

Your Name:

or Pronouns:

Description

Levels:

-
-
-
-
-

Skills:

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

Cunning

- Prepare Yourself
- Read a Situation

Dangerous

Loyal

At-Need:

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

The Edge

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

Weird

- Study the Skies
- Unbind the Unseen

Weapons:

The weapon you display:

The weapon you keep hidden:

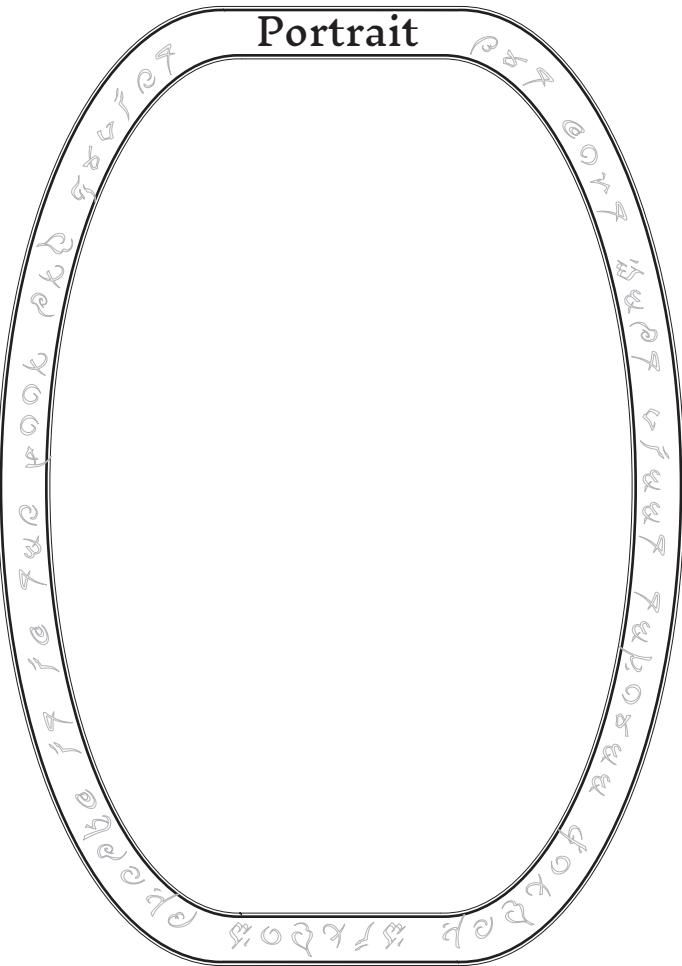
Your armor:

Experience:

-
-
-
-
-
-
-
-
-
-

- Help Someone
- React by Instinct
- Survive a Blow
- Use Your Wealth

Belongings:



The Other Characters:

- o
- o
- o
- o
- o
- o
- o
- o
- o
- o

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 Straight 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!

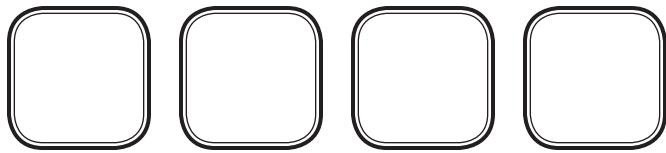
Character Worksheet

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.

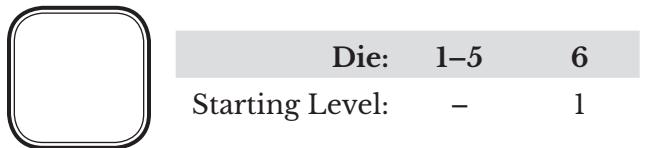
Attributes:



Cunning Dangerous Loyal Weird

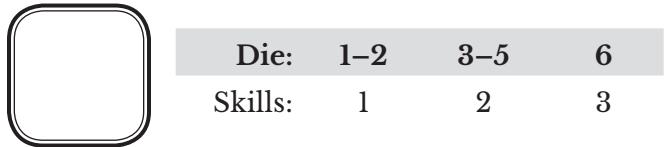
Die:	1–2	3–4	5	6
Attribute:	2	3	4	5

Starting Level:



Die:	1–5	6
Starting Level:	–	1

Skills:



Die:	1–2	3–5	6
Skills:	1	2	3

Weapons:



Displayed Hidden Armor

Die:	1–4	5–6
Quality:	Common or None	Rare or a Spell

Belongings:



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

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:

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

Skills:

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

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 crackling, 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 outerclothing.
- 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, unmistakeable 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 if it has to do with the dead. If it does, you get +1 experience.
- **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.

