time to complete
- The task is strenuous and you take **-1 Hunger**
- The task is too difficult. You need to find another way to complete it.
- **Construct**
  - This roll is initiated when a **Survivor** would like to attempt to build something with the supplies they have around them.
    - On a 10+ the supplies they need are within arms grasp to make what they want.
    - On a 7-9, pick 2 of the following.
  - It will take time to find what you need
  - You will have to look somewhere else to find what you need
  - The **VA** will describe what's around you, you build from that.
- You're able to craft something but it's not what you were going for.
- **Manipulate an NPC/Survivor**
  - This roll is initiated when a **Survivor** needs the favor or something from an NPC or another Survivor.
    - 10+ They do what you want with little resistance.
    - 7-9 They are willing to do what you want if you can give/promise them something of equal value.
- **Stave off insanity**
  - This roll is initiated when a survivor is struggling with **Hunger** or is met with a terrible situation. Can they keep calm?
    - On a 10+, You are in the right state of mind. You can handle this. Take a **+1 Hold**
    - 7-9 You are unable to keep your full composure. Select **1** of the following:
  - You lose your wit, take **+1 Hunger**
  - You give your position away.
  - You lose your cool and do something unexpected.
  - You hallucinate something dangerous, **+1 Wound**.

# The Professor

“I have an idea that might just work!”

The Professor uses their mind to overcome their obstacles. Whether they're being hunted or trying to survive Tribal Council, they will get off this island with one of their inventions.

**Fortitude** ( ) Fend Off Adversary/Fend Off Starvation

**Wit** ( ) Observe Your Surroundings  
Observe an NPC/Survivor

**Ability** ( ) Take on a task/Construct

**Positivity** ( ) Manipulate an NPC/Survivor  
Stave off insanity

**Wounds** [ ] [ ] [ ] [ ] [ ] [ ]

**Hunger** [ ] [ ] [ ] [ ] [ ] [ ] [ ]

**Look:** Lab Coat/Professional/Formal/Evil Scientist

**Personality:** Calculating/Methodical/Bright/Inquisitive

**Body:** Gaunt/Old/Built/Slim Thicc

## Professor Moves:

Choose 2 of the following:

**Invention:** When using Construct, once per session you will always find the appropriate material for your Construct Roll.

**Equal Parts:** You need to be as smart as you are capable. When constructing your character, your Wit and Ability stat can be the same number. (Fortitude and Positivity will be 0 and -1)

**Blueprint:** When The Professor is caught in a trap or difficult man made contraption. They gain a **+1 Hold** on attempts to escape the trap.

**TalkFastBigWords:** The Professor can use Wit on Manipulate an NPC/Survivor rolls.

**Build it bigger:** When Constructing a weapon to use for **Fend off adversary** the professor constructs it sharper/deadlier and gains an additional **+1 Wound** to the weapon.

## The Skipper

“When a storm blows in, batten down the hatches.”

The Skipper is a water rugged individual who has spent their time on the sea: surviving on dry land is a different story. All you need to worry about is making it back to the ship. There you'll excel.

**Fortitude** ( ) Fend Off Adversary/Fend Off Starvation

**Wit** ( ) Observe Your Surroundings  
Observe an NPC/Survivor

**Ability** ( ) Take on a task/Construct

**Positivity** ( ) Manipulate an NPC/Survivor  
Stave off insanity

**Wounds** [ ] [ ] [ ] [ ] [ ] [ ]

**Hunger** [ ] [ ] [ ] [ ] [ ]

**Look:** Captain Garb/Rugged/Wet/Clean

**Personality:** Savvy/Crazy/Wise/Cool

**Body:** Jacked/Peg Leg/ Eye patch/Old

### Skipper Moves:

Choose 2 of the following:

**Water is my home:** In any move that involves a body of water, the Skipper gets a +1 **Hold** towards that action.

**All hands on deck:** When working with another **Survivor** the Skipper can aid in any of their rolls by rolling +Ability. On a 10+ the original roll is successful. On a 7-9 add a +1 **Hold** to the original roll or keep it for yourself.

**Shipwrecked:** When forced to **Fend off Starvation** if the Skipper is near a body of water add a +1 to the roll.

**In need of a first mate:** At the top of the session, choose a first mate. This character benefits you but not the other way around. Gain an +1 **Hold** when they help you with any task.

## The First Mate

"I didn't mean for that to happen, but it did!"

The First Mate is a goofy person. They were often given the title because the captain needed to keep an eye on them. Hopefully they can luck their way into finding a way off this island.

