

Namemeles



A Fantasy Pen and Paper RPG
By John Barnes

Assorted Things

Background

Nameless is a project formed for the 24 Hour RPG by the wannabe writer and game maker John Barnes. Nameless is the continuing effort by John to create an RPG based in a fantasy world which actually worked.

This project originally started as an effort by John to create a replacement for Dungeons and Dragons in his group. At the time he was very disgruntled with the rules set and the lack of customization which he wanted to better create his characters which were "stifled" by the class system. This turned into the failed game Realms Guard which was abandoned because in the end it was nothing more than trying to make D&D fit the classless system John envisioned. Realms Guard was started up a second time from a different perspective but again failed miserably.

John then branched off into a game he called Nameless (couldn't think of a name at the time) based around an idea he had. It evolved into Spirit Bound and eventually shaped into Witch & Hunter which was near completion at the time of this writing.

Somewhere around now John found out about the 24 Hour RPG and decided it might be a good time to go back to his original endeavor to create a fantasy RPG. This was especially sparked by conversations with a good friend of his which for the last five years has played a significant part in John's RPG playing.

Copyright Information

Copyright © 2005 John Barnes. All Rights Reserved. All images are public domain work from www.clippix.com, www.jach.hawaii.edu/~hps/clipart, www.webweaver.nu/clipart and http://serp.la.asu.edu/clipart_dir

24 Hour Information

Nameless was started on Tuesday November 22, 2005 by John Barnes at 8:30am Eastern Time. It was completed Wednesday November 23, 2005 at 8:30am Eastern Time.

Table of Contents

Before Playing	1
Setting	1
Making Your Character	1
EXP	1
Abilities	2
Race	2
Traits	4
Proficiencies	6
Equipment	6
Finalizing	8
Using your Abilities and Proficiencies	9
Combat	9
Magic	10
GMs Only	13
Rules and Being the Referee	13
Setting	13
Magic Items	14
EXP	14
Monsters	15

Before Playing

Before you start playing Nameless you need to know a couple of things. First, this game requires really only your imagination to work. You need no boards or computers to play, only a few friends and the necessary role playing equipment.

The necessary equipment includes several things. First, since this is a pen and paper RPG, you need a pen and paper. The suggestion of the author however is to use a pencil and a character sheet. The former because pencil enables you to erase things from your paper since your character will be ever changing. The latter because he did make one for you and it should enable you to better organize your important information. Second you need some ten sided dice (henceforth die). You should have a lot of ten sided dice since this game involves rolling upwards of fourteen of them (well a possibility of even more to be honest). Finally you need some friends. Enemies could be used instead, but more fun can be given with friends. Two (including you) is the bare minimum and as many as can be stuffed in a room is the maximum. The author however suggests you have including you four to six people. This allows a game which has a good base of people while not stifling or over long (going through the turns of ten people took over an hour for what was a ten second piece in the game).

Now that you have everything you just need some organization. One person in the little group you've made should be promoted to the rank of Game Manager (henceforth GM). The Game Manager acts as referee, storyteller and god of the world. Try to select someone you think would act well in this role. Everyone else becomes players. The players play the role of a character which is the entity in the game. It should be noted that players and characters are not the same nor should they be treated as the same for actions, thoughts, knowledge etc. Any basic role player should know this, but the author does not want to be held accountable for any fool which thinks s/he is the great barbarian warrior and tries to start a bar fight with a great ax.

Setting

The setting of Nameless is a fantasy world. The general idea the author had was that unto dark ages Europe with a Greek outlook to life regarding monsters etc dwelling everywhere. If this sounds simple it is. It is up to the GM to make a more definitive setting aside from this. It will be his/her world created. The GM should give the players the courtesy to inform them of the specific setting before the game begins, but that's up to them, not the author. More information about creating the setting will be found in the GM section of the rules.

The purpose of playing Nameless is to go adventuring. This might mean cleaning out every dungeon you come across, saving the village the dragon or simply playing the knights in a castle. It is up to both the players and GM to how it plays out.

Making Your Character

This section pertains primarily to the players, not the GM. The rules given forth explain how to create and modify your character throughout the game. This information is vital to the character, but should only be reviewed by the GM to make sure the characters are playing fairly, rather than intensively researched. The information you select for your character should go in the appropriate spot on the character sheet or paper you're using.

EXP

EXP or experience points, are the framework to creating your character. They give balance and a sense of equality among varying players. Before you begin playing your GM will give you a number of EXP you can work with. Write the EXP given at start in two places, your EXP total and EXP to spend. EXP to spend is then spent (reducing it by the EXP required) to gain various powers and define your character. Before you start spending this EXP you should read through the rules until you get to Finalizing to get a sense of what you can and cannot spend your EXP on. Clarification is given in the Using your Abilities and Proficiencies, Combat and Magic sections so if you have a question these are the places to go to.

As you go through your adventures you'll get more EXP. Add

this to both your EXP total and EXP to spend. This EXP can be spent in the same way as your starting EXP. Remember, you can keep as much EXP as you want to spend later so don't be afraid to save up for something more powerful.

Everything in the following sections (up to Finalizing) has the EXP cost written down somewhere. Look for it. EXP however can be gained through taking pitfalls. These pitfalls instead of strengthening your character, limit your character. While pitfalls limit your character, they add EXP that you can spend. You cannot take more pitfalls than half your EXP total. EXP gained through pitfalls is added to EXP to spend, but not EXP total. EXP gained by pitfalls should also be recorded under Pitfall EXP so you know when you have reached the limit (half your EXP total).

Abilities

Abilities are the capabilities of your character. They define the physical, mental and magical potential of your character. Abilities are perhaps the most used thing of your character. They define virtually everything about your character. Thusly Abilities should not be taken lightly. Abilities range from zero to seven generally though magic and racial bonuses can slightly alter these values. The ability levels are based upon the human and are as follows:

- 0 is a total lack of ability in that ability. This means that you cannot do anything relating to this ability.
- 3 is the average (human anyway). This average is based upon the average adult.
- 5-6 is Olympic material.
- 7 is the limits of humans. 7 defines the do all say all person.

