

Death Planet

An Open-world Survival RPG



Death Planet is created by J. Boone Dryden. © 2020 by Sheer Spec Press.

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Introduction

Death Planet is a survival role-playing game in which the environment is your most dangerous enemy and your friends are your greatest asset. The game focuses on minimalist character stats, limited resources, including equipment and gear, and increasing chance of risk as the adventure party travels further afield. The world has collapsed after a host of disasters, and people are at the brink of extinction. Small enclaves of civilization crop up from time-to-time, but the wilderness has begun to take back what once belonged to it. Individuals and small groups of people wander the world in search of food, safety, and companionship in order to survive -- but more importantly to reignite the might of humanity.

Stats

Characters have only a few stats to indicate their basic features. These are Fight, Handiness, Quickness, Stomach, and Wit.

Skills

There are a specific number of skills that have broad application. Players are encouraged to make a case to the Moderator as to how a skill might be used in any given situation. Some cases are more obvious than others.

Dice Pool

Rather than a growing dice pool, your character has a decreasing dice pool. For each skill or friend to aid in a task, the number of dice decreases, reducing the possibility of rolling a failure.

Resources

Survival means needing resources -- food, shelter, equipment, materials, and knowledge. These are the vital aspects of your adventure, and you are constantly in search of new sources of these items.

Building Your World

The first task of the group will be to create the type of world (or star base or even a large underground complex) to survive in. The Moderator should work with the Players to come up with a set of in-game rules for the world – for example, perhaps there is no more fossil fuel and thus energy has to come from somewhere else – and the type of stories that the group wishes to explore.

Session Zero

Each game should begin with a Session Zero. A game of survival like this can come in contact with some very traumatic types of stories, and you want your game to be fun and harrowing not traumatic itself. Your Session Zero should include ALL players, and they must each have a chance to voice their concerns, interests, and hard limits.

Tools

There are a variety of tools like the X Card, Lines & Veils, or the Script Change. Any of these are appropriate for this game, and your table should decide on which they want to use.

Topics

You will also want to discuss which topics are off the table and perhaps which are subjects to brush against but change the scene not long after. Everyone has their own version of what can be both enjoyable and gruesome, and there should be no discussion on what someone else's "off the table" topics should or should not be.

Style

The group should also determine how long they want their campaign to be. *Death Planet* is meant to be very open-world or sandbox, so a game can last as long as players want to play. However, it may be more prudent to decide ahead of time if that is the kind of game everyone wants to play. Similarly, the group should come to a decision about the level of resource management they want, violence, and other elements of a survival atmosphere to make the game as exciting and enjoyable as possible.

Creating Your Character

Character creation in *Death Planet* is meant to be simple and straightforward. There is much that your character should be able to narrate in this game and only use the mechanics when true challenges arise. Your character is based on your Stats and your Skills.

Stats

Your stats represent your basic ability to attempt a task. Each stat begins the game at 1 but can be increased during character creation and later as you advance your character. You can never have more than 6 in a given stat. Each point you have in your Stat indicates the following: a) the number of times may attempt a task; and b) the range you use to determine successes.

At character creation, you may increase your Stats in any combination 4 times.

- **Esteem.** This is your ability to influence or use your charm to persuade others.
- **Fight.** This is your ability to participate in combat as well as confront other physical obstacles.
- **Handiness.** This is your ability to use your hands for everything from crafts to sleight-of-hand.
- **Quickness.** This is your speed, agility, and movement ability.
- **Stomach.** This is your ability to withstand bad weather, poor food, and illness, as well as your capacity to carry things.
- **Wit.** This is your ability to learn new things, respond to social conflicts, and notice your surroundings.

Skills

Skills are broad categories of actions that can be learned and aid in your character's survival in the wilds. Each skill has three levels of mastery which decrease the pool size of any challenge by one for each level. You may also specialize in any skill by using one of your levels of advancement to add a niche instead of increasing your mastery.

