

## The Skills

### Endure (Strength)

Test physical endurance or stamina. For example, roll for this skill when you travel in extreme weather or when you are forced to suffer bitter cold.

**Failure:** You give in to the pain and suffer the consequences.

**Success:** You manage to push on, ignoring the pain just a little longer.

#### Stunts:

- Give one success to another Prisoner in the same situation as you.
- Gain a +1 modification to a later skill roll relating to this one.
- You're hardened by the experience, and don't need to roll to overcome the exact same challenge in the future.
- You impress someone.

### Fight (Strength)

Attack someone in close combat.

**Failure:** You stumble and miss. Now it's your opponent's turn

**Success:** You hit and inflict damage to Strength equal to the weapon's Damage rating on your opponent.

#### Stunts:

- You inflict one more point of damage to Strength. You can use this stunt multiple times if you get extra successes.
- You tire your enemy. They suffer one point of damage to Agility. You can choose this stunt multiple times if you roll several extra successes.
- You outmaneuver your enemy and can trade initiative scores with them, taking effect next turn.
- You knock or pull a weapon or other object from your opponent. You choose which. During combat, picking up a dropped object counts as a fast action.
- Your opponent falls to the ground or is pushed back
- You hold the opponent in a grapple.

### Force (Strength)

Push, pull, or lift something heavy. Also use this if you need to break something sturdy or for any other feat of strength.

**Failure:** It's just too heavy or strong. You need to find another solution.

**Success:** You break or move whatever it was you were straining to force.

#### Stunts:

- You push or throw the object with great force.
- One target of your choice within Arm's Length suffers damage equal to the number of extra successes you rolled.
- If applicable in the situation, you find or reveal a hidden passage or object. The GM decides what it is.

### Move (Agility)

Roll for Move when you want to get out of a hazardous situation—be it a risky climb, a dangerous jump, or an enemy coming at you.

**Failure:** Despite your best efforts, you fail and must suffer the consequences.

**Success:** You survive the sticky situation.

#### Stunts:

- Give one success to another prisoner in the same situation as you.
- Gain a +1 modification to a later skill roll relating to this one.
- You impress someone.

### Shoot (Agility)

Use the Shoot skill to fire all types of ranged weapons.

**Failure:** The shot misses your target. Maybe it hits something else? And the sound of gunfire could attract unwelcome attention

**Success:** You hit, and inflict damage to Strength equal to the weapon's Damage rating on your opponent.

#### Stunts:

- You inflict one additional point of damage to Strength. You can choose this stunt multiple times, if you roll several extra successes.
- You pin down your enemy. They take one point of damage to Wits. You can choose this stunt multiple times, if you roll several extra successes.
- You position yourself and get to exchange your initiative score with your enemy, taking effect next turn. You can't go back to your earlier initiative.
- Your target drops a weapon or other hand-held object. You choose which.
- Your opponent falls to the ground or is pushed back, for example through a doorway.

### Sneak (Agility)

Move without being noticed or when you attempt a sneak attack. Roll an opposed roll, using your Sneak score against a Scout roll for your enemy.

**Failure:** Your enemy sees you or hears you, and the element of surprise is lost.

**Success:** You move like a shadow in the night, noticed by no one.

#### Stunts:

- Give one success to another prisoner in the same situation as you.
- Gain a +1 modification to a later skill roll relating to this one.

#### Group stealth

When you and the other adventurers use Sneak side by side, each and every one of you does not roll for the skill. Instead, only the prisoner with the lowest skill level rolls, and the result applies to the whole group.

### Comprehend (Wits)

Try to understand something strange and interesting that you encounter.

**Failure:** The object of your study makes no sense to you at all, or you are mistaken (in this case, the GM can feed you false information about the object):

**Success:** You understand the nature or function of the object.

**Stunts:** For every extra success you roll, choose one stunt applicable to the situation:

- Gain a +1 modification to a later skill roll relating to this one.
- You impress someone.

### Make (Wits)

When you need to make something, repair gear or tinker with mechanical items in some other way, roll for the Make skill.