The abilities are as follows:

Physical: Physical is the strength and constitution of your character. It defines how much you can lift and how long you can do it. Physical is used in actions that require brute force to do including lifting objects, punching someone, holding your liquor and running.

Mental: Mental is the character's thought processes and memory. It is used to determine how much the character knows, and how they think. Actions that involve Mental

include speaking a language, remembering to take out the trash and solving a puzzle.

Awareness: Awareness is your ability to use your five senses and react to that stimuli. Actions that involve Awareness include seeing the goblin hiding in the trees, smelling Grandma's apple pie and ducking in time to avoid getting hit in the face.

Charm: Social skills are the focus in Charm. Your interaction with people (positive or negative) is based around Charm. Actions that use Charm include haggling the price of a pet monkey, convincing the thief not to kill you, and lying to your wife about why you've come home at two in the morning.

Spirit: Spirit is your character's connection to the supernatural. Spirit determines your ability to harness magic and sense its use.

To determine your character's abilities you spend two EXP for each level. Each ability however must have at least one level and at this point cannot have more than four levels. After the start of the game however you may increase your abilities more, though not over seven.

Race

Your character can be one of many races in Nameless. The race is a basic start to your character. Races give various powers and adjustments to your character so you should select them with care. Because some races reduce your abilities, you cannot choose a race which drops your ability level to zero or below. You must select your race at the beginning of the game. Once you have started the race cannot change.

Races have their own EXP cost. Humans being the default race have no cost. Other races cost EXP according to how they compare to the average Human. Races can have a positive or negative EXP cost, the negative meaning that race is a pitfall rather than an advantage. Races are given in the following format:

Name (EXP cost)

Basic description of the race

- Powers and adjustments of the race

The author feels that should be pretty self explanatory. It should be noted that the racial ability adjustments do not count for the maximum ability score of seven. Thus if you have a Cyclops with a seven physical, that means their effective physical is nine, though only seven levels were bought.

Human(0)

Humans are the most populous race in Nameless. They are, according to some races, "like an infestation of rats". Humans fit virtually every niche in life. They go everywhere and do virtually everything. While they have no real "talents" per say, their ability to adjust to life in any setting makes them a threat to many other races.

Humans have a lifespan which averages to around sixty. This sways heavily however on the conditions they face and can be anywhere to thirty to a hundred. Humans stand anywhere from five to six feet and are generally "average" built. Skin tone is regional and the culture is so fluid that it is a wonder that humans manage to remember their past sometimes.

- Humans have no powers or adjustments to make

Cyclops(10)

Cyclops are a race of giants in constant competition with the Dwarves. Cyclops live in mountain areas and focus their lives on metal working, especially that of weapons. Cyclops are solitary creatures which defend their territory viciously. Because of their solitary nature Cyclops are often seen as monsters to the simple minded humans.

Cyclops have a lifespan that lasts around two hundred years. Generally they spend much of their early lives (till around thirty) procreating and then move to the solitude Cyclops are so known for. Cyclops stand to nearly nine feet tall and their most distinguishing feature is their single eye resting in their forehead. Cyclops are always full of muscles and generally have a pale skin tone because they spend so much time in their caves.

- Cyclops receive +2 physical due to their bulk, but a -1

awareness due to their one eye.

- Cyclops receive +1 die when rolling any action involving the creation of a metal object.
- Cyclops receive an additional two health due to their sturdy nature.

Dwarf(5)

Dwarves are a race of short stocky men which are in constant competition with Cyclops. Dwarves live in mountain areas and focus in mining, metal working and stone work. Dwarves are known for their extensive stone underground cities. Dwarves shun magic however feeling it is away from the natural rock (and because it is rumored it can make the precious metals Dwarves are fond of).

Dwarves have a lifespan of about two hundred years and stand about four feet tall. Dwarves however are heavy built with a lot of muscle. Dwarves of both genders have beards though females have smaller beards. Dwarves have a pale skin tone because of their time spent underground.

- Dwarves have +1 physical due to their strength and endurance, but -1 spirit because they discourage all magical practices.
- Dwarves receive +1 die to any action which involves crafting or shaping metal or stone.

Drell(5)

Drell are the smallest of races and generally the ones most underestimated. Drell however are vicious creatures which make anyone regret their initial disrespect. More confusing though is the playful nature of Drell which appears when they are content with their surroundings. Drell are forest creatures by nature though like humans they can adapt to various climates. Drell are generally nomadic though some have settled down to seem more "civilized" to the other races, primarily the humans.

Drell stand about three feet tall and are built like a cat (in fact many believe they were once cat). Drell live about sixty years. Drell do not have any noticeable skin tone because of the fur which covers their entire bodies. The coat of the Drell vary by region though generally it is built to blend in to their natural surrounding.

- Drell receive -1 physical due to their small stature but +2 awareness due to their quick reflexes and keen senses.
- Drell get +1 die to hiding or sneaking, because of their original predatory nature.

Wood Elves(5)

Wood Elves are an offshoot of an ancient race which has since perished. Wood Elves as their namesake dwell primarily in the forests and are masters at the bow, music and art. Wood Elves are also the only race which seems to have an attunement to their home, being able to decipher things which no one has seen or heard. They know the answer to the question, "If a tree falls in the middle of the woods and no one is around to hear it, does it make a sound?". The answer is yes.

Wood Elves live to be about one hundred fifty years old. They are a frail looking race which stands about five feet tall. Wood Elves have an olive skin tone. The prominent feature of the Wood Elves is of course their pointy ears.

- Wood Elves get +1 awareness due to their keen sight and ears.
- Wood Elves receive +1 die for attack and damage with a bow.
- Wood Elves with ten rounds of concentration determine events which have occurred in a forest. They literally talk to the trees to know what they have seen. The amount of knowledge gained is determined by a spirit roll.