Initiative & Actions

Initiative:

- The MC decides who has the initiative first, by choice or at random.
- When you don't have the initiative, the actions you can take are to **prepare yourself**, to **defend yourself**, or to **interrupt someone**.
- When you have the initiative, say what your character says and does. Take an action if you choose.
- If you don't choose to take an action, pass the initiative as soon as you're ready.
- When you take action, roll dice equal to your attribute, and add together the highest 2 dice. Follow the action's rules, depending on your roll.
- Pass the initiative to another player of your choice, by name. Make sure that everyone gets a turn. If you aren't sure, check to see if anyone's fallen behind.
- **The MC can interject at any time**, then pass the initiative back to you.

The Edge:

When you have the edge, roll an additional die.

Cunning: Prepare Yourself

You don't need the initiative to prepare yourself.

When you take a moment to prepare yourself for what's coming, roll your Cunning. **On a 10+ hit**, choose 2 of the following. **On a 7–9 hit**, choose 1. You can tell everyone what you've chosen, or simply note it.

- *I'm ready to strike.*
- *I'm ready to defend myself.*
- *I'm ready to run.*
- *I'm ready to act.*
- *I'm ready to face [x].*
- *I'm ready to do [x].*
- *I'm ready to learn.*
- *Another of your own. Check it with the MC, or go back and choose 1 of the above.*

When you get the initiative, if you do what you're ready to do, you have the edge.

On a miss, ask the MC what goes wrong instead.

Cunning: Read a Situation

When you take a second to read a charged situation, roll your Cunning. **On any hit**, ask up to 3 of the following questions. The MC or the other player should answer honestly.

- *What's about to happen here? How can I tell?*
- *What do my instincts tell me?*
- *What's my best way in, out, around, over, or through? How can I tell?*
- *Who here can I count on? How do I know?*
- *What is [x] in a position to do?*
- *I want [x] to happen. What might I do to make it go that way?*
- *A question of your own. If the MC or the other player answers it, it stands. Otherwise, go back and choose 1 of the above.*

On a 10+ hit, you hold the initiative: what do you do now? **On a 7–9 hit**, pass the initiative to someone else.

On a miss, ask the MC what goes wrong instead.

Dangerous: Attack Someone

When you attack someone, explain what you're trying to do, then roll your Dangerous. Tell the MC your roll and ask them if you're able to do it.

Whatever the outcome, **on a 10+ hit**, you also have the edge.

Pass the initiative to someone else.

On a miss, ask the MC what goes wrong instead.

Dangerous: Defend yourself

You don't need the initiative to defend yourself.

When someone attacks you, you can defend yourself. Roll your Dangerous. **On a 10+ hit**, choose 2 of the following. **On a 7–9 hit**, choose 1:

- *I'm able to block the blow. Ask or tell the MC how.*
- *I'm able to dodge the blow. Ask or tell the MC how.*
- *I'm ready for what's coming next. I have the edge.*
- *I'm in a position now to strike back and press the attack. Ask or tell the MC where you are.*
- *I'm in a position now to make a break for it and try to get away. Ask or tell the MC where you are.*
- *I try to disarm the situation or dissuade them from attacking further, by doing [x]. Does it work?*

Note that if you don't block or dodge, you can spend experience to **take the blow**.

Pass the initiative back to whoever had it, or otherwise, pass it to someone else.

On a miss, ask the MC what goes wrong instead.

Dangerous: Interrupt Someone

You don't need the initiative to interrupt someone.

When someone's taking action, you can interrupt them. Roll your Dangerous. **On any hit**, you confront them and they can't proceed without dealing with you first. **On a 10+ hit**, they have to choose: back down and give you your way, or else defy you and fight back. Furthermore, you have the edge. **On a 7–9 hit**, they have additional choices: bargain with you, try to stall you, pass the buck, try to disarm the situation, stop but stand their ground, etc.

Either way, once it's settled between you, pass the initiative to someone else.

On a miss, ask the MC what goes wrong instead.

Note that you can't interrupt someone who's attacking you. Defend yourself instead.

Dangerous: Move Into Position

When you try to move into position against an enemy, explain the position you're trying to get into and how you're going to get there, then roll your Dangerous. Tell the MC your roll and ask them how close you can get to your position, or where you get blocked and by what.