**Fortitude** ( ) Fend Off Adversary/Fend Off Starvation

**Wit** ( ) Observe Your Surroundings  
Observe an NPC/Survivor

**Ability** ( ) Take on a task/Construct

**Positivity** ( ) Manipulate an NPC/Survivor  
Stave off insanity

**Wounds** [ ] [ ] [ ] [ ] [ ] [ ] [ ]

**Hunger** [ ] [ ] [ ] [ ]

**Look:** Bucket Hat/Striped Red Shirt/Goofy/Relaxed

**Personality:** Aloof/Naive/Hopeful/Silly

**Body:** Gangly/Short/Thin/Thicc

### First Mate Moves:

Choose 2 of the following:

**Whoops:** Once per session you stumble upon something of importance that can either help

you defend yourself or survive. Your **VA** chooses what you find.

**Incapable:** Gain a +1 to **Manipulate and NPC/Survivor** roll.

**Never fully dressed without a smile:** The first mate can take an additional +1 to their Positivity stat.

**Didn't think that would work:** When rolling to **Construct** the First Mate does not need "necessary" components to create their desired construct.

**A True First Mate:** If another player is playing the **Captain** playbook. You can roll +Positivity. On a 10+ you end up wherever the **Captain** is. On a 7-9 you get a general sense as to where the Captain is.

## The Actor

“All the world’s a stage, and this island is a player.”

Classically trained and ready to emote. The actor uses their vast knowledge of Tennessee Williams and the Bard to make it through this tough time. They can write the ending to this rescue if they try.

**Fortitude** ( ) Fend Off Adversary/Fend Off Starvation

**Wit** ( ) Observe Your Surroundings  
Observe an NPC/Survivor

**Ability** ( ) Take on a task/Construct

**Positivity** ( ) Manipulate an NPC/Survivor  
Stave off insanity

**Wounds** [ ] [ ] [ ] [ ] [ ]

**Hunger** [ ] [ ] [ ] [ ] [ ]

**Look:** Stage blacks/Elaborate/Formal/Casual

**Personality:** Flamboyant/Ingenuer/Cloying/Stuck up

**Body:** Beautiful/Built/Slim/Enigma

### Actor Moves:

Choose 2 of the following:

**Prop Work:** You paid attention to the prop master. You gain a +1 to **Construct** rolls.

**Stage Design:** You are adept at blending in with your environment. Roll +**Ability**. On a 10+ you can blend in and hide into your current surroundings. Nearly undetectable. On a 7-9, you are able to hide with some skill but choose **1** of the following.

- You’re *just barely* visible
- You can’t quiet your breathing
- You can not see what you’re hiding from.

**Method Actor:** You can borrow a move from another playbook. This replaces one of your moves.

**Weave a tale:** You’ve read the greek tragedies, the bardic tales. You know what insanity looks like and how to fight it off. Gain a +1 to Stave off Insanity rolls.

**Final Act:** When given max **Wounds** from a **Fend Off Adversary** you use your skills to pretend that you are dead. Roll +**Ability**, on a 10+ you feign death until your attacker leaves. Gain back -1 **Wounds**. On a 7-9 it’s up to the adversary or **VA** whether they believe you are dead.

## The Athlete

“It doesn’t matter if I have to swim back to land myself”

There is no river you can not swim, there is no mountain you can not climb, there is no hurdle you can’t overcome. You will win. You have to win.

**Fortitude** ( ) Fend Off Adversary/Fend Off Starvation

**Wit** ( ) Observe Your Surroundings  
Observe an NPC/Survivor

**Ability** ( ) Take on a task/Construct

**Positivity** ( ) Manipulate an NPC/Survivor  
Stave off insanity

**Wounds** [ ] [ ] [ ] [ ] [ ] [ ] [ ]

**Hunger** [ ] [ ] [ ] [ ]

**Look:** Varsity Jacket/Sweats/Relaxed Look/Tailored

**Personality:** Aggressive/Laid back/Hype/Determined

**Body:** Built/Slim/Slim Thicc/Big

### Athlete Moves:

Choose 2 of the following:

**Stick and Move:** When successfully completing a **Fend off Adversary** roll, no matter the result, the option of fleeing is available.

**Just need my fists:** The Athlete gains an additional **+1 Wounds** when **Fending Off Adversary** with their bare hands.

**Brute Force:** The Athlete can use **Fortitude** to roll for **Take on a Task** rolls.

**Pop it back in:** Roll **+Wit** on a 10+ you can heal yourself and another survivor for **-1 Wound**. On a 7-9 you can only heal a fellow survivor for **-1 Wound**.

**Trained my whole life:** The Athlete can take an additional **+1** in **Fortitude**.

## The Castaway

“I knew I would end up stranded on an island one day”

You’ve been alone your whole life. You know how to survive off of the land and can smell a trap a mile away. You’re not the prey, you’re the hunter.