Shadow Elves(-5)

Shadow Elves are distant cousins to Wood Elves, doomed to pay for their father's sins. The father race of both the Wood Elves and Shadow Elves was destroyed by the Shadow Elves centuries ago. The Shadow Elves had branched off into darker magics than the Elves once studied. In their seclusion, the Shadow Elves desired more power, and condemned the Elves for not sharing their secrets with them. In a bout of jealousy, the Shadow Elves repaid the Elves' unwillingness to share by slaughtering every Elf including women and children. The Shadow Elves have long since repaid their debt, but still power tempts them, and they forever bear the scar of their sin.

Shadow Elves stand about five feet tall, frail and gray skinned. Shadow Elves like Wood Elves have pointed ears, but not as defined.

Shadow Elves live to be about four hundred, and maintain their youth for nearly three hundred of those years.

- Shadow Elves must roll double villain points.
- Shadow Elves get +2 spirit due to their magical heritage, and -1 charm due to their past, which causes many to look down upon them.

Traits

Traits are the deciding factor in various powers that your character can have. These traits are supernatural abilities which you take in order to improve, or hinder your character. A trait which improves your character will cost you 5 EXP to buy. A trait which hinders your character will give you 3 EXP for taking. Your character can take some traits multiple times. Traits which can be taken multiple times have an * by their name. Your character does not have to have Traits. Traits follow the format below:

Name

Trait Description.

This list of traits is hardly conclusive to what you might want your character to have. The author lets it be known that the GM or players can add to this list, however the GM must approve of all additions.

Improvement Traits are:

Hasty*

Your character rolls an additional die for deciding initiative.

Berserk

Your character does not suffer from the ability loss sustained when you have low HP. Your character does however fall the standard rules for zero and negative HP.

Quick Attack*

Your character can make an additional attack each round instead of one. These attacks must be against the same opponent.

Multi Attack

Your character can divide your damage die among separate opponents. You cannot have more opponents than your awareness.

Magic

Your character can shape their spirit into cohesive magical spells. The character can now follow the rules in magic.

Talented*

Your character can have proficiencies go one above your ability level.

Hardy*

Your character gets an additional two HP.

Massive Damage*

Your character does an additional die of damage with close ranged weapons.

Precision*

Your character does an additional die of damage with long ranged weapons.

Two Hand Combat

Your character can use two one handed weapons without penalty. Each weapon counts as a separate attack and can target separate opponents.

Lucky*

Your character can get +1 on each die on one roll each day. This must be declared before rolling. When being taken multiple times you get additional times per day where you can use lucky, not additional points to each die.

Hatred*

Against one monster, your character gets an additional die for attack and damage. Each multiple time taken gives either an additional enemy, or an additional die for attack and damage. Each attack and damage however is separate for each enemy (I.E. if you take Hatred twice for dragon and once for fire demon, you get +2 die for dragon and +1 for fire demon).

Night Fighting

Your character can fight normally when sight is obscured.

Defensive Fighting

Your character can reduce their attack by two to gain one point of defense. This reduction can be done as much as you want as long as your attack does not fall below zero.

Wild Attack

Your character for close range attacks may reduce their attack by two to gain one additional damage die with that attack. This reduction may be done as much as you want as long as your attack does not fall below zero.

Courage

Your character does not face the effects of fear.

Rich*

Your character starts with an additional 100 denari. This may only be taken at the start of the game.

Hindrance Traits are:**Sickly***

Your character receives -2HP. You cannot fall below zero HP.

Phobia*

Your character panics when facing one monster. This panic causes the character to loss their action when facing such a creature. A character may make a mental roll (1 success) to take an action. This roll must be made each round. Multiple times applies to multiple enemies.

Unlucky

Your character gets -1 on each die on one roll each day. This roll is determined by the GM and can be declared after the roll has been made.

Weak

Your character takes an additional point of ability loss with low HP.

Talentless

Your character's max proficiency level is -1 the ability level.

Code of Honor

Your character has a code of honor which prevents them from making certain actions. This code of honor must be determined with the GM. Things may include cannot lie, refuse to use certain weapons, help the needy etc. Breaking this honor means you gain a villain point. Depending on the severity you may gain several. If you wish to forsake your code, you do so losing six EXP.

Poverty*

Your character starts with 75 less denari. You may only take this at the beginning of the game. If the GM allows, you could go into debt doing so, but the GM must be willing to handle such adventures which will spurn from it.

Proficiencies

Proficiencies are focuses on an ability. Proficiencies show primarily skill with a certain aspect of your ability. Thus proficiencies are directly tied into abilities. Proficiencies are to be specific and general at the same time. Not too specific, and not too general. While many are listed below, this is hardly a conclusive list and meant only to show what might be taken. Too general would be a proficiency in music, while too specific is the ability to play a single song. A proficiency in singing, a single instrument would fit the bill perfectly. Proficiencies cost one EXP per level. You cannot have your proficiency level higher than the ability it is tied to. The following are a small list of proficiencies you might take:

Physical: Jumping, running, close ranged attack (choose one weapon), climbing, drinking

Mental: Knowledge (pertains to a different subject each time like geography), language (each race has their own language as well as monsters), hiding, Cartography

Awareness: Sense (choose one of the five sense), search, long ranged attack (choose one weapon), pick pocket.

Charm: Lying, singing, dancing, musical instrument (just one).

Spirit: Magic Focus (choose one magic focus), sense (ability to sense when another uses magic).

Equipment

Every character needs equipment. Though it does not make a character, it is helpful. The standard currency in Nameless is the denari. The denari is a silver coin which weighs a little under an ounce. Twenty of them weigh one pound. The equipment is divided into four categories. The categories are weapons, armor, standard equipment, and transportation. The equipment listed is primarily based around adventurers and what they would need. If the GM sees a need to add more, by all means add more equipment. All characters start with 100 denari to spend.

