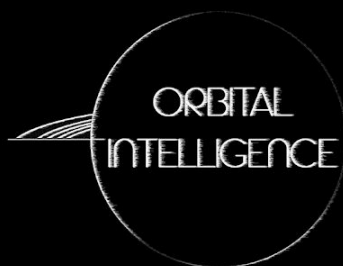


YOU WOULDN'T LAST
ONE MINUTE
ON THE CREEK



You wouldn't last
one minute
on the creek

hell yeah. make it so weird it falls apart. show
us the wreckage - Jared

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Offering of Dark Space Nachoes:

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You wouldn't last 1 minute on the creek.

Premise (maybe this is a funnel?)
& rules 4 skool

You've been challenged, taunted, and been told you wouldn't last 1 minute on the creek.... but could you last 60 seconds?

1. You start at 0 seconds.
2. Roll D6 and that's how many more seconds you've lasted. Add it to your seconds lasted.
3. Now roll against the specified seconds table to find out what challenge you must face.
4. Go back to rule #2 and repeat until you inevitably and fall off the creek... or win. Or die.

IF YOU RAN OUT OF STAMINA. YOU DIDN'T LAST ONE M-I_NUTE. IF YOU FAIL ANY OF THE CHALLENGES YOU DIDN'T LAST 1 60 second chunk of time. **SPELLS COST STAMINA**

Alternate rules

Instead of rolling on the specified table, just go straight to the challenge for the total seconds entry.

special terms

The Creek (TC) - An evil force that wants to prove you're nothing more than the seconds in your veins

seconds 1-6

| total 1 | D6 | |
|------------|----|---|
| 1 | 1 | You're balancing on the boat, but you remember when your roommate bailed without paying rent. The memory intercepts your brain stem. Roll under an appropriate skill, or you don't last a minute on the creek. |
| 2 | 2 | Oddly enough the cute neighbour came by to remind you of when you both used to take cute pics together. Roll versus their skill of 0, or you fall right in. |
| 3 | 3 | You come to the stark realization that the person you're in love with, and your best friend are the same person (in 2 separate bodies). Roll versus your love's tragic skill of 0, or decide that the creek isn't worth fighting for. |
| 4 | 4 | You're just trying to keep your cool, but it turns out your teacher is in your new movie you made.. And she needs you to help her with her GED right now... Roll versus your teacher's skill of 0, or decide that filmmaking is more important than lasting a minute on the creek. |
| 5 | 5 | Your best friend straight up steals your love interest and throws them through an interdimensional portal camera. This makes you sad, but ultimately YOU ARE YOUR LOVE INTEREST. Lose 1 Stamina, or fall hurtling through space |
| 6 | 6 | It turns out you and everyone you know on the creek are in a love dodecahedron, and are trying to summon an elder god from the realm time has long since forgotten. Test your luck, or have your core+souls ripped out by the almighty "G'Hames van Der Mawson" |

seconds 7-12

| total | D 6 | |
|-------|--------|---|
| 7 | 1 | Roll under an appropriate skill, or fail at a double date with mixup. No seriously, 4 dates wrapped in bacon are given to the wrong people. All of the people involved are either friends, lovers, or old cast mates. OH AND YOU FEEL THE CREEK CONSUME YOU. |
| 8 | 2 | There's a beautiful new psionic photographer that wants you to strike the best pose you can. Roll versus their skill of 1, or they'll reveal you to be a fraud... which is fine because you are... then you fall in the creek. |
| 9 | 3 | The new teachers turns out to be a aquatic-Neo-biologist and has determined that your film on fish people is at best derivative and at worst offensive? Roll versus their skill of 0, or you're forced to just accept you can't make film, and can't last 60 seconds on this creek. |
| 10 | 4 | Someone throws a frisbee at you, while trying to balance. Wouldn't be a problem.. But you're not even 10 seconds into the creek. Roll versus their skill of 5, or be hit in the face and proven to be the fake that you are... ultimately resulting in the creek doing what the creek does best. |
| 11 | 5 | You're about to faceplant, but catch yourself. Awesome! Then your boss calls and fires you. Jawsome. Lose 1 Stamina, or your phone drags you into the drink below |
| 12 | 6 | Turns out that your best friend needs to move some fancy european town to escape their life here. You try to convince them that they don't need to leave. Test your luck, or watch them literally rip your heart out as they leave for their new jet set life without you. |

