

Isle of Wight Character Record Sheet

Name

First Impression

Stress

Hit Points (d6 + CON + LVL)

ABILITIES

STRENGTH

DEXTERITY

SPRINTING

CONSTITUTION

INTUITION

CHARISMA

Assign +2, +1, +1, 0, 0, -1 to your Stats

INJURIES

☐ Scraped Up

☐ Limping

☐ Bleeding

☐ Blood Loss

☐ Broken Bone

☐ Internal

☐ Contaminated

☐ Infected

XP

Level

Character Sketch

SAVING THROWS

AMBUSH (11)

CRUSH/SWARM (10)

INFECTION (12)

ABANDONMENT (10)

MISSING TIME (11)

DEATH (9)

Saves start at 11, 10, 12, 10, 11, 9

NOTES

Loadout

Light: hands, pockets, belt (+1 to all rolls if this is all you've got)

Moderate: packed, strapped or slung (these items are slow to access)

Burdened: large pack, sack, tote (-1 to all 2d6 rolls, you're bulky and you rattle)

PROFESSIONAL SKILL (pick 1)

☐ Agriculture/Farming

☐ Administration

☐ Athletics

☐ Auto Mechanic

☐ Aviation/Pilot

☐ Bio/Chem

☐ Civil Engineering

☐ Construction

☐ Heavy Machinery

☐ Medicine

☐ Military Combat

☐ Psychology

☐ Seamanship

FIELD SKILLS (pick 1, +1 each level)

☐ Boating

☐ Bow Hunting

☐ Climbing

☐ Contraptions

☐ Firebuilding

☐ First Aid

☐ Fishing

☐ Fletching

☐ Hotwiring

☐ Knots

☐ Lock Picking

☐ Morse Code

☐ Orienteering

☐ Pharmaceuticals

☐ Sewing

☐ Shelter Building

☐ Shooting

☐ Trapping

INOCULATIONS

☐ Typhus

☐ Cholera

☐ Syndrome D (partial)

MISSING TIME

Taking Risks

Controlled Risks

You have a big advantage, enough time, the perfect chance, or safety backstops.

When you take a controlled risk, roll 2d6 plus the relevant stat:

- ≤6:** You hesitate or lose control. A hidden danger is revealed. A risky way to save it.
- 7-9:** You do it. There's a complication or price. Success is provisional, partial, or temporary. Things get risky.
- 10-11:** You do it.
- 12+:** You do it flawlessly, thoroughly, permanently, win an advantage, or avoid the cost.

Risks

The outcome is uncertain due to distractions, danger, or opposition.

When you take a risk, roll 2d6 plus the relevant stat:

- ≤6:** You fail. You pay a price. You lose the chance. Things get desperate.
- 7-9:** Barely. The situation worsens. There's a complication.
- 10-11:** You do it.
- 12+:** You do it flawlessly, thoroughly, permanently, win an advantage, or avoid the cost.

Desperate Risks

Disaster looms. Unavoidable blowback. It's now or never. A last ditch chance.

When you take a desperate risk, roll 2d6 plus the relevant stat:

- ≤6-:** Disaster. A chain reaction. Pay a terrible price. You get severely hurt.
- 7-9:** You barely do it, and there's a price: an injury, a new problem, an imminent failure.
- 10-11:** Barely. Your success is provisional, partial, or temporary.
- 12+:** You do it. A lucky break.

Encounters

When you encounter enemies or a hazard, roll +**Intuition**. On a 7-9, choose one advantage. On 10+, choose two. The enemy gets whichever advantages you don't choose.

- **Initiative:** For the moment, you can act instead of being forced to react.
- **Cohesion:** nearby allies are ready to help, instead of distracted or preoccupied.
- **Good Spot:** you have a useful position, good cover, a clear view of a target.

Group Action

In intense, time-critical situations, the GM will call on each player in turn to say what they perceive and ask what they do.

Joining In

When you join the acting character's action on their turn, mark 1 Stress. You act with them. If you are the first to join, give them +1 to their roll. If not, you increase the impact of their result (gunfire, labor, etc.).

Interrupts

When you act out of turn to prevent disaster, mark 1 Stress. You were watching for this. Take your action now, after which the turn order reverts to the player you interrupted.

Commands

When you command allies to take action, bark up to five words then roll +**Charisma**. On a 7-9, one character can carry out your order on your turn without paying Stress to join. On a 10+, up to two. On a 12+, up to your level.

Stress

When you push yourself with adrenaline or panic, mark 1 Stress and take +1 to your roll.

When you miss sleep or food for 24 hours, mark 1 Stress for each.

When you mark your last Stress box, your vision blurs and you fall. It's a struggle to walk.

Hit Points

When you reach zero hit points, you're down and out. When help reaches you, make a death save. If you fail, you're dead. If you pass, -2 to all rolls until you're at 1+ hit points.

Recovery

When you rest in an unsafe place, roll an Ambush save. If you fail, you sleep for 4 hours and regain 2 Stress.

When you take a day's rest in a safe place, regain 1 hit point and all Stress.

Saving Throws

When one of these terrible events happens, roll 2d6 to match or exceed the target number to avoid the worst outcome.

Ambush: When you are engaged by an unseen enemy, save or act last.

Crush: When you are physically crushed (fall from a height, run over, buried under rubble) making your crush save leaves you at 1 hit point.

