

TOOLS & COCONUTS

You are a band of survivors trapped on a tropical island. (Think *Gilligan's Island*, *Cast Away*, or *Six Days, Seven Nights*.)

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CREATE A SURVIVOR

Choose a **Skill Number** from 2-5. A low number means you will be better at **TOOLS** (making and using tools and weapons, interacting with others, calm precise action) and a high number means you will be better at **COCONUTS** (survival skills, intuition, mental fortitude, physical action).

1. Choose an **Archetype**: *Captain/First-Mate, Crewmember, Professor, Executive, Celebrity, Average Joe/Jane*, etc.
2. Choose an **Interesting Hobby** that might help you survive.
3. Choose a **Character Flaw** that might hinder your survival.
4. Choose two **Personal Items** that you managed to save.
5. **Introduce your character with a common Name.**

As a band of survivors, **pick two Island Features**: *Ancient ruins, a Shipwreck, Caves, a Waterfall, Coconut trees, Teeming with wildlife*. Also **pick one Problem**: *Frequent weather changes, Dangerous animals, Poisonous plants, Hostile natives or pirates*.

ROLLING DICE

When you do something risky, roll 1d6 to find out how it goes. Roll +1d6 if you are an expert and +1d6 if you are prepared. (*Mother Nature tells you how many dice to roll, based on your character and the situation.*) Compare each die result to your Skill Number and count your successes based on whether your action is governed by **TOOLS** or **COCONUTS**:

For TOOLS, count the dice OVER your Skill Number.
For COCONUTS, count the dice UNDER your Skill Number.

- 0 = It goes wrong.** Mother Nature says how things get worse.
- 1 = You barely manage.** Mother Nature adds a complication, harm, or cost.
- 2 = You do it well.**
- 3 = A critical success!** Mother Nature gives you a bonus effect.

Each die you roll ON your Skill Number, gives you an Insight. Ask Mother Nature a question for each Insight and you will get an honest answer. Some good questions: *Do I spot anything dangerous? What is the best way to _____? Is the animal threatening or alerted? Is the plant poisonous? In the injury infected? What will tomorrow's weather be?* After hearing the answer, you can change your action if you want to, then roll again. (Yes, you can use this to get out of a bad roll! And, as long as you are rolling on your number, *and*

Mother Nature has information to share, you can repeat this Insight-change action-roll again cycle.)

You can use your turn to help or hinder another's action. Say how you do it and roll 1d6 to see if you succeed. (Was your "how" Tools or Coconuts?) If you do, add a die to that character's next roll or take one away – except a player never rolls less than one die! Failure can have the opposite effect. (If you fail at helping, you hinder, and vice versa.) Also, Mother Nature may disallow helps and hinders if they don't make sense, especially if players try to stack them.

MATERIALS

Before making a tool you need the materials required for its construction. **Gathering materials takes one day and a COCONUTS check.** If you succeed you find 1 point of Materials. These points are spent when making tools, with each type of tool costing a different cost in Materials.

TOOLS

A tool is anything that can be crafted or constructed, be it a hunting trap, stone knife, fire-pit, shelter, etc. **You are prepared when you have the right tool for the job.** Tools come in four types: Cheap tools, Durable tools, Clothing, and Structures. **To make a tool, you need a successful TOOLS check and enough points in Materials.**

Cheap Tools: These are quickly made tools that break easy. After using a Cheap Tool, roll 1d6. On a 1, the tool breaks. Cheap tools easy to make and cost 0 points in Materials and can also be made with a COCONUTS check.

Durable Tools: These are more durable tools, but break only after rolling a total of three 1s. Making a durable tool costs 1 point in Materials.

Clothing: These are pieces of garments that are made from natural materials. Clothing is useful against the harsh weather and other environmental hazards. Making clothing costs 1 point in Materials.

Structures: Structures covers anything that you must build; fire-pits, shelters, solar stills, etc. Each structure has a specific use. Unlike other tools, building a structure requires three successful TOOLS checks, each check costs 1 point in Materials (for a total of 3 points).

FOOD & WATER

Characters need food and water to survive. A character can only go 3 days without water, and 3 weeks without food.

Finding Water: To find water requires a COCONUTS check.

Purifying Water: Drinking water without purifying it poses a danger of becoming sick. It takes one day and a COCONUTS check to purifying water. If the survivors have a solar still (a tool structure), there is no check required so long as there is water available.

Traps: Hunting traps are tools that allows survivors to capture animals for food without the need for hunting. At the start of the day, roll 1d6 for each hunting trap set. On a 6, the trap has caught one small animal that can feed the survivors for one day.

Hunting: Hunting animals requires one day. First, a successful COCONUTS check is needed to track down an animal, then a successful TOOLS check is needed to bring it down. A small animal provides enough food for the survivors for one day, while a large animal provides enough food for three days.

Food Spoilage: Food will spoil and become inedible after 3 days; preserving food makes it last 3 weeks. To preserve food requires a smoking rack and a TOOLS check, or sun-drying the food with a COCONUTS check.

DEATH & EXPOSURE

Surviving in the wilds is not easy; a character can survive 3 minutes without air, 3 hours without shelter, 3 days without water, and 3 weeks without food. Those who are unprepared or have lost hope will surely succumb to the elements.

In the meantime, Mother Nature will push you and the survivors to the limit, inflicting complications, harms, or costs when you fail: Dazed, Limping, Bleeding, Exhausted, Starving, Chilled to the bone, etc. These all matter in the fiction. If you are Bleeding, for instance, you will be easier to track!

BE MOTHER NATURE

Ask questions and build on the answers. *“Have any of you ever encountered this animal before? What happened?”* Or, *“The weather becomes stormy; what do you?”* Their answers are true and now part of the story!

Foreshadow dangers and changes in the weather.

Except when responding to a failure (0-successes), always show signs of something bad that is about to happen before it affects the characters. Then ask the characters what they do. Example: *“When you go to pick up the coconut, you hear the bushes next to you rustle. What do you do?”*

Call for a roll when things are ripe with possibility. Always play to find out what happens; don't pre-plan outcomes. Be a fan of the characters when they succeed; use their failures to push action forward and make their lives interesting. The situation always changes after a roll, for good or ill.

ROLL FOR THE DAY

Roll 3d6 at the start of each day, assigning a die to each table. Use the results to inspire that day's adventure. Re-roll and/or change the table entries over time when results repeat.

Location *(The survivors are...)*

1. ...combing the beach.
2. ...hunting in the jungle.
3. ...swimming in the lagoon.
4. ...climbing the nearby cliff.
5. ...resting at camp.
6. ...roaming the island.

Event *(As the survivors go about their day...)*

1. ...someone spots a ship or airplane near the island.
2. ...someone gets requires medical attention.
3. ...danger comes looking for them.
4. ...someone found a new location on the island.
5. ...the weather abruptly changes.
6. ...someone finds there's one day of supplies left.

Weather *(The weather turns...)*

1. ...hot and humid.
2. ...calm and sunny.
3. ...breezy and cloudy.
4. ...dark and foreboding.
5. ...wind and rainy.
6. ...violent and stormy.