Seconds 13-18

| | | |
|------------|--------|--|
| total 1 | D 6 | |
| 13 | 1 | You've made some solid progress in the 13 seconds of balance you've attained on the creek. Roll under an appropriate skill, or be subjected to the balance destroying reality that you're nothing in the scope of the cosmos. |
| 14 | 2 | Your father decided that now of all times would be when he'd go on that fishing trip he almost promised. You're less sad about that, than you are about the fact you have roll versus his skill of 5 as the fishing line whisks past your face. If stricken, your face explodes and the creek claims another. |
| 15 | 3 | You haven't even made it 13 seconds on the creek before a local energy conduit determines that you should have been with your friends instead of where you are. Roll versus the conduit's skill of 0, or feel your limbs give out... and the ebb of the creek takes you under. |
| 16 | 4 | Dark magic (no really, it's 0x000000 colored magic) veins spiral out of the creek and begin to strip away the veneer of all that you love. Roll versus their skill of 4, or have yourself deleted from life itself. |
| 17 | 5 | No matter how sick you look while riding that boat, everyone on the creek feels the need to berate you. Lose 1 stamina, or be the failure they all know you are (and fall UNtriumphantly into the creek) |
| 18 | 6 | Test your luck successfully, or feel the infinite weight of the entire varsity football team as they cannonball your persona into the fractals of undeath. |

seconds 19-24

| total | D6 | |
|-------|----|--|
| 19 | 1 | An old acquaintance appears from beyond the grave. At first you're happy.. But then it's apparent they just they don't want you to last a minute on the creek. Roll under a skill, or their taunting never ends. And the creek raises due to global warming and drowns everyone you know. |
| 20 | 2 | The darn reporters at your school show up. You're excited to show off your balance, but it turns out they want to know who cheated ON YOUR STANDARDIZED TESTING CURRICULUM. Roll versus their skill of 5, or let the world watch you fall under. |
| 21 | 3 | Souls of everyone that perished shortly after making it ONE minet on the creek swarm all over your person. Roll versus their skill of 1, or immediately make it 1 minute on the creek... then die. (you will never make it 1 minute on the creek) |
| 22 | 4 | Your half-human / half-swamp / half-siblings show themselves to you, furthermore making you wonder if your mother is the creek. Roll versus your mother's skill of 6, or be forced to realize that your dancing skills are garbage... then mother brings you home. |
| 23 | 5 | Your crush reveals themselves to be a rival filmmaker. This is crushing in and of itself, but then you find out your horror film "the creek witch project" won't make it to Monaco. Lose 2 Stamina, or the film guild makes you walk the plank. |
| 24 | 6 | The local film critic, is also a resterONTER and is forcing you to sample their 19 courses. 1 for every second you made it on the creek. Test your luck successfully, or feel as every course negates all you were trying to accomplish and you don't make it a minute on the creek. |

seconds 25-30

| total | D6 | |
|-------|----|---|
| 25 | 1 | Last week's driving practice went so poorly that you destroyed all the new murals a local REALLY good artist made. Roll under a fighting skill, or you're still lodged in the mural... and you never made it to the creek. |
| 26 | 2 | One of your best friends just got expelled. They are currently being shuttled by boat to the far lands. Roll versus their driver's skill of 6, or be caught in hell's wake and dragged under the creek of which you couldn't last a minute. |
| 27 | 3 | Not even one minute rotation into a creek stay, and your "friend" kisses you. You're totally ok with it, but somehow THEY feel awkward now. Their shame is overtaking you. Roll versus their shame's skill of 9, or feel the wet shame drown you in its creek-like goodness. |
| 28 | 4 | Seven of your closest friends reveal that they're in a love septagon, but also that you need to pick which edge of this polygon deserves to continue. Roll versus their combined skill of 7, or let their 7 limbs of love blast you into the depths of isolation and space. |
| 29 | 5 | You watch D6 versions of your day play out before you, in most of them you don't last a minute on the creek. Lose 2 Stamina, or prove to the world that you'll never last 1 60 rotation on the creek. |
| 30 | 6 | The manifestation of the Anti-Creek forms within the gurgling waters, and hurls you at your best friend. Test your luck, or realize that their heart isn't the only thing you just broke. (also that you couldn't last a minute on the creek) |

seconds 31-36

| total | D6 | |
|-------|----|---|
| 31 | 1 | Your bad grades have caught up to you. Roll under a skill, or feel the weight of your failures literally and spectrally drag you under the creek. |
| 32 | 2 | Everyone keeps asking "what happened" while you and your best friend were on a "romantic vacation". Roll versus their skill of 6, or let the world find out the romantic vacation was actually a complex series of invocations for Ult'Lang. |
| 33 | 3 | Everyone on the planet simultaneously becomes pregnant "the hell-spawn of a lawschool wrought unto man". Strangely, you Heal 1 stamina, as you decide to just stop worrying about whether you'll need to steal a boat to make it 30 more seconds on the creek. |
| 34 | 4 | You stole your principal's boat once and now every dimension in which the boat was stolen is determined to return it. Roll versus the maelstrom's skill of 7, or be crushed into oblivion by the actual rain of sailboats. |
| 35 | 5 | Inevitably a closet with a lame rich person is erected around you as you're trying to make it 30 more seconds on the creek. Lose 2 Stamina, or feel the closet entomb you as it sails to the creek beyond the creek. |
| 36 | 6 | Your crew of besties shows up for your surprise b-day partay. Of course they don't realize you're cursed. Test your luck successfully, or feel the world invert as the sky swallows the creek whole. |