At character creation, players may increase their skills using 12 points. The first level of mastery costs 1 point, the second 2 points, and the final level, called a Niche, costs 4 points. A Niche allows you to reroll 1 test per Period related to your specialization.

Build (Handiness). This is your ability to use materials to create things like shelter, travois, and other large creations.

Niches: houses, carts, defenses

Combat (Fight). This is your ability to fight hand-to-hand or use a melee weapon.

Niches: martial arts, knives

Craft (Handiness). This is your ability to use materials to make tools, apparatus, or other small pieces of equipment.

Niches: medicine, kits, armor, weapons, repair

Entertain (Esteem). Your ability to create art or produce entertainment.

Niches: paint, sing, play, orate

Hunt (Fight). This is your ability to track, trap, and hunt animals, search for herbs and forage food, and gather materials.

Niches: navigate, cook, prepare (dress)

Interact (Esteem). Your ability to communicate with people, manipulate, or other influence them.

Niches: intimidation, interrogation, seduction,
■ charm

Investigate (Wit). This is your ability to determine how something works, pick a lock, and gather information.

Niches: spying, search

Learn (Wit). This is your ability to read and write, as well as gain new skills faster.

Niches: recall, retain, memorize

Plan (Wit). This is your ability to strategize, problem-solve, and think abstractly.

Niches: ambush, blueprints, mapmaking

Scrap (Handiness). This is your ability to harvest materials from existing items, take things apart, and reuse things.

Niches: reverse engineer, DIY

Shoot (Fight). This is your ability to use long-range weapons including firearms.

Niches: bows, pistols, long guns

Weasel (Esteem). This is your ability to hide, sneak, slip through small spaces, and outsmart your opponents.

Niches: barter, hide, con

Damage & Conditions

To represent the ways in which you can be harmed in *Death Planet*, there are types of Damage and Conditions when you've taken too much.

Drive

Every person has something that motivates them, energizes them, and keeps them going through rough patches. In *Death Planet*, this is represented by your character's Drive. After you've chosen your Stats and Skills, you must pick a motivating factor for your character that keeps them going. Your character must satisfy this Drive once per Season, or they suffer a consequence of some kind.

Drives can be very physical things like sex, tobacco, or alcohol, or they can be less tangible things like meditation or learning something new. Drives should be something that your character always wants to strive for even in the most mundane of downtimes.

As a side note, while adult-themed drives might be great at some tables, they absolutely are not at others. You should discuss this as part of your Session Zero to make sure that your fellow players and moderator will be comfortable with your character's drive.

If your character achieves the goal of their Drive, then before the next Period they must choose a new Drive (or simply restart their current Drive) in order to keep their character motivated throughout the game. You also gain a point for one of your Stats or Skills to spend how you like if you achieve your Drive. If, however, they do not achieve their Drive – either by failing in their attempts or actively not pursuing it – then they will take a point of Despair.

Despair

Despair is a representation of your character's sadness, melancholy, and general disposition as they begin to feel overwhelmed in a harsh world. This can be played as lightly or as grim as you'd like. Your character will have Despair equal to your Wit divided by 2 (round down). For example, a Wit of 3 means you may take 1 Despair.

Despondent

This is the Condition you suffer if you take too much Despair. Whenever you are Despondent, you cannot receive aid from your fellow party members, though you can still rely on your Followers for help. To remove this Condition, you must pursue your Drive or choose a new Drive and pursue it.

Illness

Things like the common cold or the flu can be devastating when medicine is scarce or people have no working knowledge of how to help you. Each character has 6 levels of Illness they can take with the final level being the Laid Up Condition. Illnesses can occur when a character chooses Impact or Trouble (See Consequences, pg. X).

Laid up

When a character is Laid Up, it means they are tired, weary, and perhaps even in need of being helped simply to continue on with the group. Being Laid Up means your success range is always 1-2 even if you are using a Stat that would increase it. To cure being Laid Up, you must use medicine.