Whatever the outcome, **on a 10+ hit**, you also have the edge.

You hold the initiative: what do you do now?

On a miss, ask the MC what goes wrong instead.

Loyal: Get to Work

When you get to work, tell the MC what you're trying to do and how you're going to do it. Ask them what you can accomplish on a 10+ hit and what you can accomplish on a 7-9 hit, then roll your Loyal. **On a 10+ hit or a 7-9 hit**, that's what you accomplish. Pass the initiative to someone else while you're working, and you get it back when you've finished your work.

On a miss, ask the MC what goes wrong instead.

If more than one of you are **working together**, ask the MC what you can accomplish together on a 10+ hit and a 7-9 hit. You all roll, and the highest roll stands for all of you.

Loyal: Spend Time with Someone

When you spend time talking with someone, roll your Loyal. **On a 10+ hit**, along with your verbatim conversation, ask them 2 of the following questions as asides, and they ask you 2 as well. **On a 7-9 hit**, ask them 1, and they ask you 1.

- *What are you thinking of doing? How can I tell?*
- *What do you think or feel about [x]? How can I tell?*
- *How might I get you to do [x]? How can I tell?*
- *Are you keeping anything from me? What gives it away?*
- *What's important to you right now? How can I tell?*
- *A question of your own. If the other player answers it, it stands. Otherwise, go back and choose 1 of the above.*

Once you're done talking together, pass the initiative to someone else.

On a miss, ask the MC what goes wrong instead.

Loyal: Stand Your Ground

When you stand your ground against persuasion, intimidation, coercion, or a threat, roll your Loyal. **On a 10+ hit**, your counterpart has to choose: accept your answer and back off, or else set aside pretense and attack you openly. Furthermore, you have the edge. **On a 7-9 hit**, they have additional choices: try to go around you, offer you a compromise, accept the deadlock and stand opposite you, etc.

Either way, when it's settled, pass the initiative to someone else.

On a miss, ask the MC what goes wrong instead.

If more than one of you are **standing your ground together**, shoulder to shoulder, then you all roll, and the highest roll stands for all of you.

Note that you don't stand your ground against an attack, you defend yourself instead.

Weird: Study the Skies

When you study the skies, roll your Weird. **On any hit**, ask the MC 1 of the following questions.

- *I'm interested in the position of my omen star, which wanders through the night sky. Can I find it? If I can, it's a malportent.*
- *I listen for the silent murmur of the death-wind. Can I hear it? What does it have to say?*
- *I believe that the sunlight refracts differently over the horizon, depending upon what it falls upon. What do I think to see in the shimmering light?*
- *By the flights and calls of bats and birds, I can learn what's happening around me, that I can't see. What do they tell me now?*
- *What is the strange thing that I see in the sky now? What do I think it to mean?*
- *A question of your own. If the MC answers it, it stands. Otherwise, go back and choose 1 of the above.*

On a 10+ hit, you hold the initiative: what do you do now? **On a 7-9 hit**, pass the initiative to someone else.

On a miss, ask the MC what goes wrong instead.

Weird: Unbind the Unseen

When you loosen the mystical bindings on the unseen world, roll your Weird.

If you're casting a spell, take a different action — for instance, attacking **someone** with a spell of violence or **reading a situation** with a spell of insight — but use your Weird roll instead of rolling for that action.

If your spell doesn't lend itself to another action, then **on any hit**, it takes effect. **On a 10+ hit**, in addition, you have the edge. When it's settled, pass the initiative to someone else. **On a miss**, ask the MC what goes wrong instead.

If you're not casting a spell, the unseen world manifests itself in this world. **On a 10+ hit**, choose 2 of the following. **On a 7-9 hit**, choose 1:

- *There's a voice. Ask the MC what it says.*
- *There's a light. Ask the MC what it illuminates.*
- *There's pain. Ask the MC whom it inflicts.*
- *There's a vision. Ask the MC what it is, and who sees it.*
- *There's a sound. Ask the MC how loud it is, and what's its tone or nature.*
- *There's an otherworldly animal. Ask the MC what it is and what it does.*
- *There's motion. Ask the MC what moves, and where.*
- *There's communication. Ask the MC who can communicate, with whom, and what.*

Pass the initiative to someone else.

On a miss, ask the MC what goes wrong instead.