**Failure:** The darn thing just won't do what you want. And what if the noise you made attracted unwanted company?

**Success:** If you're repairing a damaged item, its Gear Bonus is increased by one.

#### Stunts:

- If you're repairing an item, its Gear Bonus is increased one additional step. It cannot go above its starting score.
- Gain a +1 modification to a later skill roll relating to this one. You got this. You don't need to roll to overcome the exact same challenge in the future.
- You do it quickly, in half the time it would normally take.
- You do it quietly.
- You show off.

### Scout (Wits)

Spot someone or something sneaking (opposed roll, see Sneak). You can also use the skill when you spot an unknown threat of some kind, to learn more about it.

**Failure:** You can't really make out what it is, or you mistake it for something else.

**Success:** You are able to make out what it is, and whether or not it looks like a threat.

#### Stunts:

- Is it coming for me?
- Are there more of them close by?
- How do I get in/past/away?

#### Group scouting

Only one Prisoner rolls, and that result applies to the whole group. Who makes the roll is up to you.

Don't roll to find hidden things. The Scout skill is not used to find hidden things like secret doors or hidden clues. If you describe how your prisoner searches the right place, the GM should simply let you discover what you are looking for if it is possible to find.

### Heal (Empathy)

Heal can be used in two ways:

**Recovery:** A successful Heal roll can help someone who's Broken get back on their feet and immediately recover a number of attribute points equal to the number of successes you roll.

**Save a Life:** Give first aid and save the life of a fallen comrade who has suffered a critical injury.

### Manipulate (Empathy)

Use charm, threats, or sensible reasoning to make someone see things your way. Make an opposed against your opponent's Sense Emotion. Your chances are affected by your negotiating position.

**Failure:** They won't listen or do what you want. They might start to dislike you, or even attack you if provoked.

**Success:** If you succeed, your adversary must either do what you want or immediately attack you physically. Even if your adversary chooses to do what you want, they can still demand something in return, which should be reasonable. It is up to you to accept the agreement or not.

#### Stunts:

- Your opponent does what you want without demanding a favor in return.
- Your opponent does more than you ask for, for example giving you some useful piece of information. Details are up to the GM.
- Your opponent is impressed by you and will try to help you later on in some way. Details are up to the GM.

#### Not mind control:

When you Manipulate someone, you do not take control of their mind. What you are trying to convince someone about must be reasonable

### Sense Emotion (Empathy)

Use the skill when you want to know an NPC's mood or intent toward you or when being manipulated.

**Failure:** You fail to read, or misread, the NPC. The GM can feed you a mix of true and false, information.

**Success:** The GM must reveal the NPC's most powerful emotion at this point in time – hate, fear, contempt, love, etc.

**Stunts:** get the answer to one of these yes/no questions about the NPC

- Are they telling the truth?
- Do they want to hurt me?
- Do they want something from me?



## Rolling Initiative

All the players taking part in the conflict, either voluntarily or involuntarily, roll 2d6.

## Surprise

If you perform an attack that the GM deems surprising, you may roll 3d6 and discard the lowest die.

## Sneak Attacks

Roll an opposed roll with your Sneak versus your target's Scout. If you succeed, you get a free action (slow or fast, but not both) before you draw the initiative. Your target cannot block a sneak attack.

## Blocking

You can choose to block an attack, to avoid being hit. Blocking is a Fast Action, and you roll for Fight rolls for their strike. For each success you roll, choose an effect below:

- You remove one of the enemy's successes. If they are left with no success, the attack misses. This effect can be chosen multiple times.
- You perform a counterattack, dealing damage to the attacker equal to the Damage rating of your weapon. You cannot spend additional successes to increase the damage of your counterattack.
- You disarm your enemy.

Blocking is a reaction that breaks the normal initiative order in the Round. However, it does count against your two available actions in the Round. Each time you block, you lose one action later in the Round, and if you have already used both your actions, you can't block. When it's your time to act, it might therefore be wise to save your fast action if you fear you might be attacked later in the Round.

## Grappling

If you grapple your opponent both you and your opponent fall to the ground. The opponent drops any weapon they were holding, and cannot move. The only action they can perform is an attempt to break free. This succeeds if the opponent wins an opposed Fight roll against you. While you are grappling, the only action you can perform (apart from releasing your opponent) is a grapple attack. Unlike a normal unarmed attack, this is a fast action and cannot be blocked.

## Aiming

If you take your time to aim carefully before squeezing the

trigger, you get a +2 to your attack roll. Aiming is a Fast Action.