Injury

Injuries are physical damage, such as knife cuts, gunshot wounds, or even just a knock on the head. Your character can suffer a number of injuries equal to twice their Quickness. For example, if your character has a Quickness of 3, they can suffer 6 Injuries. Whenever you take an Injury, you must check which section it is in because for each 4 Injuries you take, you must increase your dice pool by 1 even if you have a Skill that would reduce it. If you take too many Injuries, you become Incapacitated.

Incapacitated

Being incapacitated means you are injured to such an extent that even walking can be cumbersome – not just to you but to your Followers and fellow group members. Whenever you are Incapacitated, you must roll a full pool of dice (including the +3 from your Injuries) unless you are aided in your task. To cure Incapacitated, you must use medicine or a medical supply of some kind (a splint, sling, etc.).

Followers

In *Death Planet*, you are oftentimes more than just your played character. At any given time, you may have a maximum of 3 Followers who might be family, friends, or people you've met along the way. These people have limited functionality while you are playing your character, but you may choose from one of them if your PC ever dies during the campaign.

At character creation, you may start with all 3 Followers for free. However, if you choose to start with fewer, you gain 2 points for each Follower you do not have in your starting group. These points may be used to increase either your Stats or your Skills.

Using Followers

Followers may aid you in minor ways throughout your journey. They generally aid only you, but you can ask them to aid others in times of need. When you have your Followers listed on your character sheet, you must choose one of the actions below for each Follower, and you may not have multiple Followers on the same task.

On Call

When a Follower is On Call, this means that they're ready to help at a moment's notice. You may call upon them as you would another player-character to help you accomplish a task. Alternatively, you may ask them to assist another character if you do not want to. They may only do this once per Period.

On Work Duty

Being put on work duty is labor intensive. This means that your Follower is helping carry your things as you travel. You may treat your Fight to be one higher than it is currently when determining your Carrying Limit. You must rest an extra hour to fully recover when your Followers are On Work Duty.

On the Hunt

You may place a Follower on the hunt in order to have them forage, hunt, and otherwise collect necessary food & water while you are traveling. This means that they are able to acquire enough food for a single day for you and your other Followers but nothing to store in your packs.

Sacrificing a Follower

In certain situations, you may have to make the hard decision to sacrifice your Follower. Any time your character would take a Condition, you may choose to sacrifice your Follower, eliminating them from the game, without taking the penalty to your own character. You do, however, gain 1 Disfavor.

Gaining Followers

At certain points in a campaign, you or your party may come across others in dire straits. You have the opportunity to gain new Followers (if you have lost some) or a new player-character. You may use your Esteem to gain new Followers.

Favor & Disfavor

Throughout the game, there will be times when you might anger your Followers or even your own party members. In these cases, you may acquire the meta-currency of Favor or Disfavor, which can be used in a few ways.

Disfavor

If you are unwilling to help another player when they've asked you to help, you may mark Disfavor on your character sheet to indicate that you have gained disfavor with that character. When you have Disfavor, other players may refuse aiding you without gaining Disfavor. You are also unable to take the Trouble effect if you succeed with consequences.

Favor

Favor is a useful way of guaranteeing success in later challenges. You may gain Favor whenever you aid someone (provided they grant you some) or sometimes as a reward for helping non-player characters in the campaign. You may choose to use a point of Favor to a) negate one failed attempt at a challenge and retry; or b) negate another player's Disfavor.

Home Base (Optional)

Players may choose one of two methods to proceed in their campaign: traveling or migrating. Either way your party will have to explore the world in search of the things you need, but you'll always mitigate some risk by being able to stay in one place for longer periods of time. Traveling parties are those that always move, only seeking shelter when they need to and moving about the world.

Migrating parties are those with more stable shelter -- either bringing it with them when they leave or staying in one place for extended periods of time before moving on. As an optional means of beginning your campaign, you may choose to have a Home Base from which to explore the world.

In order to establish a Home base, you need the following:

- Shelter for each player-character (including shared shelter);
- At least 30 materials -- for fire, repairs, defenses, etc.; and
- At least 1 month's worth of food and water (total).