Weapons

Weapons are any equipment which hinders your opponent. Weapons have several variations of the same type, but these variations are primarily cosmetic than performance however. Weapons all have speed, damage, hand and range. Speed is how fast you can move with the weapon. It adjusts your turn in combat. Damage is how many die are rolled for combat damage with your weapon. Hand is how many hands are required to use the weapon. Range is how much distance is in each range interval (described in combat section). A range of - however means the weapon is close ranged. If there are two ranges given, the weapon can be used in close and ranged combat. Weapon descriptions are given as needed. For ranged weapons that require ammunition (like the bow), the ammunition is listed beneath it for price and quantity.

<i>Name</i>	<i>Speed</i>	<i>Damage</i>	<i>Hand</i>	<i>Range</i>	<i>Cost</i>
Dagger	+5	1	1	-/4	5
Short Sword	+4	2	1	-	15
Long Sword	+3	3	1	-	30
Great Sword	+2	6	2	-	50
Hand Ax	+3	2	1	-/2	10
Battle Ax	+2	3	1	-	25
Great Ax	+1	5	2	-	40
Cross Bow	+1	5	1	10	50
Bolts (10)	-	-	-	-	5
Short Bow	+4	2	2	15	20
Arrows(20)	-	-	-	-	2
Long Bow	+2	3	2	20	40
Arrows(20)	-	-	-	-	3
Club	+3	1	1	-	-
Mace	+2	2	1	-	8
Flail	+1	3	1	-	15
Maul	0	7	2	-	35
Sling	+3	2	1	10	5
Sling Stones	-	-	-	-	-
Javelin	+3	2	1	-/6	10
Spear	+2	3	2	-	15
Lance	0	5	1	-	15
Staff	+2	2	2	-	-

A lance must be used while riding on a horse.

Armor

Armor is by nature something which protects yourself. The

trade off for protection however is a decreased speed. Armor has listed with it armor location, value, and speed. Armor location is where the armor is supposed to be place. Armor value is how much defense is added by wearing it. Speed is how much your turn in combat is adjusted.

<i>Name</i>	<i>Location</i>	<i>Value</i>	<i>Speed</i>
Leather Armor	Torso	1	-1
Chain Mail	Torso	2	-2
Plate Mail	Torso	3	-3
Buckler	One Hand	1	0
Large Shield	One Hand	2	-1
Tower Shield	One Hand	3	-2

Standard Equipment

Standard Equipment is just basic things that your character will use in his/her travels. Your character can only carry so much though. The carrying equipment listed below will hold things according to the additional column labeled capacity.

<i>Name</i>	<i>Cost</i>	<i>Capacity</i>
Sack	1	1 cubic foot
Back Pack	3	1 cubic foot
Barrel	5	10 cubic feet
Chest	10	2 cubic feet
Saddle Bags	10	5 cubic foot

The standard equipment is as follows.

<i>Name</i>	<i>Cost</i>
Torch	1
Mirror	5
Rations (1 day)	1
50' Rope	5
Spikes (5)	1
Lock picks	15
Tinder Box (20 uses)	5
Grappling Hook	5
Tent (3 man)	20
Clothing (normal)	3
Clothing (winter)	10
Clothing (fancy)	25
Bedroll	5
Instrument	15
Barding	25

Torch: When lit will light a 20 foot radius for one hour.

Transportation

Transportation gets you from here to there without walking. Animals need barding in order for them to work. Wagons etc need animals to work.

<i>Name</i>	<i>Cost</i>
Horse	150
Pony	75
Oxen	100

<i>Name</i>	<i>Cost</i>
Wagon	75
Cart	50
Sled	15

A horse can pull a cart or two horses a wagon. A pony can pull a cart or a sled. An oxen can pull a wagon. A cart can also be pulled by two humans (or one really strong one). A cart holds about half a ton of material, a sled 1/4 a ton and a wagon 1 ton.

Finalizing

Technically your character is now complete. However there are a few nitty gritty things which you must now do in order to make sure everything is in order.

First, mark down your maximum HP. This value is equal to your physical plus five. Next record your initiative. Your initiative is equal to your armor speed and weapon speed combined. Don't worry if this is a negative number. Next compute your defense. Your defense is equal to your armor value plus your awareness. If your defense is more than nine, reduce it to nine. The extra is there in case something doesn't work quite right (like you're stuck in tar or forget your armor)

Next you need to put 0 for villain points. Villain points are how evil your character is. Every time your character does something evil, they must roll one die. If it fails, they get a villain point. If something is truly evil you must roll more than one die. If you get ten villain points then your character becomes an NPC, controlled by the GM. To get rid of villain points you need to do something really good. This of course is determined by the GM.

Finally you need to write about your character. Give him/her a name, discuss their background etc. This should also include such things as appearance. Though this information is not to be used really for rolls etc, it does give some hint to how the character is to be played and gives some definition to the character. Note, you can put down anything that you want as long as the GM approves of it.

Using Your Abilities and Proficiencies

Now we get to the game mechanics. Nameless is a success based game. This means that you roll die, if you get a seven, eight, nine or ten you get one success. You add up the successes and if the total number of successes surpasses the difficulty number, you succeed. The number of die you roll for actions not described elsewhere (like combat and magic) is equal to the ability and proficiency that fits the action. For instance, if you're trying to jump across a ditch, then you'd use physical and jumping.

<i>Task</i>	<i>Difficulty</i>
Easy	1
Average	2
Hard	4
Impossible	6

Difficulties are assigned by the GM. The GM will assign them according to how difficult the task to complete. Difficulties are according to the table to the left. What is meant by Easy, Average etc? An easy task is something the average person would do with ease. Average, is something an average person would do most of the time. So an easy task would be spotting a burning building

on the horizon. An average task would be to jump over a small ditch. You get the picture.

Not every task however should have a difficulty. For instance there are things that unless there is extenuating circumstances should never be rolled on. These include breathing, eating, using the bathroom etc. Basically unless it is really important to determine the effect, don't roll for it.

