

Your Name:

æ Pronouns:

Description

Levels:

-
-
-
-
-

Skills:

Cunning

- Prepare Yourself
- Read a Situation

At-Need:

- Arrive
- Depart
- Discover a Problem
- Session's End

- Attack Someone
- Defend Yourself
- Interrupt Someone
- Move Into Position

Dangerous

Loyal

- Get to Work
- Spend Time with Someone
- Stand Your Ground

The Edge

Weird

- Study the Skies
- Unbind the Unseen

Weapons:

The weapon you display:

The weapon you keep hidden:

Your armor:

Experience:

- ○○ ○○ • Help Someone
- ○○ ○○ • Push Yourself
- ○○ ○○ • Survive a Blow
- ○○ ○○ • Use Your Wealth

Belongings:

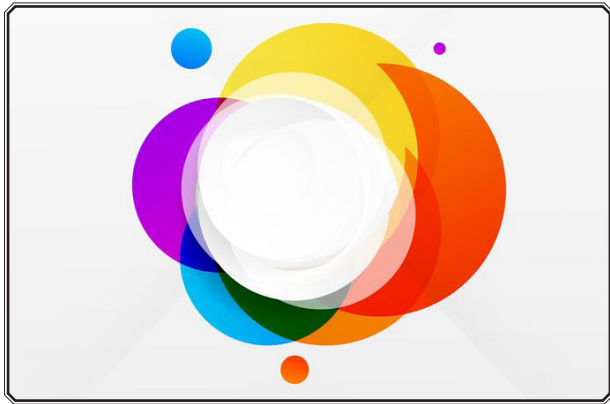
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Reserves & Holdings:

○ ○ ○ ○ ○ ○ ○ ○ ○ ○

The Unnamed World

The Unnamed World is made of worlds in collision, something like this:



The worlds have been in collision for hundreds of millions of years — a collision on a tectonic timescale. The worlds are collapsing catastrophically into a single sphere, but that single spherical world is hundreds of millions of years in our future.

Travel from one colliding world to another is possible, but the regions of collision form difficult boundaries. For instance, the Oceac Boundary, where one world's sea meets the other at a vertical angle of almost 60°, is impossible to cross, because of the inconceivable pounding wall of water, the roiling currents that will drag a ship hundreds of feet below the surface like you'd push a cork down with your finger, and the constant storms. However, famously, in the Sanctuary Strait of Atalta's Islands, the shape of the subsurface features, the islands' protective lees, and the cross-canceling currents allow a sturdy ship to brave the transition, tip from one ocean to the other, and sail on.

Similarly, the Gulf of Bavbalek, the literally bottomless chasm where two of the colliding worlds almost touch, can be crossed only at the Tower-Bridges at Ular, Felar, and Ust.

There are hundreds of these crossing-points, and they tie the Unnamed World together.

Four Other Worlds:

In addition to the relatively normal physical worlds colliding to make the Unnamed World, there are four strange worlds colliding here as well. They are:

- *The World of Death, on the far side of the Charnel Fields.*
- *The Unseen World, the World of Sorcery, which may not be a world at all, but instead a secret side of this world, its hidden shadow or inner breath.*
- *A world far distant in space, in another part of the galaxy. We can cross the Vast of Stars to this world via mystical gateways called Keleb's Towers.*
- *The as-yet undiscovered homeworld of the alien kertwk.*

You are friends seeking adventure, traveling together through the Unnamed World!

Character Worksheet

Roll 10 6-sided dice. Arrange them as you choose.

Optional choice method: Roll 2 dice. For the rest, pretend you've rolled 1 • 2 • 3 • 3 • 4 • 5 • 6 • 6.

Optional reroll: If you've rolled more 1s than 6s, reroll all your 1s.