**Fortitude** ( ) Fend Off Adversary/Fend Off Starvation

**Wit** ( ) Observe Your Surroundings  
Observe an NPC/Survivor

**Ability** ( ) Take on a task/Construct

**Positivity** ( ) Manipulate an NPC/Survivor  
Stave off insanity

**Wounds** [ ] [ ] [ ] [ ] [ ] [ ] [ ]

**Hunger** [ ] [ ] [ ] [ ]

**Look:** Minimal/Woven/Relaxed/Prepared

**Personality:** Crazy/Quiet/Methodical/Peaceful

**Body:** Stick/Withered/Big/Small

### Castaway Moves:

Choose 2 of the following:

**My Friend:** You’re able to make a friend on this island. Unfortunately they are inanimate. Gain **+1** to **Positivity**.

**Voices in my head:** It is impossible for you to succumb to insanity. When rolling a **Stave off insanity** roll, treat any failure as a 7-9.

**Prepared for this:** Despite any chance of this actually happening, you were ready for this. You start off the session with a fully constructed weapon that deals **+1 Wound**.

**All the same to me:** Add a **+1** when completing an **Observe your Surroundings** roll.

**The Trap I’d Set:** When venturing into a new area of the island **Roll +Wit**. On a 10+ the **VA** will tell you if there are any traps in the near area to you. On a 7-9 the **VA** will offer up a possible trap that is near you. It is up to the **VA** whether that trap is real or not.

## The Face

“At least I’ll look good while doing it”

The Face is a smooth talker and a confident player of the game. Whatever the game is, they’ll use their good looks and unshakable voice to get what they want.

**Fortitude** ( ) Fend Off Adversary/Fend Off Starvation

**Wit** ( ) Observe Your Surroundings  
Observe an NPC/Survivor

**Ability** ( ) Take on a task/Construct

**Positivity** ( ) Manipulate an NPC/Survivor  
Stave off insanity

**Wounds** [ ] [ ] [ ] [ ]

**Hunger** [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ]

**Look:** Name Brands/Suit and Tie/Rich/Silk Dress

**Personality:** Charming/Quirky/Sweet/Sexy

**Body:** Curves/Broad Shoulders/Chiseled Jaw/CAKE

## Face Moves:

Choose 2 of the following:

**Talk your way out of it:** When the group/an individual is beginning to get fed up with you.

Roll **+Positivity** on a 10+ their opinion changes drastically. On a 7-9 choose one of the following before they decide if their view has changed.

- Give a Speech
- Sing a Song
- Tell a joke

**Just look at me:** Gain a +1 to any **Manipulate an NPC/Survivor** roll.

**Inner Demons:** You’ve talked yourself through worse inner troubles, gain a +1 to any **Stave off Insanity** rolls.

**Scratch your back:** At the beginning of the session choose another **Survivor**. Help that survivor during the session. Any point after that aid roll **+Positivity**. On a 10+ that person will appear for you in a time of need. On a 7-9 they will help you out, but at another time.

## The Stranded

“I’m no use to you”

Not everyone is equipped to survive on an island. Sometimes you’re just an average Ashley who gets washed ashore. Will you learn to grow or find yourself lacking?

**Fortitude** ( ) Fend Off Adversary/Fend Off Starvation

**Wit** ( ) Observe Your Surroundings  
Observe an NPC/Survivor

**Ability** ( ) Take on a task/Construct

**Positivity** ( ) Manipulate an NPC/Survivor  
Stave off insanity

**Wounds** [ ] [ ] [ ] [ ] [ ]

**Hunger** [ ] [ ] [ ] [ ] [ ]

**Look:** Typical/Relaxed/Simple/Clean

**Personality:** Worried/Determined/Hopeful/Regretful

**Body:** Nothing Special.

## Stranded Moves:

Choose 2 of the following:

**Basic Biology:** You paid attention in class, kind of. When **Fending off Starvation** add an additional **+1**.

**Too naive to notice:** The stranded can not be Manipulated. Disregard all rolls made against you regarding **Manipulate a Survivor**.

**First Aid:** The stranded has a first aid certification. Roll a **Construct** roll. Follow the same rules but upon success, you can apply a **-1 Wound** to an ally or yourself.

**Potential:** Take a **+1** in any **Stat**.

**Fight and Flight:** When **Fending off Adversary** on a 10+, deal an additional **+1 Wound** and if desired you can flee from this encounter.

## Possible Island Dangers:

Haha you thought I'd put this in the fucking beta? Naw you gotta buy this shit bruh. Give me money and I'll give your no idea having ass some ideas boy. Gottem.