At Need: Arrive

When you arrive someplace new, together ask the MC the following questions:

- Where have we arrived?
- What are the first things we see and hear? What do we notice?
- Who's here? How do they greet us?
- How did we come to be here?
- Which of us are known here?

If you're known here, if you choose to, or if the MC asks you to, roll your Loyal. On a 10+ hit, choose 2 from the good list and 1 from the bad list. On a 7-9 hit, choose 1 from the good list and 1 from the bad list. On a miss, choose 1 from the good list and have the MC choose 1 or 2 from the bad list for you.

The good list:

- I have a friend here whom I can count on for [x].
- I have familiar places here where they'll welcome me.
- I have family here who'll share food and home with me.
- I have people here who owe me debts or favors and remember me well.
- A choice of your own. Check it with the MC, or go back and choose 1 of the above.

The bad list:

- I have an enemy here. Maybe they've forgotten me.
- I owe debts here, of honor, favors, or coin.
- There are people here I've hurt, who'll hear of my coming.
- There are people here I remember with pain.
- I'm outlaw here and unwelcome.
- A choice of your own. Check it with the MC, or go back and choose 1 of the above.

At Need: Depart

When you leave a place, together tell the MC the following:

- Where you're going next. If you don't have a destination, at least tell them the direction you're going, what you're going toward, or what you're going away from.
- How you're traveling. On foot? On beastback? On a ship? In a caravan or on your own?
- What you're taking with you, in addition to your personal belongings, if anything.
- Who you're bringing with you, if anyone.

If you're leaving danger unsettled, erase your unspent experience. Leaving danger unsettled means that you've gotten experience for facing danger, but then left it unresolved.

At Need: Discover a Problem

When you discover a problem, be it a danger, an enemy, a threat, or a challenge, you gain experience for it, so ask the MC how much.

If you think you've discovered a problem, but you aren't certain, ask the MC.

Your levels might give you special options when you discover a problem as well.

Session's End

At the end of the session, check to see whether you've gotten and spent 12 experience. If you have, you gain a level. Choose a new level and erase all of your experience.

Once you have 5 levels, you can't gain any more.

Experience & Levels:

- When you get experience, mark the solid circles.
- When you spend your experience, mark the shaded circles.
- You can't spend more experience than you've got.
- You can get up to 12 experience. If you already have 12 experience, don't add any more.
- When you've gotten and spent 12 experience, at the end of the session, you gain a level. Choose a new level and erase all of your experience.
- Once you've gotten 5 levels, you can't gain any more. You still get and spend experience, but now, when you've gotten and spent 12 experience, you only gain a new skill.

Experience: Help Someone

If someone's rolled a miss, you can spend 1 experience to help them.

If you're present and able to help, ask or tell them what you do, and add your Loyal directly to their roll.

If you're not present or aren't able to help, you can still help them, but you add only 1 to their roll.

Experience: React by Instinct

Spend 1 or more experience. Add +1 to your roll for each 1 experience you spend.

Experience: Survive a Blow

When you come under attack, you might take a blow. Spend 1 experience to choose 1:

- You take the blow, but your armor protects you from harm.
- You take the blow, but aren't wounded by it. Ask or say how.
- You're wounded, but you're still in the fight. Your wound isn't dangerous and will heal well.
- You're put out of the fight, but don't suffer any real wound.
- You're wounded and out of the fight, but not killed, and with time you'll recover.

If you take a blow but can't spend experience to survive it, follow the rules for life-threatening wounds.

Life-Threatening Wounds

When you take a blow but can't spend experience to survive it, choose 1 of the following:

- You survive, but the pain of your wound stays with you for the rest of your life, aching in the weather and troubling your sleep. Permanently lose 1 Cunning.
- You survive, but the damage of your wound stays with you for the rest of your life, slowing your movements and your reflexes. Permanently lose 1 Dangerous.
- You survive, but the experience of your wound stays with you for the rest of your life, making you flinch and slow to trust. Permanently lose 1 Loyal.
- You survive, but your brush with death stays with you for the rest of your life, making you fearful of the unseen world. Permanently lose 1 Weird.
- You survive, but your traveling days are over. Retire to someplace comfortable to live out the rest of your days in peace. Make a new character to play.
- Your wound kills you, now or soon. Ask or tell what happens. Make a new character to play.

Experience: Use Your Wealth

Presume that you usually have small coins coming into your possession and going out again. There's no need to track your living expenses or casual income; this isn't a game about balancing your accounts.