Attributes:

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Cunning

Dangerous

Loyal

Weird

Die:	1–2	3–4	5	6
Attribute:	1	2	3	4

Starting Level:

Die:	1–5	6
Starting Level:	–	1

Skills:

Die:	1–2	3–5	6
Skills:	1	2	3

Weapons:

Displayed

Hidden

Armor:

Armor

Die:	1–4	5–6
Quality:	<i>Common or None</i>	<i>Rare or a Spell</i>

Belongings:

Die:	Quality:
1	<i>Poor Gear</i>
2–3	<i>Common Gear</i>
4	<i>Fine Gear</i>
5	<i>Fine Gear; 1 Rarity or Spell</i>
6	<i>Fine Gear; 3 Rarities or Spells</i>

The Unnamed World

Sword & Sorcery Role-Playing
by
D. Vincent Baker & Tovey Baker
a 1st Look

More Setting Notes

Wait, kertwk? What are kertwk? Stay tuned!

Some Inspirations:

Samurai Jack, Cartoon Network
She-Ra and the Princesses of Power, Dreamworks
Thundarr the Barbarian, Ruby-Spears
He-Man and the Masters of the Universe, Filmation
The Dying Earth, Jack Vance
The Flat Earth, Tanith Lee
Nehwon, Fritz Leiber
The Mist, Darkwoods Productions
Dungeons & Dragons (Basic Set), Moldvay (ed.)
Talislanta, Stephen Michael Sechi
Sorcerer & Sword, Ron Edwards
The Shadow of Yesterday, Clinton R. Nixon
Swords Without Master, Epidiah Ravachol
Blorb Principles, Sandra Snan

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Character Creation

Name & Pronouns:

Choose a fantasy name.

Choose your pronouns.

Description:

Colorful skin, colorful hair, colorful eyes. Choose the colors.

Pointed ears. Add any other details you like.

Choose and describe your clothing:

- *Plain, practical clothing.*
- *Poor, shabby clothing.*
- *Flamboyant, colorful clothing.*
- *Tasteful, elegant clothing.*
- *Severe, austere clothing.*
- *A uniform of some kind.*
- *Vestments of some kind.*

Include your hat, boots, coat, and/or any ornaments you wear.

Levels:

- | | | |
|--------------------|----------------------|----------------------|
| • <i>Artisan</i> | • <i>Mystic</i> | • <i>Voyager</i> |
| • <i>Champion</i> | • <i>Necromancer</i> | • <i>War-captain</i> |
| • <i>Hunter</i> | • <i>Sorcerer</i> | • <i>Warden</i> |
| • <i>Laborer</i> | • <i>Survivor</i> | • <i>Warrior</i> |
| • <i>Messenger</i> | • <i>Trader</i> | • <i>Wizard</i> |

Skills:

- | | | |
|------------------------|------------------------|-------------------------|
| • <i>Appraising</i> | • <i>Performing</i> | • <i>Surveying</i> |
| • <i>Dream-telling</i> | • <i>Prizefighting</i> | • <i>Throat-cutting</i> |
| • <i>Game-playing</i> | • <i>Purse-cutting</i> | • <i>Tracking</i> |
| • <i>Healing</i> | • <i>Reciting</i> | • <i>Traveling</i> |
| • <i>Householding</i> | • <i>Researching</i> | • <i>Traversing</i> |
| • <i>Interpreting</i> | • <i>Soldiering</i> | • <i>Watch-keeping</i> |

Weapons:

Choose the weapon you display, and the weapon you keep hidden:

- *I'm unarmed and reluctant or afraid to commit violence.*
- *I'm a veteran of battle, deadly with any weapon or none.*
- *A traveler's practical weapon: a short, reliable blade.*
- *A bravo's weapon: a long blade, deadly and supple.*
- *A soldier's weapon. Choose a common caster or a blade.*
- *A poor weapon, an old blade in a shabby mounting.*
- *An imposing weapon: a large or distinctive blade or caster.*
- *A unique weapon of the ancient stars.*
- *A spell of violence tattooed on my hands and arms.*
- *A spell of violence I keep in the hollow of my jaw.*
- *A murderer's weapon: a small caster, quick of action.*

If your choices seem contradictory, it's your job to explain what they mean together.

