

LOST

Cast of Characters

Jack
Doctor



Sayid
Ex-soldier



Shannon
Dilettante



Hurley
Normal guy



Nikki
Actress



Kate
(Unavailable)



John
(Unavailable)



Walt
(Unavailable)



Asian Man
(Unavailable)



Sawyer
Business (as in, "None
of your damned...")



Charlie
Rock star



Arzt
Science teacher



Michael
Architect



Paulo
Chef



Claire
(Unavailable)



Boone
(Unavailable)



Rose
(Unavailable)



Asian Woman
(Unavailable)



Basic Rules

Stolen from Gamma World 4e.

Ability Scores: Ability scores use the same scale as 3e.

Hit Points (HP): You start with 12. These represent the usual luck, mild scrapes, and physical strain. Excess HP damage is dealt to your wound points.

Wound Points (WP): Equal to your Constitution score. These represent actual wounds. When your WP reach 0 or less, you're unconscious.

Skills: Acrobatics, Art*, Athletics, Bluff, Diplomacy, Electronics, Endurance, Heal, Insight, Intimidate, Mechanics, Nature, Perception, Science*, Stealth, Thievery.

Each character has 10 ranks distributed among his skills. One rank represents basic training, two ranks would be expert training, and three ranks is mastery. You get a +2 bonus to checks with skills you have 1 rank in, +5 with 2 ranks, and +8 with 3 ranks. To this you add your appropriate ability score modifier. (This will all be calculated on your character sheet, once you select your character.)

If you have any ranks in the Art and Science skills, you need to choose an area of specialization. You usually won't have to make a check to know or understand something in your field. For instance, Rob studied deeply about stars (rank 3 Science), and has probably picked up snippets of information about paleontology and electromagnetism. He'd have to make a check to identify a particular type of cloned dinosaur or to track down a strange energy source, but he'd automatically be able to navigate by stars, given enough time.

Background and Equipment: You are traveling from Sydney, Australia to Los Angeles, California on September 22, 2004. Your character sheet will list what items you have in carry-on and in checked luggage.

Exploration, Survival, and Combat

Defenses

Everyone has three defenses.

- **Fortitude.** 10 + the better of Str or Con bonus.
- **Reflex.** 10 + the better of Dex or Int bonus.
- **Will.** 10 + the better of Wis or Cha bonus.

Armor: You're very unlikely to have armor, but if you do, it provides damage reduction of 1 to 5 points, and might slow you down or reduce your Reflex defense. Guns generally ignore armor.

Weapons

There are eight types of weapons. Light attacks use your Dexterity or Intelligence modifier for the attack and damage roll. Heavy attacks use your Strength or Constitution modifier.

- **Light unarmed.** +1 to-hit, 1d4 dmg.
- **Light melee.** +1 to-hit. 1d8 dmg, or 1d12 if two-handed.
- **Light ranged.** +1 to-hit. 1d8 dmg and range 25, or 1d12 and range 50 if two-handed.
- **Light gun.** +2 to-hit. 1d8 dmg and range 50, or 1d12 and range 100 if two-handed.
- **Heavy unarmed.** 1d8 damage.
- **Heavy melee.** 1d10 dmg, or 2d8 if two-handed.
- **Heavy ranged.** 1d10 dmg and range 25, or 2d8 and range 50 if two-handed.
- **Heavy gun.** +1 to hit. 2d8 dmg and range 50, or 2d10 and range 100 if two-handed.

Combat

Roll initiative like 3e. You get a standard, move, and minor action on your turn. You can also take one immediate action throughout each round when it is not your turn. You'll generally just use these for opportunity attacks.

Movement: Your speed is 30 ft. You can crawl 5 ft. as a move action, swim or climb 10 ft. with a successful check. You can shift 5 ft. as a move action, which avoids opportunity attacks.

Attacks: d20 + appropriate modifier vs. the appropriate defense.

A natural 20 on an attack roll is a critical hit. It does full damage (no need to roll), and if the attack does any WP damage, the attacker can choose to inflict some condition appropriate to the attack. See conditions below.

Forced Movement: Unarmed attack vs. Fortitude. Standard action.

You deal no damage, but slide the target 5 ft. If you were charging, you can push the target up to whatever distance remains from your move action, though you have to remain adjacent to him. A

person can choose to fall prone to negate 5 ft. of forced movement. A person pushed off a ledge can attempt an Athletics check (usually DC 10) to catch the edge before falling.

Grappling: Unarmed attack vs. Reflex. Standard action.