Players may choose at the beginning of the game -- during character creation -- to begin with a Home Base. As a party, they must meet the above criteria after choosing starting equipment in order to do so. Followers may be used to carry materials for the party and do not count toward the total food needed.

Playing the Game

This game revolves around surviving. Plain and simple: your character may very well die at any point in a campaign. What is important is to try to keep them, their followers, and the rest of your party alive. This is your family -- by blood or by intention.

Death Planet is meant to be partially collaborative and partially competitive. While it should not be a goal to kill your other party members, sometimes their death is unavoidable. As part of your Session Zero, you may want to consider whether players can make challenges against other players or if those should simply be role-played out, and the outcomes determined purely by discussion.

Challenges

All challenges come down to your character and an obstacle. The more skilled you are or wise in the ways of certain things, the less risk there is in attempting a challenge. There is no shame, either, in backing down and taking a different route: better to survive today and slay tomorrow than be buried in an early grave.

Challenges begin with a pool of 6 six-sided dice (6d6). Your pool of dice can be affected in two ways. First, your Stat in a given task will increase the range on a single die that counts as a success. Second, your Skill chosen for the task will reduce the number of dice you have to roll in your pool. Without any of these changes, you succeed if you roll a 1 on any single die, and you fail if you roll a 6. You have Consequences if you roll both. Anything in between is progress but not a success or failure.

If you succeed, you may narrate how you complete your task. The Moderator may amend or provide additional insight based on your narration. If you roll more than a single 1, or more 1's than 6's, then you have *Succeeded with Style*.

If you fail, you may narrate what happens. Typically, you will also suffer one of the following consequences: impact, injury, loss, or trouble. If you roll more than a single 6, or more 6's than 1's, then you have *Failed Miserably*.

If you roll both a success and a failure in the same throw of the dice, then you must deal with consequences, which are detailed below.

If you progress at your attempt, it means that you've made strides toward your goal. You look to your Stat being used for the challenge. You may attempt the challenge as many times as you have points in your Stat. If you succeed on the second or subsequent attempt, you negate one failure, but you must succeed again after that. If you cannot attempt again but have not failed, then you (and your party) must choose a different path. If you fail again, you cannot attempt the task again.

Improve your Chances

Once you have begun to advance your character (even with character creation), you begin to improve your chances of success with your skills. For each point above 1 you have in a particular Stat, you increase the range of numbers at the low end for determining a success. *For example, if you have a Wit of 3, then you succeed on a 1, 2, or 3. A 6 is still a failure, and Success with Consequences can still happen.*

You may also improve your chances by reducing the number of dice required to roll for a test. You can reduce the number of dice in the pool in a few ways:

1. A party member can aid you. In individual challenges, only one party member may aid you, but in more complex situations or during combat, two players may assist. For each party member that comes to your aid, reduce the die by one.
2. You may add a skill to your roll. For each level of mastery in a skill and/or a related niche you have, you reduce the number of dice by 1. You must always roll at least 1 die (unless you have equipment or benefits that allow otherwise).
3. If you have one of your Followers On Call, you may ask for their help.

Retesting

You may only attempt a task a number of times equal to your Stats. Each Skill is tied to a Stat (as indicated above), which determines your retest ability. *For example, if you have an Esteem of 3, then you may attempt a Weasel test of any kind 3 times before having to give up, rest, or try some other approach.*

You also gain a retest if you have a Niche in a Skill. You may do this once per period for free.

Succeed with Style

Whenever you roll more than a single 1 (or other success) on the dice, you have succeeded with style. This means that you are able to narrate some additional benefit of your success. Perhaps you find more supplies than you had hoped in the derelict store. Or maybe you inflict extra damage to someone in a fight. Either way, you are able to improve the outcome of your desired action.