Blades & Casters:

A blade can be: *an axe, a dagger, a hatchet, a knife, a lance, a spear, a sword, or another of your own design.*

A caster can be: *a bow, a longbarrel caster, a shortbarrel caster, a heavy caster, or a hand caster.*

Common Blades:

- *A true steel blade.*
- *A sharpened polyglass blade.*
- *A simple, cheaply made metal blade.*

Common Casters:

- *A bolt caster, casting a spike, bolt, or arrow.*
- *A blast caster, casting an explosive charge.*
- *A pellet caster, casting a slug or small load of high-speed pellets.*

Rare Blades:

- *An ember blade, scorching hot. Its core glows a deep red.*
- *A prism blade, so sharp its edge cuts the light.*
- *A charnel blade, etched with words forbidden to the dead.*
- *A shivering blade, with its deadly soft hum.*
- *A sundering blade, delivering impossible force.*
- *A howling blade, made of screaming, tearing wind.*
- *A star-blade: a contained ray of blinding, piercing light.*
- *An arc blade: a contained bolt of cracking, roaring, electrified plasma.*

Rare Casters:

- *A star-caster, casting a tiny mote of blinding, piercing light.*
- *An ember caster, casting a dense ball of superhot material.*
- *An arc caster, casting erratic and devastating bolts of electrified plasma.*
- *A concussive caster, casting bone-shattering, metal-crushing concussive charges.*

Spells of Violence:

- *A spell that summons a buzzing swarm of needles, each as long as a finger and as sharp as glass. They must move and attack as you direct them until the tides of the unseen world reclaim them.*
- *A spell that summons a javelin of piercing frost, which flies from your hand and strikes where you direct it, there inflicting the damage or torment of incalculable cold.*
- *A spell that lifts, throws, crushes, and smashes aside the enemy you cast it upon.*
- *A spell that summons a choking smoke, caustic and suffocating. It moves and attacks as you direct it until the tides of the unseen world reclaim it.*

Armor:

Do you wear armor?

Common:

- *No: I don't habitually expose myself to danger.*
- *Secret armor: a laminate layer under my outerclotting.*
- *A heavy coat riveted with plates, simple and practical.*
- *Mismatched makeshift armor.*

Rare:

- *No, but instead, I'm light on my feet and hard to catch unready.*
- *Blast armor, unmistakable and intimidating.*
- *Elegant composite armor, flexible and perfectly fitted.*
- *Armor cut from the carapace of a kertwk.*
- *A spell of protection tattooed on my shoulders and back, that turns aside attacks that mean me harm.*

Belongings:

What do you own and carry with you?

Poor Gear:

- *Only a coin or two.*
- *A rough shoulder-bag.*
- *Personal goods like a horn comb and a wooden bowl.*
- *Useful supplies like a length of cord and a tinder-case.*
- *Frugal provisions.*

Common Gear:

- *A handful of coins, mixed tin, copper, and enamel.*
- *A good, well-balanced back-bag.*
- *A change of clothing.*
- *Personal goods like a shell comb, a polished bowl, and an enamel spoon.*
- *Useful supplies like a mending kit, a fire kit, and rope.*
- *Good provisions.*

Fine Gear:

- *A number of coins, including some small ones of silver.*
- *A back-pack with a frame of withes or bamboo.*
- *Better clothing to change into, carefully folded with laurel leaves.*
- *Personal goods like a silver comb, an enamel bowl and set of spoons, and a tiny copper mirror.*
- *Useful supplies like a strike-fire, a water-call, a compass, and an ink-kit.*
- *Fine provisions.*

Rarities:

- *A cast silver tablet on a chain, warranting safe passage for you and your companions through any land that admits to the concept of law.*
- *A clever folding paper box, into which you can insert small items. You can fold the box into a large number of different configurations, variously concealing and revealing its many internal compartments.*
- *A cookery-kit with a spice box, nesting cookware, and a selection of useful implements.*
- *A corpse-mirror, which reflects light and images from the Charnel Fields into this world, and from this world into the Charnel Fields.*
- *Crystal lenses on a wire frame that, worn, let you see the hidden stars as clearly as the visible ones.*
- *A far-whistle and its resonant crystals. Blow the whistle and, no matter the distance, the crystals ring the same tones.*
- *A kit of healers' lancets, basins, bandages, compounds, tinctures, and salves.*
- *A linen napkin to which is answerable a genius of provision. Lay it on a table and a meal appears on it, with the chef's compliments and according to their pleasure.*
- *A marvelous cabin on stilts, appointed for three, which shrinks and folds magically down to the size of a small chest.*
- *A mystical emblem on a chain, representing a certain sacred truth, hateful to deceit, illusion, and equivocation.*
- *A pair of entwined styli: write with one and the other writes the same, wherever it is.*
- *A purse of mixed coins and jewels.*
- *A tame bird, clever and curious.*
- *A telescope with copper fittings and glass lenses.*
- *A rarity of your own creation. Check with the MC.*

Spells:

- *A spell of fortune tattooed on my legs and feet.*
- *A spell of fortune tattooed on my arms.*
- *A spell of fortune tattooed on my torso.*
- *A spell of fortune I keep in the vein at my wrist.*
- *A spell of fortune I keep in a stone I wear.*
- *A spell of insight tattooed on my scalp and brow.*
- *A spell of insight tattooed on my solar plexus.*
- *A spell of insight I keep in the cavern of my ear.*

Spells of Fortune:

- *A spell that protects you from the curses of the dead.*
- *A spell that tips any bolt, tumbler, or latch, unlocking any door or cabinet you lay your hand on.*
- *A spell that warns you in a soft voice when malice is directed at you, naming your enemy and whispering their intentions.*

Spells of Insight:

- *A spell that allows you, when you press your face to a wall or barrier, to see past it as though it were not there.*
- *A spell that reads words aloud to you. Cast it on any text that you have in your possession, and it speaks the text to you in a soft voice. You can interrupt it and have it repeat itself, skip ahead, or remember its place and resume later.*
- *A spell that transforms a person's image, in your eyes, and in any mirror that catches them, into an unflinchingly true symbolic representation of their self and nature. Ask the MC or the other player what you see.*

Levels

Using your Levels:

- When you gain a level, choose 1:
 - *Add 1 to its bonus attribute, to a maximum of 7.*
 - *Gain a new skill.*
- **Discover a Problem:** You gain additional insight and experience when you're confronted with certain kinds of problems. When you **discover a problem**, check with the MC whether your experience bonus applies.
- **Accomplishment:** When you accomplish this action, you get 1–3 experience: 1 if it's *notable*, 2 if it's *spectacular*, 3 if it's *worldshaking*. Check with the MC.
- When you **attack an enemy**, **move into position**, or **get to work**, name any levels you're using, so that the MC can include them in their considerations.
- When you **take other actions**, if you think your levels might give you the edge, check with the MC.
- Bring your levels into play in any other way that makes sense to you, the other players, and the MC.

Artisan:

You can create beautiful and high-quality things.

Attribute Bonus: Loyal.

Accomplishment: You get experience when you **sell your wares**.

Champion:

Your duty is to seek and slay monsters.

Attribute Bonus: Dangerous.

Discover a Problem: If it's not already clear, ask the MC if it's a **monster**. If it is, you get +1 experience.

Hunter:

You're a tracker, stalker, ambush-killer, and predator.

Attribute Bonus: Cunning.

Discover a Problem: If it's not already clear, ask the MC if it's a **wild animal**. If it is, you get +1 experience.

Laborer:

You have patience, skill, strength, and endurance.

Attribute Bonus: Loyal.

Accomplishment: You get experience when you **finish work**.

Messenger:

You are a go-between, courier, and ambassador.

Attribute Bonus: Loyal.

Discover a Problem: If it's not already clear, ask the MC if it's a **diplomatic challenge**. If it is, you get +1 experience.