Spending experience to use your wealth represents making larger purchases with coin you've saved, working unpaid for others' good, resting on your laurels or your good name, or exploiting your reputation.

The silver lunum is the most common unit of currency in the Unnamed World: a large round silver coin struck with a stylized moon on one side, and a city's emblem, goddess' face, coiner's warrant, or other signifier on the reverse. Each 1 experience you spend gives you the benefit of, effectively, 1 silver lunum in wealth.

Before you spend your experience, confirm availability and actual cost with the MC.

Buying Goods & Hiring Services

Cost	Gear
0	Replacing, repairing, and/or maintaining any lost or worn items of poor-quality gear.
0	Fully replacing or assembling anew a complete kit of poor-quality gear.
0	Replacing, repairing, and/or maintaining any lost or worn items of common-quality gear.
1	Fully replacing or assembling anew a complete kit of common-quality gear.
0–1	Replacing, repairing, and/or maintaining any lost or worn items of fine-quality gear.
2	Fully replacing or assembling anew a complete kit of fine-quality gear.

Cost	Outfits
0	Any piece or number of pieces, or a full outfit, of used or poor-quality clothing.
0	Any piece or two of common clothing, conventional to local fashion and taste.
1	A full outfit of common clothing, conventional to local fashion and taste.
1	Any piece or two of remarkable clothing: outlandish, grand, luxurious, or outré.
2	A full outfit of remarkable clothing: outlandish, grand, luxurious, or outré.
1–2	Any one standout accessory or ornament, to conspicuously display your taste and wealth.

Cost	Armaments
0	A poor-quality common weapon.
1	A common weapon, reliable, of serviceable quality.
2–3	A rare or notably high-quality weapon.
0–1	Makeshift armor.
1	Common armor.
1–2	Rare or notably high-quality armor.

Cost	Rarities
1–3	A rarity, when available.
3–5	A spell, when available.

Cost	Example Services for Hire
1	A guide who can lead you to your next destination.
1	Passage on board a ship or in a wagon in a caravan.
+1	— in a luxury cabin.
1	A few nights' stay in a reputable travelers-house.
+1	— in the best suites.
+1	— with every luxury provided.
1–4	The time and necessary attention of a healer, and the cost of their supplies, depending upon the severity of your wounds or illness.
1	A day in comfort and luxury, attended by barbers, cosmetists, masseuses, and/or therapists.
1	An appreciable donation to a temple, association, library, order, or service.
1	Your share of a feast and celebration.
+1	— of abundant quality.
+1	— of magnificent quality.
+1	— with many guests, gratis.
1–5	etc.

Remember that using your wealth includes resting on your laurels and benefiting from your fame. A grateful community, for instance, may wish to throw a feast in your honor. You'd have to spend your experience for this, or else deny them and see how they take it!

The MC: Player Actions

Special Rules for:

- | | |
|--|------|
| • Arriving | MC-1 |
| • Attacking Someone | MC-2 |
| • Moving Into Position | MC-3 |
| • Getting to Work | MC-4 |
| • Discovering a Problem | MC-4 |
| • Using Their Wealth & The Marketplace | MC-5 |

Arrive:

The players have a series of questions for you to answer. Here's how to answer them.

Your Principles:

- Choose someplace you can imagine vividly and with confidence.
- Choose someplace with hidden depths.
- Choose a situation that you personally find interesting.
- Care about the people you've invented.

Always choose thoughtfully, following your principles and your own imagination.

Their Questions:

- Where have we arrived?

Choose 1 of the following:

- | | |
|------------------|----------------------------------|
| • A city-state. | • A ruin. |
| • A settlement. | • A temple. |
| • A caravan. | • A crossing-point. |
| • An outpost. | • An ancient crashed space ship. |
| • A stronghold. | • An underground civilization. |
| • An oasis. | • An observatory of the stars. |
| • A countryside. | • A battlefield. |
| • A ship. | • A place of your own. |

- What are the first things we see and hear? What do we notice?

In order to answer this question, you'll need to decide what's happening here overall:

- A turf battle.
- A celebration, favoring the powerful over the powerless.
- An invasion.
- A predator, hunting.
- A tyrant trying to seize rule.
- A religious cult grabbing power.
- An unpopular trial for a popular outlaw.
- Worrying mysterious disappearances.
- Rule passing, but not smoothly, to a new king, queen, regent, or governor.
- A fad or fashion in music or imbibation.
- Dangerous tremors in the structure of the world.
- A new crossing-point beginning to open.
- An uprising of the downtrodden against the powerful.
- A small mystical order with warnings of doom.
- A situation of your own.

