



The Isles

The Game of Outcasts





Submitting a Turn..

"You dodge the first punch, but the second lands a glancing blow against the side of your face and sends a spike of pain blooming for a moment across your vision. You dodge right and try to escape, but the mob has surrounded you and you feel fear that they will only be happy when another Outcast has been hung by their neck until they have choked to Death"

-The Life of Coronach, Chapter 7



STARTING TO PLAY

Once you have completed and returned your Character Creation Sheet, you should receive a basic Character Sheet containing information including your location, your current state of health, possessions and money and any information relevant to your Character .At this point it will be up to you to decide what your newly created Player Character is going to do. You will be placed in either a Town or City where your character will have been released. You will have a small amount of money and a few possessions to keep you fed and alive for a few weeks (if you use them wisely), but otherwise it will be the choices that you make that will dictate whether you live or die, succeed or fail in the Game of Outcasts

Example: Your character could be angry that they have perhaps been threatened by someone, fearful that they may be caught or hopeful that a high Mountain Pass they are approaching has remained open despite new snow-fall

Every Turn you will receive a Turn Sheet separated into a number of sections

Thoughts: This can be left blank but is useful to indicate what your character is thinking, how they are feeling and what they are aspiring to do



Actions: These are separated into Actions that you want your Character to attempt during the period of the Turns. They can be as brief or as detailed as you feel necessary

Below is an example of an action

Action 1

I will search for an Outfitters - somewhere cheap so I can preserve what little money I have for a while. With a budget of 2 silver coins I want to buy as much of the following as I can::
Fingerless Gloves - A leather cap to cover my bald spot - A hood or a cape to keep me dry -|

Player Notes: These are notes that you want to address with the GM. They may be to provide feedback for previous turns, to explain that you will be on holiday for a number of weeks and may not be able to submit a turn as regularly as you usually do

Standing Orders: These comprise Tick Boxes and a small section to write in notes to request what your Player Character might do if they encounter a Threat, an Opportunity to benefit from or something that is of Interest to you. Each encounter type comprises a simple action which is either Passive, Aggressive or stops the Turn at that point to allow you to give further Thoughts or Actions. Each Standing Order should be self-explanatory – They allow the GM to progress your turn better than if each dilemma / threat or point of interest had to cause to pause for further from the Player

Standing Orders:

Threat

Stop and Passive	☐	Run	☐
Stop and Aggressive	☐		

Opportunity

Stand and Watch	☐	Investigate	☐
Talk	☐		

Interest

Look and Leave	☐	Stop and Look	☐
Stop and Investigate	☐		

Once you have filled the Turnsheat in with your Thoughts, Actions and Standing orders – Return the Turnsheat to your GM for Moderation. For most players this will be via email to theislespbm@gmail.com

When you have filled out the Turnsheat, you should return it to your GM, who will process the turn and write out a response to your actions and thoughts. You will received a new Results Sheet to read and react to, along with a new Turn Sheet to fill in and continue with your adventures as well as a new Character Sheet containing any amendments to Skills, Possessions etc.

Example: Your Character may want to find a Clothier to buy new over garments from. Detail what type of clothes you want, how much you want to spend and perhaps whether you will pay the asking price or try to haggle the seller down to better price

Example: Your PC may have found themselves at the point of someones knife over a disagreement. The first action of the Turn could be to explain how you intend talking your way out of a fight you feel you may lose

Example: You may need to speak to someone about something. Use an action to detail what you want to say and what you hope to get out of the interaction

A Turn does not have to span an exact period of time. Your actions can detail what you intend to do within the next few seconds, or over the next 7 days. A week is usually about the longest period for a turn. Such a time-period is useful if your Character is travelling or performing a time-consuming task, for example



Below is an example of a Results Sheet

[The Life of
Marcus Requiem

Chapter **Eighteen**

...He asks you, quite politely considering the circumstances, what you intend to do with all of the Gold. With a smile you weigh the small pouch in your hand and advise that the thought had not occurred to you yet.

"Well if you're ever close to the Gate Inn near Adreyns Cross they run a good game of dice in there most nights" he grins, then with no further words he turns and walks away into the thick fog

Mindful of how dangerous it has been hereabouts, you stash the gold in the hidden pocket, grimacing slightly at how cold the coins are, before turning first back the way you came towards the City. But with a thought to the Merchants last few words you turn back on your heel and head out towards the Cross.

You've been there before a few days ago and realise that on such a quiet and foggy Night as this the Inn may be easy to escape from 'should trouble rear its head'

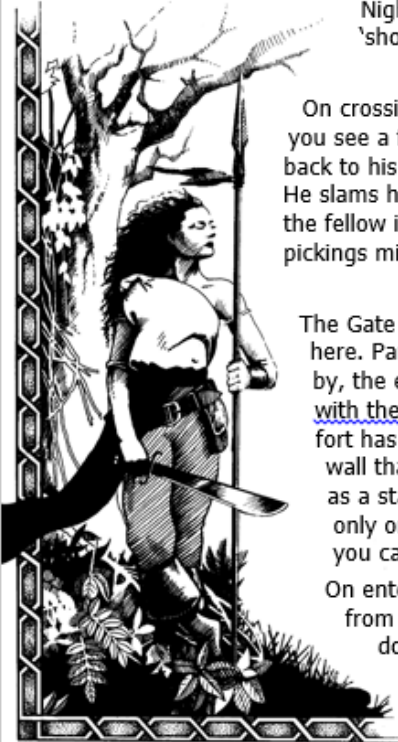
On crossing the bridge that marks the boundary of the village you see a figure of an elderly looking Nightwatchman heading back to his small hovel next to what looks like a small Lock-up. He slams his door and a few moments later a candle is lit. If the fellow is the nights protector of the village, then the pickings might be easy tonight.

The Gate Inn stands as one of the few significant buildings here. Part of an older, larger fortification from times gone by, the entrance appears to be what was the Cullis gate, with the Inn itself being the Gate House. The rest of the old fort has been robbed out, other than a thick semi-ruined wall that has been used as part of a wooden lean-to used as a stable. The lights are on at the Inn, but you notice only one horse in the stable. Approaching the doorway you can hear muted voices

On entering the Inn you endure a number of wary glances from the occupants. Most of the tables to the right of the door are already in use by people playing dice but there is not great deal of money in view



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The page above is the first of a number of pages of results to actions that a Player detailed in their Turnsheat. Each set of Results are written in story-like text, as a new Chapter of the Characters story.

Results may be the result of mundane actions such as buying food, or significant actions such as the result of a fight or perhaps a transaction that has increased the Player Characters wealth.

Once you have read-through this latest Results Sheet, spend some time deciding what next to do, and then begin the process of filling in your next Turnsheat which will be included with the above Results.