Failing to get the necessary successes mean the action fails. If you get more successes than the action requires, you do it much better than you do it better than what is required (effects determined by GM).

The above describes actions which involve just yourself. It is something which only you really work with. Actions that involve another sentient being however require a different approach. In this case both parties will roll the applicable ability and proficiencies and total up the successes. Whoever has more successes wins. Again, the amount you won by is determined by how many more successes you get. If there is a tie, both parties lose. So if two people are trying to

catch a falling vase, and both roll the same, neither catches the vase and it crashes on the ground.

For complex tasks, a person can trade success for time. A character spends one minute working with the action to get one success. This can be done until the action is successful. Note, this method cannot be used for something which happens instantaneous. This includes catching a ball, jumping, dodging traffic etc. Such things give you no time to waste so spending time would mean automatic failure.

Just as a final note. An ability roll is rolling your ability score in die and totaling up the successes.

Combat

Combat is something every adventurer will take part in at some point in time. Combat is divided into five second intervals known as rounds. A minute is equal to twelve rounds. Everything done in combat takes place in a round. If an action requires more than five seconds then it cannot be done in one round and must take place over several. Such actions can be interrupted by being attacked etc.

The most common action in combat is the attack. Attacks fall into two different categories however. The first is close range attacks. The second is long range attacks. Close range attacks are any attacks where the weapons do not leave the attacker's grasp. Long range attacks are any attacks where the weapon (or ammunition) leave the attacker's grasp. For both types of attack however, damage is done to the same. The attacker rolls die according to what attack they are given. Every die which rolls above the target's defense is a success. For every success, the target loses one HP.

To determine how many die you roll for close range combat, total your physical, your proficiency with the weapon and the weapon damage. So if you have a three physical character with two proficiencies in longsword, the total die rolled is eight (3+2+3).

To determine how many die you roll for long range combat, total your awareness, your proficiency with the weapon and the weapon damage. Then from that total subtract the range divided by the range increment. The range is the distance between you and the target. So if the target was fifteen feet away and your character is

using a dagger with three awareness and two proficiencies in dagger, the die you roll is three (3+1+2-3).

Even though this seems simple enough there are things which do alter the situation. These bonuses and penalties should be done on a case by case basis. For instance, if the area is foggy, minus two die for each attack. Total darkness would mean minus three dice. If the ground is slick, it might mean minus one defense or minus two dice to attack with. All of this should be taken into consideration, and played by how the GM feels it alters the fighting situation.

With combat you take damage. Damage in itself just lowers your HP. However, if your HP is too low you lose ability points (temporarily) and can even die. If your HP drops to 1/2 (round down) your max, you get minus one on all your abilities. (you try thinking with your blood splattering everywhere). At one HP this is increased to two ability loss. The ability loss cannot lower your ability below zero.

When your character falls to zero HP however, your character falls unconscious. Your character can take further damage equal to their physical, but after this they die.

With damage, you need to be healed. A day of rest will regain one HP. One HP is gained over two days of activity. Damage can also be healed by Healing magic which many seem to prefer.

Magic

If you took the magic trait, this section you should pay attention to. If not, you're done reading the rules and can go play.

Magic is a force which distorts reality. It can tinker with the rules, bending them to suit you. Rules however are still there. You can never break the rules of reality. Magic however is in everyone to some extent. It's source is life.

Magic is not bound by rules or spells. Each magic user has their own method of handling a situation and forming their spells. Though there are magic schools and apprenticeships, these only guide magic users to their potential rather than strictly enforcing some protocol.

Magic is much like abilities. You roll your spirit and magic proficiency and if you get enough successes you cast the spell. You

also get to get success by donating time. The two differences however are that with magic, not getting enough successes does not mean failure, and instead of donating a minute of time, with magic you only donate a round.

With magic not getting enough successes hardly means that you just failed. Instead the spell you've cast is somehow deformed. This could mean a weakening of the spell (to the percentage of successes did gained) or a less controlled spell. The actual effect is determined by the GM which is why the author suggests proper butt kissing to keep his or her favor on your side. The worse the failure though the more random it is however. If you get less than half the successes, instead of just weakened, the spell will go random.

As with ability rolls, your spells can be cast easier by substituting time for successes. The time donated is one round for each success. This allows that more powerful spells are ones which you must work to get to. Spontaneous casting would be weaker spells.

The difficulty of the spells is according to their level. A level one spell has one difficulty (which means one success). A level eight spell means that the difficulty is eight.

Spell levels are determined by the effect of the magic. Though these are very rudimentary guidelines, GMs should use them to the best of their capability. For spell levels, each level has three points to distribute. The points can be spent on:

- Two points adds one damage die.
- One point gives a 1 yard addition to the cube effect. This means that three points here would make a 3x3x3 cube. The cube center must be within the range of the spell.
- One point adds 1 yard range. A spell with no range must be delivered by touch.
- Two points gives an one hour duration to a spell to a willing target, or ten minutes to an unwilling target.
- Two points add an additional target (as long as both are in range).

A spell cannot have both duration and damage. With a spell which has an effect, the effect power per level will be given (though again vaguely) in the focus description. With magic, the GM has to be very involved to decide how difficult something is. Low level spells

are to be weak or quick. High level spells are to be powerful in various levels.

A spell level however cannot surpass the character's spirit level plus half (rounded down) the proficiency in magic. Thus if a character has three spirit and two proficiency in fire magic, the maximum spell level would be four.

In order to do really powerful spells, several magic users can get together and perform a ritual. A ritual involves several magic users working together to perform a spell. The ritual spell maximum is equal to the participants combined spell maximum minus one for each participant. Thus if you have three characters each with the max spell level of four, the max ritual spell would be nine (4+4+4-3). With a ritual, all of the successes must be given through concentration (time for success method) with the number of rounds equaling the ritual level. If any participants in the ritual break concentration, the ritual fails, generally in an unpleasant way for the participants.