Fail Miserably

If you roll more than one 6 in your pool for any challenge -- including combat -- then you have failed miserably. This means that you must choose the dire nature of the consequences that occur. You may choose to either count each 6 as an individual consequence (meaning that three 6's would be three separate impacts), or you double the effect of the current failure. *For example, if Max rolls no 1's and three 6's, and chooses to double the effect, then they can choose Injury and take twice the amount of damage than they would have otherwise.*

Consequences

Consequences are the immediate impact of either rolling a success but having some failures or failing entirely. There are four types of consequences in *Death Planet*. These are sometimes very immediate and physical repercussions, and sometimes they are more narrative moments that happen when the characters least expect them.

Damage

You or another party member takes a level of injury, illness, or despair. Any kind of injuries are risky in a world of survival and little medicine, so these must be treated with care. (See *Damage & Conditions*, pg. 6, for more).

Impact

Something negative happens to you or your party. This could be a modification to an injury, an increase in loss, or worse trouble. It could also be a condition. Conditions are discussed later.

Loss

Resources are valuable and losing them is costly. This means that you or a party member loses something on their person, whether it be a piece of equipment, food, or other material.

Trouble

When things do not go your way, this is trouble. Forging the river near a hidden encampment of bandits or successfully stealing the beehive that a bear had just come to partake of are forms of trouble.

Conflict

Conflicts are a series of quick rounds between the players and the Moderator, who controls NPC's, creatures, and world itself. Players and the Mod first determine the turn order, then proceed to this order as players describe their actions and perform rolls -- just like in a challenge. If the NPC's or creatures aren't dead after the first round, the turn order starts over and another round is played through.

Turn Order

Typically, this should first be determined by whether or not one of the players involved was surprised. If they were, they should go last. Otherwise, a players Wit should determine who goes first with the highest at the top and lowest at the end.

Dealing Damage

In order to defeat an enemy, characters need to inflict injuries on their opponents. To determine damage, players compare the damage + conditions that a weapon deals on a successful hit with the soak that armor provides if an NPC is wearing any (See Equipment, pg.). If a weapon deals more than the armor can soak, then the damage is dealt in injuries against the creature.

Taking Damage

Whenever a creature or action would deal damage to you, you have a choice. You may choose another consequence (impact, trouble, or loss) or you choose to take an injury. When you have chosen that consequence, then set aside the token for that until you have taken an injury. You may take each consequence only once and then you must choose a new one if you continue to take damage.

Non-combat Damage

Sometimes your "combat" is against nature or some environmental effect (like an elaborate trap in a burning house). Damage works the same way in these events, but only to you; your damage against the environment simply means you're beating the puzzle.

Periods & Seasons

While combat and other conflicts are generally treated as heated, quick exchanges, the rest of the day is divided into Periods, during which player-characters must decide what they are going to do. Depending on how slow or fast the players and Moderator wish to play the game, they may choose how long or short their Periods are. A quicker, more cinematic game, may use weeks as their Periods, while a slower, more melodramatic campaign may decide to use days or even parts of days.

The Moderator will ask that players choose between 3-5 actions during these Periods to perform, while the rest of the Period is considered “downtime,” and players are encouraged to discuss future plans, negotiate work duty, or just play out their characters. During their actions, players may encounter Conflict, which is not considered one of their actions.

Actions

Generally speaking, players have the following options for their characters during each period: use a skill, pursue a drive, rest, or travel. Players may choose 3-5 actions per Period (depending on the chosen length for the game) and may repeat any Action.

Use a Skill

This means precisely what it says: use one of your skills. Depending on whether or not you get help, you may or may not need a challenge to complete your task. You are able to attempt your task as many times as you have levels in your Stat related to your skill.

Pursue a Drive

Everyone has a Drive. In order to keep from becoming impacted by a lack of motivation, you must pursue your drive at some point during a season. If you don't pursue it, you begin to grow restless or depressed or just withdrawn. Mechanically, this means that for each season you don't pursue your drive, your character gains a level of Despair.

Rest

Healing injuries, eating and drinking, and just sleeping are all vital parts of survival. If you go too long without sleep, you will begin to suffer for it. For each Period you do not Rest, you must take either an Injury or an Illness.