seconds 37-42

| | | |
|-------|--------|--|
| total | D 6 | |
| 37 | 1 | Someone is on to you, you suspect that your friend has been following you for weeks since you gave them dubious life advice. Roll under a skill, or let their words drag you into the creek. |
| 38 | 2 | The collection of everyone you know is teleported into new york city, NEW YORK CITY, where they are all simultaneously put on trial for being drunk in public. Roll versus the judge's skill of 7, or be forced to instantaneously teleported into the courtroom and flogged while you adjudicate for your friends. |
| 39 | 3 | Maybe you were born with it, maybe it's just that time of year, but everyone has invited you to the prom. YOU ARE EVERYONE'S DATE SO Heal 1 luck. |
| 40 | 4 | You're not even to 40 seconds on the creek, before a local boat crew offers you a job on-board. You hear the whine of bonesaws, and hear chanting in a tongue long since forgotten. Roll versus their skill of 8, or decide to just get on their clearly doomed boat and leave. |
| 41 | 5 | Your best friend determines, after much thought on the issues of climate change and where your relationship has come from, to kiss you. Lose 3 Stamina, or fall into the creek knowing that deep ocean oil fracking will hydrogenate the orcas and bleed into depths of the human helix doubler. |
| 42 | 6 | It turns out that your film you made about your best friend getting arrested, then secretly living inside your body... was actually real. Test your luck successfully, or let your friend take over your body and claim the record of lasting one minute on the creek for themselves. |

seconds 43-48

| total 1 | D 6 | |
|------------|--------|--|
| 43 | 1 | You've been in the wrong creek the whole time, and you need to go back to the creek that raised you. Roll under a skill total - 1, or feel all creeks that have creeked, converge and stop you from attaining your stupid goal. |
| 44 | 2 | The collective thought provoking ideologies of reality shows filmed in Ibiza, swell up and fill your mind with foam parties.. Literally. As foam flows from your eye sockets, roll versus its skill of 9, or you become Ibiza Incarnate and your record is halted in its steps. |
| 45 | 3 | Heal 1 Stamina, as a flock of creek-harpies force you to retake every challenge that follows a second time, even if you pass it the first time. |
| 46 | 4 | Your friends show up, but they have boats chained to their bodies. They have become human-boats, the future of creek life. A librarian walks by and offers to make you into a boat. Roll versus their skill of 10, and be turned into a human-boat who could not ever last 1 60 second cycle on the creek. |
| 47 | 5 | You find out that you plagiarized the last movie you that you released. Not intentionally though, the time continuum was bent when some frat boys needed to go back and make a good football bet. Lose 4 Stamina, or feel your body dissolve into the time soup that is "creek lyfe" |
| 48 | 6 | A man speeds by in a SUPER FAST SPEED BOAT. He is quickly followed by another person waving gunpowder based dousing rod around. Test your luck successfully 2 times, or let the gunpowder croissant dovetail itself into your mind's eye. (oh and a sinkhole forms, preventing you from ever attaining a minute on the creek) |

[illegible]

seconds 55-60

| total | D6 | |
|-------|----|--|
| 55 | 1 | A clone of you shows itself. It challenges you to a clone-off. If you can roll under all your skills, it lets you live. Otherwise it takes over your entire life, and strips you of your time on the creek. |
| 56 | 2 | Your insectile qualities show through. The red moon shows itself, and your skin turns into cats. You are a cat person, a were-cat. A Panther-Manner. Roll under a skill total - 3, or your feline reflexes take over and you fall in and become a wet cat in a creek. |
| 57 | 3 | The cryptid of the creek "the creek-tyd" shows its horrid face. While screeching your vision whites out, you think that you may be able to end it. Roll versus it's skill of 13, or watch in slow motion as it eats your ideals and dreams, and mostly your attempt at the creek king. |
| 58 | 4 | The Creek becomes a hospital, lifts out of the water, pours it out its innards on to you. Roll versus a skill of 14, or feel the weight of brick and mortar that still exists in the world and hasn't been destroyed by internet business, ventilates your persona. |
| 59 | 5 | Earthquakes resonate through the creek, causing the dead to walk. This is fine, except for when the dead peer into your soul sockets. Lose 6 Stamina, or the dead will steal your soul, fill it with creek water, then distill it, make alcohol, then use that to burn down a farm that was abandoned anyways. |
| 60 | 6 | You're catapulted D6 years into the future. You're forced to face the fact that your friends all married eachother simultaneously, leaving you out because you were trying to last 60 cycles on the creek. God, God's Siblings, and God#2 all show up and thank you for attempting to make it 1 minute on the creek. Test your luck successfully 3 times, or be struck down for not being at your friends' wedding. (you should be there for your friends instead of your |

| | | |
|--|--|------------|
| | | own goals) |
|--|--|------------|

Good for
you.

You lasted
a minute on
the creek.

Heh... you
couldn't
even last
one
m-i-n-u-t-e
on the
creek.