The spell effect however does not immediately take place. A spell which uses duration can be reduced by a target. The target rolls their spirit in die and each success lowers the spell by one level just for them. For damage, the magic user rolls die equal to the damage of the spell and a success is rolling over the target's defense. Some spells however might negate some armor (for instance lightning with metal armor) but this should be taken on a case by case basis. Note both effects happen automatically.

Now that we've gone through the mechanics of using spells, its time to discuss the focuses. These focuses are hardly all the magic there is, and GMs are invited to create their own. Though a magic user can cast spells from any focus area, these focuses allow magic users to give proficiencies in the focus for more power and controlled spells. The focuses and their descriptions are as follows:

Fire: Fire magic is any magic dealing with fire or heat. Fire magic is primarily used to create fire in powerful attacks, though shaping fire is a favorite as well. Fire magic is virtually solely

offensive though some summoning of fire creatures is allowed.

Water: Water magic deals with all things fluid. Water magic purifies existing water and can create water from nothing. Water magic relies heavily on the water content in the area with spells being far less difficult if there is a lot of water in the area. When creating water, generally one point is spent on each gallon of water. Water magic rarely is offensive.

Ice: Ice magic deals with cold and ice. Unlike water, ice magic is very offensive forming the surrounding water into ice and using it as projectiles. Ice magic however can create various shapes and obstacles.

Air: Air magic deals with the wind and weather. Minor weather alterations are done with low levels (like causing it to drizzle on a cloudy day) but with serious levels storms can be created. More locally air magic can create small whirlwinds or even permit a person to fly. Lightning as well falls into air magic making it one of the most versatile magics available.

Rock: Rock magic deals with the shaping of rocks and metal. Creating rock or metal is extremely difficult with a point being spend on a mere cubic inch of material. The shaping of the rock is permanent. Rocks of

course are easy weapons and users of rock magic can cause shaped rocks to fly at their targets for some damage.

Necromancy: Necromancy is generally considered the most vile of magics, forcing the recently dead into temporary servitude by the magic user. Necromancy deals entirely with corpses of the fallen causing them to animate temporarily into mindless servants. Controlling these servants however requires constant attention. The difficulty for this should be determined by how much physical the corpse had in life. This is also the only stat which which differs from 1.

Nature: Nature magic deals with plants and animals. This dealing is never creation of such, but coaxing them to do things. This could include coaxing a plant to grow faster,



purifying food or convincing an animal to do a task for you.

Healing: Healing magic is sought by all. Healing magic heals one HP per level over the duration of an hour of constant care. The time healed can be reduced by fifteen minutes a level (minimum ten minutes) instead of gaining HP. If the healing is disturbed midway, only part of the healing is done (equal to the percentage of an hour spent healing).

Curse: Curse is the reduction of a target's abilities for a temporary time. One point reduces an ability by one point. The point loss cannot drive the ability below zero and must be declared before the spell is cast.

Illusion: Illusion magic tricks the senses. Illusion magic does not follow the ordinary spell resistance (rolling spirit to reduce spell level), but instead the target rolls awareness to reduce the spell level. Included with awareness are any proficiencies in the senses affected. If multiple senses are affected then each sense is rolled separately (which could cause a person to think s/he sees the dog, but smell something like fish). These rolls have their die reduced by half the spell level (rounded down). Instead of reducing the effect of the illusion however, the target does not believe it. If the target does not believe one sense of many though, the target may still believe something is there (case by case basis). Each sense affected is one point and the intensity will add levels according to the GM. Low intensity (like hearing a whisper) will be one or two points while high intensity (thinking a hag looks like a babe) will be much higher.

Shape: Shape magic alters the form of a body part or an entire person into something else. Generally this shape change is "harmless", though for additional points some bonus effects can be given. This shape change might make a person turn into a frog (low level) to turning your arm into an ax (higher level).

Thought: Thought magic is feared and universally hated. Thought magic pulls thoughts from others minds. Using this magic gives the person a sense that someone else is there (cannot explain it however) and does not follow the normal rules for effect. The effect is simple. Low levels pull off

surface thoughts on one target. High levels can rip out subconscious thoughts. Even though thought magic is universally hated, thought magic users are often found in government positions used instead of conventional torture.

GMs Only

This section is for GMs only. If you are a player stop reading right now. The information follows are divided into a few categories which will help you create and run Nameless. There are a few things you should know however.

All monsters villains etc follow the same rules as the players do. The only difference is that they have some added advantages over the players and they are controlled by you. You'll have to manage not only the world the players adventure in but also the people which the party will face including the villains.

Rules and Being the Referee

Remember that as GM you can change any rule in this book. That's right, if you want you could throw out the book (though if you throw it out why did you get it in the first place?) entirely. Changes though should be made aware to the party if they need to know about it. For instance, if you decide there is no necromancy, or the players cannot use it, tell them this. If you decide that vampires in your world cannot die except by having a stake shoved through their chest, their heads cut off and garlic plugging every available orifice, don't tell them. They will figure that out by experiencing the creature. If you do make a change however make sure its constant. Players will quickly grow to hate you if every game you change the rules back and forth at your whim.

Also, it is your word that is the final say in any and all matters. Listen to them, but in the end you decide. The author suggest that you make an initial ruling at the table (hearing only extremely brief arguments) and then wait until after the game is over to hear extensive discussion on the matter. In the author's experience this causes the least amount of problems. Nothing is worse to a player than to have the game halted because someone won't accept that their lightning bolt does not in fact bounce off the walls and hits the opponent in a really cool and impossible manner.

With being referee, make sure to check all character sheets before you begin play. Make sure no one has broken the rules in creating their characters and that all things make sense. For instance if

a player has chosen a proficiency you won't accept, now is the time to pull them short instead of in the middle of the game when they want to use it. A trick which has been a joke in the author's game was a ring of GM control. This was always slipped in when the GM wasn't paying attention and thrown in their faces at inconvenient times. Fortunately it wall all in good humor rather than a genuine attempt to control the GM (otherwise blood would have been spilt).