Begin to plan challenges, threats and dangers now too. What are the sides? Who are their advocates, stalwarts, agents, guardians, warriors? What threats or challenges will they exploit?

Given what's going on, what do the characters notice when they arrive?

Then, establish precisely where they are. Imagine a concrete location: a road before a gate, a busy dockyard, a lonely desert way, a forbidding tower. Describe it.

- Who's here? How do they greet us?

Choose one side or another. Choose a person or a group of people. Describe them.

What do they want and need from the characters? What do they hope the characters represent in the developing situation here?

Accordingly, how do they greet them?

- How did we come to be here?

On foot? On beastback? On a ship? In a caravan or on their own?

If you already know the answer, reiterate it. If you don't, make one up.

- Which of us are known here?

Choose 1:

- None of you. You're all strangers here.
- Good question. Are any of you known here?
- Name a character or characters, of your choice.

If any are known here, follow the rules in the action to develop their relationships with the people here.

Beginning play:

Answer their questions. Ask them questions of your own. Describe as much as you want.

When you're ready: *Who wants to read the situation?*

Now play's underway.

Attack Someone:

The player describes what they're trying to do and tells you their roll. It's your job to tell them if they can do it, and what happens as a result. Here's how.

1. Make sure you're on the same page.

If you have any questions, ask the player. You're not here to play gotcha, so be sure you've honestly told the player exactly what's going on and asked them your honest questions.

Consider their attack from every angle. You might know things about the situation that the players don't.

If their attack's impossible, tell them so, and let them go back and make a different attack or choose another action.

If their attack can't miss — maybe nothing can stop them, or nobody's trying to, or maybe their enemy's particularly vulnerable to this attack — then don't worry about their roll. Treat it as the best possible, like a 14+.

2. What are they up against?

Count up the following factors. You can stop counting when you reach 4.

- *Is their enemy on guard against this attack?*
- *Does their enemy have an advantage over them — size, speed, weaponry, number, intent, or any other?*
- *Does their enemy have not only an advantage, but a significant advantage?*
- *Does their enemy have, in fact, an overwhelming advantage?*

What about their enemy's allies?

- *Does their enemy have allies who can step in? Are they on guard?*
- *Do they have an advantage over the PC(s)?*
- *Do they have a significant advantage?*
- *Do they have an overwhelming advantage?*

3. How good is their roll, really?

Your Count	Their Roll		
0	2–6	7–8	9+
1	2–6	7–9	10+
2	2–6	7–10	11+
3	2–6	7–11	12+
4	2–6	7–12	13+
The Outcome:	Say how they misjudge, misstep, or are interrupted.	Say how their enemy blocks, dodges, or shrugs it off.	Say how their enemy succumbs or survives.

Note that to roll 13+, they must push themselves, or someone else must help them.

4. Choose the outcome.

I know that you're already considering the attack from every angle. Choose the outcome thoughtfully, making the best individual choice you can in every unique situation.

- **They misjudge or misstep:**

Say what they've misjudged or how they misstep, and how things go wrong as a result.

If you don't have an idea that you like better, consider having their misjudgment or misstep cost them their position. Now they're exposed, they have their enemy's attention, or they've given up their advantage.

- **They're interrupted:**

Say what or who interrupts them, preventing them from carrying out their action, and how things go wrong as a result.

If you don't have an idea that you like better, consider cornering them. Whatever interrupted them, now they have to deal with it instead.

- **Their enemy blocks their attack:**

Say how their enemy catches their attack and keeps it from landing; or...

- **Their enemy dodges their attack:**

Say how their enemy gets out of the way of it before it lands; or...

- **Their enemy shrugs off the attack:**

Say how the attack lands, but why their enemy can shrug it off.

Nothing necessarily goes wrong as a result. Follow the rules for initiative and keep playing.

- **The attack lands and their enemy succumbs:**

Say how the blow lands and how their enemy succumbs. They're dead or dying.

If the fight or the action continues in any form, follow the rules for initiative and keep playing.

- **The attack lands, but their enemy survives:**

Say how the blow lands and how their enemy survives.