Mystic:

You study magic for the betterment of all.

Attribute Bonus: Weird.

Discover a Problem: If it's not already clear, ask the MC if it's a **diplomatic challenge**. If it is, you get +1 experience.

Necromancer:

You study the magic of the Dead World.

Attribute Bonus: Weird.

Discover a Problem: If it's not already clear, ask the MC if it has to do with **the dead**. If it does, you get +1 experience.

Sorcerer:

You study magic to advance your own power.

Attribute Bonus: Weird.

Discover a Problem: If it's not already clear, ask the MC if it's a **magical danger**. If it is, you get +1 experience.

Survivor:

You can keep yourself alive against all odds.

Attribute Bonus: Cunning.

Discover a Problem: If it's not already clear, ask the MC if it's **deprivation**. If it is, you get +1 experience.

Trader:

You buy and sell, negotiate and arrange.

Attribute Bonus: Loyal.

Accomplishment: You get experience when you **conduct your business**.

Voyager:

You've seen much of the Unnamed World, and hope to see much more.

Attribute Bonus: Cunning.

Discover a Problem: If it's not already clear, ask the MC if it's an **environmental threat**. If it is, you get +1 experience.

War-Captain:

You plan battles and lead warriors.

Attribute Bonus: Dangerous.

Discover a Problem: If it's not already clear, ask the MC if it's a **tactical, organized enemy**. If it is, you get +1 experience.

Warden:

You defend your home, your people, and your friends.

Attribute Bonus: Dangerous.

Accomplishment: You get experience when a **friend or friends are in danger**.

Warrior:

You're a veteran of battle.

Attribute Bonus: Dangerous.

Discover a Problem: If it's not already clear, ask the MC if it's a **enemy warriors**. If it is, you get +1 experience.

Wizard:

You study magic to understand the truth.

Attribute Bonus: Weird.

Discover a Problem: If it's not already clear, ask the MC if it's a **mystery**. If it is, you get +1 experience.

Skills

Using your skills:

- When you **attack an enemy, move into position, or get to work**, name any skills you're using, so that the MC can include them in their considerations.
- When you **take other actions**, if you think your skills might give you the edge, check with the MC.
- Bring your skills into play in any other way that makes sense to you, the other players, and the MC.

Appraising:

You can judge the value of goods by examining them, by considering them in your mind, or by gut instinct.

Dream-telling:

You can guess and interpret the meanings of dreams.

Game-playing:

You know the rules to games, you play well, you learn quickly, and you are a good opponent.

Healing:

You can treat illnesses, injuries, maladies, and curses, and care for those in travail.

Householding:

You can keep and run a house, either a private estate or a public hospitable establishment.

Interpreting:

You speak many languages and can communicate between people who otherwise don't understand one another.

Performing:

You know how to evoke emotions in your audience.

Prizefighting:

You know how to fight without killing or injuring your opponent, and how to rouse the passion of the crowd.

Purse-cutting:

You can move and act with great stealth and subtlety.

Reciting:

You can memorize long texts, poems, or ceremonies, and deliver them again with drama and energy.

Researching:

You are skilled with texts, maps, the accounts of the knowledgeable, and leaps of insight.

Soldiering:

You can do all the nonviolent work that soldiers must do: marching, digging, building, cooking in the field.

Surveying:

You can see and understand a landscape: its high points and low points, its good positions and poor positions, its bounty and its wants.

Throat-cutting:

You have the will to do violence unprovoked, without passion or need.

Tracking:

You can read the passage of living things through the landscape by the signs they leave.

Traveling:

You know how to find a bed in a foreign city, travel by night in the blazing desert, pay a toll to cross a boundary, and communicate your needs and intentions to wary strangers.

Traversing:

You can climb a cliff, ford a river, find a mountain pass, keep your bearings in a forest, swim safely in an unknown sea.

Watch-keeping:

You can stay alert when all around you is quiet, or when all around you is chaos.