Setting

The first thing you should do as GM is to make the setting. The setting falls into two categories. The first is general setting, and the second is game setting.

General setting can be as broad or as specific as you like. General setting includes general geography of where your games will take place, decisions on various populations etc. You should decide how many monsters there are (are they a rare occurrence or something which flood outside the city walls). You should decide to what extent each race plays in the area. You should decide upon general laws and government and things like trade. These are all basic questions which should be brought up somewhere in the game, though they may not be in the immediate attention of the characters.



Game setting however needs to be more detailed. Game setting describes the immediate surroundings of the adventure. This includes the dungeons the players will tromp through trying to find buried treasure, the king's court the players vie for influence in or the streets the players chase the thief that took their items. This setting should be descriptive as possible. For instance, the players break down the door and walk into the room. The following are two descriptions, you decide which is better.

1. The room is empty. There is a door on the other side.
2. You find yourselves in a dark room roughly ten feet by twenty

feet. The stone walls are dank and smell of mildew and dust covers the floor. A door is on the opposite wall, a small crack of light coming from it. Footprints head from this door to that one, though they look several years old.

So which one would you rather hear? Both describe the same room, though the latter gives much more detail. The detail you give should fulfill the player's senses. This means that you should describe what the players see, smell, and hear. Taste and touch are generally used less (you taste the mildew on the walls?) but could be useful. Some items you can gloss over unless the players want more information. For instance, if there was a four poster bed in one corner, you could say that. If they want more, you can talk about its height, color, degree of decay and if they see anything under it. Generally you should give the players as much information as you would if you just took a five second look into a room initially, but be prepared to tell the party more if they need it.

Magic Items

Magic items are rare to find and rarely bought or sold. Thus there is no master list of prices or even common magical items. In short, magic items replicate some magical ability that spells use, or give bonuses to the character. For instance you could have a short sword that gives +1 damage. Or you could have boots which allow you to fly. Be creative with magic items you give out. Think of old myths (or new ones) which can give a party a slight edge aside from their own talents.

Magic items should not just be given away however. Parties will quickly take for granted your gifts if you give them powerful artifacts every for every little thing killed.

When creating magic items you should answer the following questions:

- How often can the magical effect be evoked?
- What is the magical effect?
- How is the magical effect evoked? Is it by a magic word or by some gesture?
- Does the magic item give any adverse effects? (magic items

which only give adverse effects are called cursed)

- Does the magical effect wear out or have a limited number of uses?

Once you have answered these questions you have yourself a magic item. If you do give cursed items to the players however, make sure there is some way to get rid of the cursed item. You might make it a quest the players do. The effect of the item must be learned by blind use or careful study. A mental roll determines how much the player finds out through study. Knowledge magical devices helps in this matter. The more successes, the more the player knows.

EXP

EXP is something that players receive for playing the game. In many games EXP is given by what you kill. The more powerful thing you kill, the more EXP you get. The problem with this approach is that it makes the players believe the only way to develop their character is to kill things. While this is probably one way the players will get EXP from, it shouldn't be the focus. Nameless was built around more role playing than just combat. At least that is the author's intent, though GMs may do what they please.

Thusly EXP is given out according to how the players role played their characters. EXP should vary between one and five EXP per game. EXP should be given at the end of each game session. EXP should be determined by the following criteria:

- How involved was the player in the game? This is a delicate issue. If the player wasn't involved because you gave him/her no chance to use their character, shame on you. If it is because they were busy drawing their character instead of paying attention shame on them. Reward those that involve themselves in the game. Punish those which try to game hog (i.e. do everything themselves at the detriment of others).
- Did the players properly role play? That means if they had a stupid character (the author means low mental...) did they play it as such, or were they the brains of the operation (although if everyone else was just as stupid...)? Did the player immerse themselves in playing their character, and not just rolling die every once and awhile? Note, this again falls in the above

category.

- How difficult were the challenges faced? If the challenges were easy, then little EXP. If the challenges were great give them more. What the author doesn't want to happen is more EXP given for perfect role playing of killing a squirrel, but less for barely escaping with their lives from the labyrinth using their wits.

Giving the party between one and five experience points allows them to gain new powers roughly every other game. This goes faster if they focus on cheaper powers though. In my experience, such advancing keeps the players happy with how their character is progressing without giving them the super hero complex where they can take over the world without a second thought.

Starting EXP should be about fifty. With fifty EXP a character can get three in all abilities, three good traits and five proficiencies. With some bad traits or a little working around the character can get a race etc. More should be given if you want more powerful characters starting out, but no less should be given or you'll have really pathetic characters.

Monsters

Monsters should be something the players face. While the players may face villains which follow the rules for creation like they do, monsters give the players something unique to face. Monsters should be used often, though tie it in with a villain they can relate to (i.e. one created like them). Monsters vary in strength. The author has tried to categorize them in various levels of difficulty, but to be honest, the author has found out that what is difficult to one party is easy to another. GMs as always are encouraged to create their own monsters from any source they find. Creativity is the key to being a GM. Monsters are listed with their name, abilities, description then powers.

Lesser Monsters

Lesser Monsters are one shot wonders. They fill a single niche in the world and rarely deviate from this. Lesser monsters vary in strength but do not change noticeably from variation to variation.

Skeleton

Physical:3 Mental:0 Awareness:2 Charm:0 Spirit:1
Defense:4 HP:5

Skeletons are simple creatures which are animated bones of the dead. They may be classified as necromancy creatures, however they work under slightly different principles. Skeletons generally have leather armor, a short sword and a buckler. For more powerful skeletons give them better armor or weapons. They have very little tactics (generally rush forward and attack) and follow the most basic of orders.