## Reloading

Reloading a firearm is an action. Bows and slingshots cannot be "reloaded" as such – instead, you need to spend a Fast Action to prepare the weapon. Once you have readied your weapon, you can't do anything except shoot or aim (above) – if you do anything else, you must prepare the weapon again before you can shoot.

- Crossbows don't need to be prepared in this manner. They can be carried loaded as a firearm, and loading it is a slow action. Futuristic weapons do not need to be reloaded but have a designated cool-down period of 24 hours.

## Broken

When a Prisoner takes damage, they mark a corresponding condition. When all 5 conditions are checked, the Prisoner becomes broken.

**Strength** - You're knocked senseless. Roll for a physical critical injury. If you're not dead, you can only crawl and mumble through the pain. You can't perform any other actions and you can't roll for any skills.

**Agility** - You collapse from exhaustion. You can only crawl and wheeze. You can't perform any other actions and you can't roll for any skills.

**Wits** - You're paralyzed by fear or confusion. Roll for a critical injury on the mental trauma table. If you remain conscious, you can run to a safe place, but you can't perform any other actions and you can't roll for any skills.

**Empathy** - You break down in despair or self-pity. You must either explode in a violent outburst, kicking and breaking everything around you, or withdraw from everyone around you. In either case, you're uncommunicative until you've recovered a point of Empathy.

## Recovery

To remove conditions, consider the following.

- Resting for at least 4 hours removes two conditions of any attributes.
- Eating a ration of food removes one condition of Strength (Maximum of 3 times per day)
- Drinking a ration of water removes one condition of Agility (Maximum of 3 times per day)

- Getting at least four hours of sleep removes up to three conditions of Wits
- A moment of closeness with another prisoner removes up to three conditions of Empathy

The resources needed for removing conditions are on top of the normal daily food, water, and sleep requirements. Critical injuries can still affect you after all your attributes are restored, however.

## Critical Injuries

If your Strength or Wits are Broken and you have suffered a critical injury, Roll D66 on the table for the type of damage you have suffered – **physical** (if your Strength is Broken), or **mental** (if your Wits is Broken).

## Nightmares

Any time a player pushes their roll, they check a box on their nightmare track.

Anytime a Prisoner goes to sleep or falls unconscious, they make a **Nightmare check**. If multiple Prisoners sleep or fall unconscious, they all make individual Nightmare checks. To make a Nightmare check, roll dice equal to the number of boxes checked on the Prisoner's Nightmare Track.

- If you roll at least one success, the GM will then lead you, and any other players who rolled a success, through the process of experiencing a nightmare.

## Traversing the wilderness

Each hex on the Wilderness Map is called a sector and takes **4 hours** to get through unless you've been there before and then you know the land and it only takes **2 hours**. Sectors vary in size but they can be up to 25 kilometers wide.

## Experience Points

each "yes" gets one XP

- Did you participate in the game session? (You get one XP just for being there).
- Did you succeed in what you set out to accomplish?
- Did you use your pride or struggle with your dark secret?
- Did you risk your life for another prisoner?
- Did you perform an extraordinary act of some kind?
- Did you have a nightmare?

## Things to do in the wilderness

- Repair the ship
- Build a log cabin
- Build a treehouse
- Find a missing parts of the ship for upgrades
- Find a food or water source
- Hunt, Trap, Forage, and Fish
- Map the area
- Make a survival tool
- Stockpile a particular resource
- Dig a well
- Find livestock, create a fence to keep them
- Try to make a message visible from space
- Explore the mysterious cliffs
- Descent into a cave
- Ride along the river
- Learn or build an instrument
- Begin and tend to a garden
- Try to discern your dreams

## Chance of Success

\*based on info provided in the Year Zero Engine.