Travel

Moving from one place to the other takes time and energy, and sometimes what was once a good spot to stay changes.

Seasons

Seasons are a series of days or weeks that indicate changes in weather, migration patterns of NPC's, or just a passage of time. With each day broken up into distinguishable Periods, the seasons should be easy to decide upon but typically every 90 days things should change. The GM can decide how severe or mild the weather is or how drastic the temperature changes are, but the changing seasons can oftentimes mark the coming of much harsher times.

Recovering

All types of damage are detrimental when you're trying to survive. Recovering from those injuries is key to lasting a long time. Sometimes basic rest will help, but other times require medicine or other actions.

Rest

The easiest way to recover from injuries -- including illness and despair -- is to simply rest. A single rest, however, can only do so much. When you rest, you may recover your choice of the following: 2 injuries or 1 illness. Two rests will recover a level of despair.

Medicine

Different medicines help in different ways. Generally speaking, though, medicines are only useful for injuries and illnesses. You may use them as much as you like, but remember that they are not entirely common.

Pursue a Drive

Finding the time to engage with the world can be taxing, but it is good for your mental state. Pursuing a drive will always remove a level of despair.

Advancing your Character

As your characters continue in the world, they learn new things, realize different aspects of themselves and their fellow party members, and grow. Or maybe they continue to be miserable and just get older. Either way, though, they gain some advancements as characters. When a Season ends, players may choose two of the following advancements for their character getting suggestions from the rest of the party if they'd like.

Improve Stats

If you choose this option for your character, you may add 2 points to your Stats in any combination. Remember to adjust any other aspects of your character that are based on these new Stats.

Improve Skills

If you choose this, you gain 4 points to distribute between skills. These may be new skills or improvements on existing skills, including gaining a Niche.

Gain/Replace a Drive

After a while, people begin to pursue other interests or seek variety in their life. With this option, you may either gain a second Drive (and you may pursue either to stave off Despair) or replace the Drive you currently have.

Gain a Follower

If you choose this option, you may gain a Follower that you have lost for free without making an Esteem challenge.

Gain a Coveted Item

Traveling the world means interacting with a whole host of people, environments, and objects. At some time during the Season, you were able to acquire something coveted -- either from the list of Stuff or something the party knows is most useful.

Stuff & Things

The world of *Death Planet* is one of scarcity. This means that resources – even such basic things as food and water – are vital to keeping you and your party alive. Keeping track of them is equally as important because losing a single item can mean leaving a person behind in a dire situation and healing them on the run.

Carrying Limit

Death Planet is all about survival and resources management. No one can carry an unlimited amount. A character can have capacity points equal to 8 x Stomach. Small items that are marked as negligible on the equipment list can be carried in stacks of 10 before they add up to .5 capacity.

Costs of Things

Coinage and money are next to useless in a world where an economy is all but gone, so things in *Death Planet* are based on their value to others (and the characters). There are 5 levels of value: personal (P), next to nothing (N), decent (D), worthwhile (W), and coveted (C).

Personal items are valuable only to the person carrying them or to those who are Followers. Except in rare cases, these items are not able to be traded except between characters. However, enough personal items can be pooled together to be considered a higher value. For every 10 personal items the party can pool together, the value of the collection goes up by one level.

After personal items, Stuff is scaled where fewer items are needed to reach the next level of value. 6 items that are worth next to nothing equal 1 that is worth a decent amount; 4 decent items are equal to 1 worthwhile item; and 2 worthwhile are a coveted item. Coveted items are considered especially valuable and even worth dying (or murdering) over.

Resources

In order to survive, you and your party must always be on the lookout for essential resources. The first of these are food and water. Next is shelter. After that, being able to stay in one place is better than always having to travel so finding ways to build a home base are also useful. Resources can be gathered using Handiness or Wit and improved using a skill.