Kappa

Physical:2 Mental:2 Awareness:3 Charm:0 Spirit:2
Defense:3 HP:4

Kappa are vampire water spirits which look like child sized, furless monkeys. Kappa dwell in water areas and like to drown travelers so they can feast on their blood. Kappas however have one weakness which is they have water in their heads which if spilt causes them to die (the only way in fact to destroy a kappa). Kappa gain HP equal to the amount of blood they drink.

Earth Giant

Physical:5 Mental:2 Awareness:4 Charm:1 Spirit:3
Defense:4 HP:10

Earth giants are creatures formed entirely of plants and rock. Often they are mistaken for some overgrowth in the woods. Earth giants are extremely powerful in that each round they touch the earth they regain one HP. If they are destroyed, but left on the earth, they will rise again in ten days. If they are removed from the earth for a single day, they stay dead permanently.

Centaurs

Physical:3 Mental:2 Awareness:3 Charm:1 Spirit:2
Defense:3 HP:7

Centaurs are half men half horse creatures which roam the woodlands and plains. While many assume these are gentle creatures, centaurs are often rowdy and violent. Centaurs are known bandits and frequently raid villages to rape and plunder. Centaurs never wear armor but are often with rudimentary weapons including clubs, staves,

slings and short bows.

Cerberus

Physical:5 Mental:1 Awareness:4 Charm:0 Spirit:2

Defense:5 HP:10

Cerberus are vicious three headed dogs which are often used as guard dogs by powerful creatures. Cerberus have dog like mentality. Cerberus make three separate attacks, biting with each head (2 damage). Each attack can target a different opponent, though all must be facing in front of it.

Harpies

Physical:2 Mental:1 Awareness:3 Charm:0 Spirit:2

Defense:3 HP:4

Harpies are vile flying creatures with the bodies of vultures, and the faces of women. Harpies attack with their sharp claws (1 damage) trying to keep out of reach from their opponents. Harpies are known to raid food halls, tormenting the people inside by taking their food and befouling the air with their stench.

Sirens

Physical:2 Mental:1 Awareness:4 Charm:6 Spirit:2

Defense:4 HP:3

Sirens are weak half-bird, half-woman creatures which can sing a beautiful song. Those who hear it must make an opposed check with the siren (siren charm, target mental or spirit, whichever is higher). If the siren wins, the target falls into a trance for a number of rounds equal to the amount the siren won by. In this trance, the target will do nothing. Once entranced or succeeded in resisting the song, the target gets +2 die for each roll with those sirens. If they meet different sirens, then the bonus does not apply.

Greater Monsters

Greater monsters may be weaker than lesser monsters, but what makes them great is their adaptability. With greater monsters, several powers are listed to which you will choose which the particular monster has. This creates variance between monsters and ruins the "if you've seen one you've seen them all" mentality in several RPGS.

With greater monsters, base abilities are given, but it is suggested you adjust these (adjust value listed) to give even more versatility.

Morphlings

Physical:3 Mental:3 Awareness:3 Charm:5 Spirit:5

Defense:3 HP:8

Morphlings are feared by all, but recognized by none. Morphlings can alter their appearance at will mimicking any race and at greater proficiency, anybody. Morphlings seek power in the race of their choosing and will do anything to get to it as long as none suspect their true nature. Morphlings aside from their ability to change shapes can use magic. Thought magic is popular because it enables the Morphling to better imitate the person they mimic. Morphlings when appearing as a specific person can be detected by a mental (target) vs charm (morphling) roll.

Lycanthropes

Physical:3 Mental:3 Awareness:3

Charm:3 Spirit:2

Defense:3 HP:10

Lycanthropes are shape changing creatures which take the forms of human during part of their life, but animal in others. The more powerful the lycanthrope, the more forms it can take. Lycanthropes play the normal human most of the time, but goes on killing sprees when they feel their blood lust.

Lycanthropes often appear during the full moon due to some bizarre phobia of theirs, which lead to rumors they only appear at this time.

Vampires

Physical:6 Mental:3 Awareness:5 Charm:3 Spirit:4

Defense:6 HP:10

Vampires are confusing creatures in that many different undead creatures are lumped together to be called vampires. Vampires however share some qualities. They all drink blood, they all are burned by the sun and all of them look vaguely human (although some



do look more demonic than others). Various vampire powers include:

- Changing shape into a wolf, mist or bat
- Using magic
- Gaining HP equal to damage dealt when they bite (1 damage)

Dragons

Physical:10 Mental:6 Awareness:7 Charm:3 Spirit:6

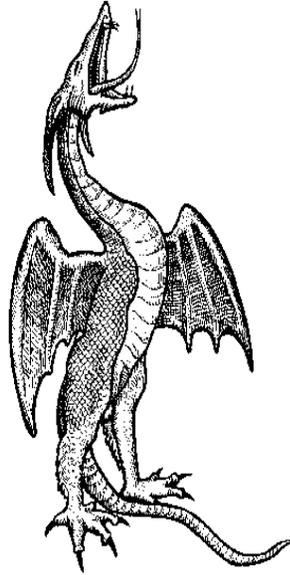
Defense:9 HP:30

Dragons like vampires are actually several creatures blended into one group. Dragons however virtually all fly, breath something that hurts and has scales and claws. Various dragons might be stupid (western style more so) or smart and magical (eastern style). Dragon scales give five to defense, so if for some reason movement is restricted for the dragon, it can still have some defense.

Dragon Claws do three damage.

Dragons take from the following powers:

- Changing shape (other animals or people)
- Breath Weapon (generally fire, but also acid, lightning etc)
- Fly
- Magic
- Camouflage in natural environment



Name: _____
 Player Name _____
 Race: _____
 EXP Total ____ EXP To Spend ____ Pitfall EXP ____

<i>Ability</i>	<i>Level</i>	<i>Modified</i>
Physical		
Mental		
Awareness		
Charm		
Spirit		

Traits

Physical Proficiencies

Mental Proficiencies

Awareness Proficiencies

Charm Proficiencies

Spirit Proficiencies

Description

Equipment