# of dice	Chance of success	Pushed roll
1	17%	29%
2	31%	50%
3	42%	64%
4	52%	74%
5	60%	81%
6	67%	87%
7	72%	90%
8	77%	93%
9	81%	95%
10	84%	96%



# FEARSOME WILDERNESS

Slow Action	Prerequisite	Skill
Crawl	You are prone	-
Close combat attack	-	Fight
Shoot ranged weapon	Ranged weapon	Shoot
Reload	Firearm	-
First aid	Broken or dying victim	Heal
Persuade	they can hear you	Manipulate

Fast Action	Prerequisite	Skill
Run	No Engaged enemy	Move (if difficult)
Move through door	-	-
Get up	You are prone	-
Draw weapon	-	-
Block attack	Attacked in close combat	Fight
Grapple attack	You've grappled someone	Fight
Retreat	Engaged enemy	Move
Aim	Ranged weapon	-
Seek cover	Cover nearby	-

Roll dice equal to your attribute plus any relevant skill or gear bonuses. **Sixes mean success.**

If you did not roll enough sixes but are desperate, you can choose to **push your roll**. This means that you reroll all the dice that did not come up as a success (six) or what's called a **bane**, a one on Base Dice or Gear Dice. Anytime a player pushes a roll, they mark a checkbox on their Nightmare Track.

## Pushed Roll Bane Results

Bane Dice	What Happens
Base Dice	Choose a Condition to the associated attribute
Gear Dice	Item is damaged, reduce its Gear Bonus by 1
Skill Dice	No effect

Time Unit	Duration	Primary Use
Round	5-10 seconds	Combat
Turn	5-10 minutes	Exploration
Shift	5-10 hours	Recovery

Range	Description
Engaged	Right next to you
Short	Up to 10 meters (30 feet)
Medium	Up to 30 meters (100 feet)
Long	Up to 100 meters (330 feet)
Extreme	Up to one kilometer (.6 miles)

Cover Barrier Type	Protection Rating
Furniture	3
Wooden Door	4
Wooden Wall	4
Tree Trunk	5
Stone Wall	6
Metal Wall	8

## Fear Checks

A **Fear Check** is rolled anytime a Prisoner already has **two or more Conditions to Wits** or two or more Conditions to **Empathy** and takes another Condition to that attribute. The GM may also ask a Prisoner to make a Fear Check whenever they are in an **especially horrific situation**.

2D6	Result
2	Prisoner harms himself for some reason. Take a <b>Condition to Strength</b>
3	Prisoner <b>runs towards an enemy</b> . If there are no enemies present they suffer <b>Paranoia</b> . <i>Paranoia: You are certain that someone is out to get you. Healing Time: 2D6 Days.</i>
4	Prisoner <b>runs away</b> from everyone. Run 10 meters (30 feet) if possible.
5	Prisoner <b>thinks an NPC is a threat</b> to them. If no NPCs are present, the player suffers a <b>hallucination</b> of an NPC or someone they once knew. Player chooses. <i>Hallucinations: Make an Sense Emotion roll every Shift (4 hours). If you fail, you suffer a powerful hallucination. The GM determines the details.</i>
6	Prisoner <b>thinks another Prisoner is a threat</b> to them. If no other prisoners are present they begin <b>Trembling</b> . <i>Trembling: Modification -1 to all rolls for Agility. Healing Time: D6 Days.</i>
7	Prisoner thinks a <b>critter, animal threat, or danger</b> that doesn't exist, is now present.
8-12	<b>Prisoner digs deep for courage and presses on.</b>

## Hunting

D6/4 hours Rations		Potential
1	Don't see anything	0
2	See a very small animal (Shoot 1 or Fight 1)	1
3	See a small animal (Shoot 1 or Fight 1)	2
4	See medium animal (Shoot 1 or Fight 1)	3
5	See large animal (Shoot 1 or Fight 2)	4
6	Spot a fearsome critter	-

## Foraging

D6/2 hours Rations	
1	Weeds/Greens 0.25
2	Roots 0.5
3	Nuts 0.5
4	Berries 0.5
5	Mushrooms 1
6	Fruits 1

## Trapping

2D6/.5 hour/trap Rations	
2	Broken trap 0
3	Broken trap 0
4	Nothing 0
5	Nothing 0
6	Nothing 0
7	Very small animal 1
8	Very small animal 1
9	Small animal 3
10	Small animal 3
11	Medium animal 5
12	Large Animal 10

## Fishing

2D6/4 hours Rations	
2-3	Broken pole 0
4-5	Nothing 0
6-7	Very small fish 1
8-9	Small fish 2
10	Medium fish 3
11	Large fish 5
12	Very large fish 7

- Eating raw food or unknown berries or mushrooms have a chance of being poisonous. Anytime you are eating unprepared or unknown food, roll Endure to see if you become ill.