You deal damage and the target cannot move unless he uses Forced Movement or he escapes the grab. On each subsequent turn you can sustain the grab with a minor action, which uses up at least one hand. The target can choose to grab you back as a minor action, which requires no attack roll and does no damage, but immobilizes you. If both peoples' turns pass and neither one spends a minor action to sustain the grab, it ends the next time one of them starts his turn.

You can use Forced Movement against a grabbed target as a move action, and can move up to half your speed, sliding the target along with you. If you hit a grabbed target with Forced Movement, you can choose to trip or disarm the target, instead of moving him.

The target can escape the grab by using Forced Movement on you. He can also make an unarmed attack vs. your Fortitude (or an Acrobatics check vs. your Fortitude) as a move action. If successful, he deals no damage but escapes the grab and can shift 5 ft. The grab also ends if either of you is subjected to Forced Movement by anyone outside the grab.

Combat Advantage: If you have an enemy flanked, or attack from hiding, or in various other situations, your target grants combat advantage. This gives you a +2 bonus to hit him.

Conditions: Depending on how you describe your action, some attacks might inflict extra conditions, usually brief. Injuries or poisons might cause longer-lasting conditions. Critical hits usually cause long conditions if the target takes any WP damage, though a wound might be something not listed here, like a broken jaw.

When a character is affected by a brief condition, at the end of each turn he can make a saving throw. He rolls a d20, and if he gets a 10 or higher, he succeeds the save and ends the condition. For instance, you might throw dirt in someone's eyes, making him blinded (save ends). Or a stun grenade might make him dazed (save ends).

Longer conditions use the Condition Track, and usually start at stage 3. After an appropriate period of time, you make an Endurance check (usually DC 15) to improve one stage. If you fail by 5 or more, the condition worsens one stage. At stage one, you're healed. At stage five, you're screwed. If you're being tended by someone else, they can make a Heal check and you can use the better of their check or your own.

For instance, a nasty fall might break your arm, which would make the arm basically unusable except to hold light things. After a few weeks, you can make an Endurance check. Stage two would still grant some mild penalties. Stage four would render even the hand useless. Stage five would require amputation.

- Blind characters grant combat advantage and take a -5 penalty to attack rolls.

- Dazed characters grant combat advantage and can only take a single standard action per round.
- Immobilized characters cannot move on their own. Restrained characters can't even be forced to move, and they take a -2 penalty to attack rolls.
- Prone characters grant combat advantage, take a -2 penalty to attack rolls (with some exceptions for guns), and have to spend a move action to stand.
- Slowed characters have their speed reduced to 10 ft.
- Weakened characters deal half damage with their non-gun attacks.

Incidental Stuff: Falling does 1d10 damage per 10 ft. fallen. You can make an Acrobatics check to reduce the damage by half the result of your check. If you take any damage from a fall, you land prone.

Being on fire deals 5 damage at the start of your turn (save ends).

You take a -2 penalty to hit targets behind cover or in concealment, or -5 for superior cover or total concealment. For every multiple of a weapon's range increment the target is at, you take a -2 penalty. Charging gives you a +1 bonus to hit with a melee attack. Combat advantage gives you a +2 bonus to hit.

Survival

Lack of food, water, and sleep will cause you to progress down the condition track. At stage one, you're fine. Stage two, you take a -2 penalty to all defenses and d20 rolls, and you cannot heal WP. Stage three, you also cannot heal HP, and you're weakened. Stage four, you're also dazed. Stage five, you die.

After 1 day without food, water, or sleep, you must make an Endurance check (DC 5 + 1 per day without food +1 per day without sleep +10 per day without water). Failed checks advance you one stage. Each day of full food, drink, and sleep reduces you one stage. Obesity counts as food.

Healing

Out of combat, you heal all your HP if you get a short rest (about 5 minutes). You heal 1 WP after an extended rest (about 8 hours).

During combat, you can spend a standard action to get a second wind. This heals all your hit points and gives you a +2 bonus to defenses and saves until the end of your next turn. You can only get a second wind once per encounter.

You can spend a standard action to make a save against a condition, with a +5 bonus.

If ever you have 0 or fewer WP, but at least 1 HP, you're conscious but dazed.

Dying

At the end of your turn, if you're at 0 or fewer WP, make a save (roll a d20, with DC 10). If you fail, you take 1 point of damage. If you roll a 20, you stabilize and don't have to make more death saving throws, and you can spend your second wind if you haven't already.

When you reach -10 WP, you die.