- **Food & Water.** Every human needs food and water to survive. You need one of each per day to do so. Food & Water together always costs $\frac{1}{4}$ point of capacity. Food & Water are considered Next to Nothing for cost.
- **Materials.** These are things such as wood, stone, metal or even old pieces of things that can be scrapped and turned into materials. Different items require different materials. 1 material always costs $\frac{1}{2}$ point of capacity. Materials are considered Next to Nothing for cost.

- **Equipment.** This ranges from medicine to weapons and are the items that can be crafted, wielded, and bartered in the game. Equipment is detailed in the chart below and restricted by your Carrying Limit.
- **Shelter.** Sleeping in the rain does you no good, and you won't survive long in the snow. Being able to build shelter or have portable shelter is vital. Shelter can either be permanent or temporary, with temporary or portable shelter costing carrying limit or sometimes even increasing it.
- **Knowledge.** Rumors, maps, and other stories of interest can be just as valuable as food or medicine. These never cost capacity, and you may have any number of pieces of knowledge to share, barter, or keep secret.

Starting Wealth

Players may choose their starting wealth based on the style of game they are playing. If your party is a group of semi-nomadic folks living in a Home Base, you may have higher wealth (determined with your Moderator); if you're playing as a group of Travelers, you may have lower wealth.

As a general rule, a good starting place is to have a combination of items that equal the value of 1 coveted item.

Followers' Wealth (Optional)

You may decide to allow your Followers to have a few things of their own, too, and add to your initial wealth. In this case, Followers begin the game with a total of a value of 1 decent item each.

Equipment

The following is an incomplete list of items. The Moderator and the players can always decide which items they believe might be scarce in their world or more abundant; however, the list should provide a general idea of how much things are worth and what sort of weight they impose, as well as the kinds of benefits more specialized pieces of equipment provide. It should also be used as a starting point to create new items that might exist in your collapsed world.

Adding Items

When adding items, you should always consider the world you've created and how valuable an item it will be in that world. All items should have a Cost and a Capacity. Adding special benefits to a piece of equipment should increase its cost.

Item Cost Capacity Special

Gear	--	--	
Rope	D	.5	
Blanket	N	.5	
Coat	D	1	
Summer Clothes	N	.5	
Winter Clothes	W	1	Negate 1 Consequence from cold
Camouflaged Clothes	D	1	
Simple Medicine	W	--	Heal 1 injury
Advanced Medicine	C	.5	Heal 2 injuries or 1 illness
Game	W	1	Negate Despair once per Season
Tools	W	.5	Subtract 1 die from pool for Build or Craft (down to 0)
Hunting trap	D	1	Subtract 1 die from pool for Hunt (down to 0)
Instrument	N	.5	Subtract 1 die from pool for Entertain (down to 0)
Textbook	D	.5	Subtract 1 die from pool for Learn & Plan (down to 0)
Spyglass	D	.5	Subtract 1 die from pool for Investigate (down to 0)
Scope	W	.5	Subtract 1 die from pool for Shoot (down to 0)
Repair Kit	D	.5	Subtract 1 die from pool for Scrap (down to 0)
Soap	D	--	Subtract 1 die from pool for Interact & Weasel (down to 0)
Keepsake	P	--	
Weapons	--	--	
Light Blade	N	.5	Deal 1 injury
Medium Blade	W	1	Deal 2 injury
Heavy Blade	D	2	Deal 2 injury + bleed
Blunt Weapon	N	1	Deal 1 injury + wounded
Bow	D	1	Deal 1 injury; ranged; needs ammo
Crossbow	W	2	Deal 2 injury; ranged; needs ammo
Pistol	D	1	Deal 3 injury; ranged; needs ammo
Rifle	C	2	Deal 3 injury; long-ranged; needs ammo
Shotgun	D		Deal 3 injury; melee; needs ammo
Small Explosive	W	.5	Deal 5 injury; small burst
Medium Explosive	C	1	Deal 6 injury; large burst
Light Ammo	N	1	10 units of ammo for a bow
Medium Ammo	D	1	10 units of ammo for a crossbow or shotgun
Heavy Ammo	W	1	10 units of ammo for a firearm