Swarm: When the swarm seizes you, you have one last chance to wriggle away. If you fail, you are pulled down and eaten.

Infection: When you're exposed to an infectious disease in a manner that transmits it, save to avoid being infected.

Abandonment: When your character is left behind by the others to face certain death, you can instead fade to black and leave their fate uncertain. Make an abandonment save at the start of each session. If it passes, they have found their way to safety (in rough shape).

Missing Time: Some experiences are too much for the mind. You might not see them at all.

Death: Failing a death save is the last thing you do.

Loadout

The following items are available from the ship’s stores. Any time you return to the ship, you can stock up with as much of these items as you want to carry. (There are no firearms on the ship.)

* Rare item: to equip with this, roll 1d6. If you roll a 1, the ship is out of this forever.

Clothes

- Boots, steel-toed (armor 1 □)
- Leather jacket (armor 1 □)
- Warm outerwear (cold)
- Construction hat (armor 1 □)
- Welding mask* (armor 2 □)
- Rain slicks (rain, contamination □)
- Protective eyewear/N-95 (contamination □)
- Gloves, heavy duty (armor 1 □)

Tools

- Kitchen knife, utility knife
- Crowbar/wrench
- Hatchet*
- Large fire axe*
- Hand tools—saw, screwdriver, wrench
- Flashlight, Task light
- Compass
- Nautical map & grease Pencil
- Heavy binoculars
- Notebook & pen
- Tote bag
- Walkie talkie*
- 5L fuel can
- 10’ steel chain
- Padlock, heavy duty

Emergency Gear

- Flare gun* □
- First aid kit* □
- Clean bandages □
- Nylon rope* (20m)
- Tarp*
- Firefighting mask* (armor 1 □)
- Water purification tablets* (10L □)
- Fishing kit (hooks, line)

Food & Water

- 1L water bottle □
- Stew, tupperware container □
- Dry snacks (e.g. chocolate) □

The Wreck of the BF Fortaleza

On November 4, 1988, a unexpected nuclear exchange takes place across western Europe. The cargo ship BF Fortaleza is travelling unloaded from Lisbon, Portugal to Bournemouth UK when the night horizon lights up with flashes. In the confusion, the ship runs aground on a sand bar off the coast of the Isle of Wight.

With no rescue coming, the crew of 27 shelters on the crippled container ship as winter sets in, glued to the radio for hopeful news. In December, news comes of a mysterious infection sweeping through the cities, with unbelievable reports of people taken by an intense fever and then eating each other.

In January, the UK provisional authority declares mainland cities uninhabitable, and broad-casts an instruction to stop sheltering in place and to flee to sparsely unpopulated areas by any means necessary. Signals from people become infrequent.

In February, the automated radio messages fall silent.

It is March, 1989, five weeks since the last human voice came over the radio. The ship’s sup-plies will last only a few weeks longer. Reluctantly, the captain asks for volunteers to explore the Isle of Wight, in the hopes of finding other people still alive and the means of long-term survival.

The BF Fortaleza

- Light feeder cargo ship, 6000 tons
- 115m long, 18m wide, 8m tall
- 8-storey command tower
- Officers and crew, 27
- 8x 15-person lifeboats
- 1x 6-person rescue boat
- 3 15-person life rafts

Weapons

Weapon	Dmg	Range	Special
Punches and Kicks	d6-2	Hand	(Min. damage: 1)
Bite	d6-2	Hug	May not break the skin!
Improvised, Small Knife	d6-1*	Hand	(Min. damage: 1)
Axe, Bat, Crowbar, Machete	d6	Hand	
Fire axe	d6+2	Hand	Slow
Spear	d6	Near	
Bow	d6	Medium	Slow
Firearms			
Pistol	d6+X	Near	Loud, Semi (X)
Shotgun (Shot)	d6	Medium	Loud
Shotgun (Slug)	d6+1	Short	Loud
Hunting Rifle	d6+1	Distant	Loud, Slow
Military Weapons			
SMG	d6+1+X	Short	Very Loud, Auto
Assault Rifle	d6+2+X	Medium	Very Loud, Auto (X)

Advancement

Earning Experience Points (XP)

You earn experience points by bringing people and things of value to safe places. A safe place is somewhere that the dead cannot enter, has adequate food and clean water, and has a safe means of entry and exit.

When you deposit people or valuables at a place of safety, you earn XP

- Food items: 10 XP per kg of food
- Medicine: 50 XP per kg of medical supplies
- Survivors: 200 XP per human survivor

When you survey a square kilometer of territory, earn 100 XP.

Level	XP Req'd	Hit Points	Abilities	Stress	Field Skills
1	0	+1			1
2	1,000	+1	+1 to one		2
3	2,000	+1		+1 box	3
4	4,000	+1	+1 to one		4
5	8,000	+1			5
6	16,000	+1	+1 to one	+1 box	6
7	32,000	+1			7
8	64,000	+1	+1 to one		8
9	128,000	+1		+1 box	9

Saving Throw Progression

Level	Ambush	Crush / Swarm	Infection	Abandon	Missing	Death
1	11	10	12	10	11	9
2	10	9	12	10	10	9
3	9	9	11	9	9	8
4	8	8	11	9	8	8
5	7	8	10	8	7	7
6	6	7	10	8	6	7
7	5	7	9	7	5	6
8	4	6	9	7	4	6
9	3	6	8	6	3	5