<i>Item</i>	<i>Cost</i>	<i>Capacity</i>	<i>Special Benefit</i>
<i>Armor</i>	--	--	
<i>Simple</i>	N	1	Soak 1
<i>Light</i>	D	2	Soak 2
<i>Heavy</i>	D	3	Soak 2 + resist bleed
<i>Bulletproof</i>	C	3	Soak 3 + resist bleed
<i>Shelter</i>	--	--	
<i>Used Tent</i>	D	2	
<i>Reinforced Tent</i>	W	3	Double effect of Rest for you
<i>Tent (family)</i>	D	5	Double effect of Rest for you & Followers
<i>Lean-to</i>	N	1	
<i>Containers</i>	--	--	
<i>Pouch</i>	N	--	Carries 5 items of .5 capacity; limit 3
<i>Pack</i>	D	--	Carries 8 capacity; limit 2
<i>Handcart</i>	W	2	Carries 16 capacity; limit 1
<i>Animal</i>	C	--	Carries 32 capacity; replaces 1 Follower

Down to 0

This special benefit means that whenever you use it, your dice pool can feasibly be zero dice, meaning an automatic success, but you cannot Succeed with Style.

Bleed

This weapon deals damage such that the next turn the target takes the same number of Injuries again.

Wounded

This weapon deals damage such that the next turn the target takes 1 Injury.

Running the Game

Being at the helm of a campaign of *Death Planet* should not be about trying to kill off the party at every turn. Rather, it should be about putting harsh obstacles in their path or forcing them to make hard choices - the kind that would inevitably come up in a world on the brink of collapse. The following section offers a few ways to provide these obstacles while ensuring players have fun with your game.

NPC's

Non-player characters (NPC's) are just as few and far between as the player-characters, and they can either be friendly or fierce. The friendly ones are those who might trade, offer shelter, or otherwise benefit the characters. The others are those who either want something the characters have or simply like to cause chaos in a world that makes little sense.

Non-friendly NPC's should generally have 1 or 2 Fight and 1 or 2 Stomach. For harder foes, you can increase these a few points, or for truly nasty people, you can make them as strong as a veteran character. Basic weapons and armor are typical and will offer as much challenge as those with a single pistol.

Lack of Resources

Using Impacts, Losses, or Trouble to your advantage is key. Forcing a character to abandon a keepsake or putting the party in a position wherein they have to choose which resources they want to jettison means making hard decisions that might cause pain but may save their lives.

On the other hands, sometimes rewarding the players with a cache of materials or a hidden supply of medicine might keep them going for just a little while longer before you throw something bad at them again.

Environment

The world is an uncharted wilderness now, and few are those who have traveled far in it. Unmapped ravines or towns with abandoned traps can be just as dangerous as wild animals or crazed bandits. Use the world itself as an obstacle and force the characters to use their crucial Periods to perform challenges rather than other, more necessary, actions.

Forced March

Whether they're being chased, or they know that bad weather is coming, forcing the players to forego rest, food, or both can be a good way to challenge them and make them choose their actions wisely as they progress.

Strange Creatures

Wildlife certainly still exists in the world, and they may offer some of the same challenges as an NPC, but there are also strange mutations that none have yet to explain that wander the land in some places. These are truly nasty creatures that most parties are better off avoiding or fleeing; sometimes, though, they have little choice but to face them.

These creatures should be used in rare cases are epic sorts of battles. They typically rely on either Fight or Stomach, their mutations transforming them into monstrosities, and they can go up to 8 in their Stat rather than the normal 6. Their weapons are natural, using claws and teeth, which can deal a range of 4-8 Injuries, depending on how challenging you want them to be.

Seasons

The weather, like the environment, can be a death knell for some parties if they have run out of food or drinking water or someone is sick beyond their ability to heal. The weather can offer a variety of challenges from losing shelter to providing cover for enemies.