Choose 1:

- *Their enemy tries to flee.*
- *Their enemy submits, hoping to end the fight with no further danger.*
- *Their enemy fights on even more desperately.*
- *Their enemy takes pause, backing off or backing down to consider the facts.*
- *Their enemy shrugs the attack off entirely. Explain how.*
- *Their enemy sheds its damaged form and rejoins the fight transformed. Explain how.*

Follow the rules for initiative and keep playing.

5. Counterattack?

The initiative rules allow you to interject whenever you want. Counterattacking isn't an exception: if you want to interject with an enemy attack, or with any other enemy action, you can. Choose thoughtfully, case by case.

Move Into Position:

The player explains the position they're trying to get into and how they're going about it, and tells you their roll. It's your job to tell them how close they can get. Here's how.

1. Make sure you're on the same page.

If you have any questions, ask the player. You're not here to play gotcha, so be sure you've honestly told the player exactly what's going on and asked them your honest questions.

Consider their approach from every angle. You might know things about the situation that the players don't.

Imagine a character who's looking for a friend in an enemy city. This action is for getting inside the wall — crossing the first barrier into the unknown — not for getting into the city and finding their friend in one action. **If they're trying to go too far**, tell them so. Let them go back and try for a different, closer, position, or choose another action.

If they're trying to go somewhere impossible, tell them so. Let them go back and try for a different, possible, position, or choose another action.

If there's no chance they'll be caught out or stymied, don't make them take this action. Just tell them they're there, and let them take action from their new position.

2. What are they up against?

Count up the following factors. You can stop counting when you reach 4.

- *Is someone watching for intruders?*
- *Do they employ dogs or other guard animals with better senses than people?*
- *Are enemies watching for the PC(s) personally, in particular?*
- *Will they have to navigate dangerous or difficult terrain?*
- *Will they have to navigate a space where they're plainly exposed to view?*
- *Will they have to get past physical barriers, like bolted doors, walls, or barred windows?*
- *Will they have to get past social or psychological barriers, like lying about their identity, or hiding silently for a long time?*

3. How good is their roll, really?

Your Count		Their Roll	
0	2–6	7–8	9+
1	2–6	7–9	10+
2	2–6	7–10	11+
3	2–6	7–11	12+
4	2–6	7–12	13+

The Outcome: Say how they're caught out or stymied. Say how they're challenged or brought short. Say how they move into position.

Note that to roll 13+, they must push themselves, or someone else must help them.

4. Choose the outcome.

I know that you're already considering their approach from every angle. Choose the outcome thoughtfully, making the best individual choice you can in every unique situation.

- **They're caught out:**

Say what who catches them out, and where, and how things go wrong as a result.

If they're caught out by an enemy, does the enemy attack at once or try to hold them at bay?

If they're caught out by a stranger, are they suspicious, belligerent, polite, punctilious, or outgoing?

- **They're stymied:**

Say where they're blocked, by what, and how things go wrong as a result.

What will they have to do to get through?

- **They're challenged:**

Say who challenges them, and where, and what's the nature of the challenge.

Nothing necessarily goes wrong as a result. Follow the rules for initiative and keep playing.

- **They're brought short:**

Say where they are, and what obstacle's brought them short.

Nothing necessarily goes wrong as a result. Follow the rules for initiative and keep playing.

- **They move into position:**

Say where they are now, what they see, and what they hear.

Follow the rules for initiative and keep playing.

Get To Work:

The player explains what they're trying to do and how they're going to accomplish it. It's your job to tell them what they can accomplish on a 10+ hit, and what they can accomplish on a 7–9 hit. Here's how.

1. Make sure you're on the same page.

If you have any questions, ask the player. You're not here to play gotcha, so be sure you've honestly told the player exactly what's going on and asked them your honest questions.

Consider their undertaking from every angle. You might know things about the situation that the players don't.

If they're trying to do something impossible, tell them so. Let them go back and try for a different, possible, accomplishment, or choose another action.

If they're trying to accomplish something trivially easy, don't make them take this action. Just tell them they've done it, no problem, and ask them what they'd like to do now.

2. The baseline answers.

I know that you're already considering their undertaking from every angle. Choose the outcome thoughtfully, making the best individual choice you can in every unique situation.

Tell them that on a 10+ hit, they can accomplish pretty much exactly what they're trying to do.

Tell them that on a 7–9 hit, they'll have to choose. Give them 2 or 3 of the following options:

- *It'll be unfinished when the day ends [or etc].*
- *It may be serviceable, but it'll be ugly.*
- *It won't hold up to serious scrutiny / pressure / use / etc.*
- *It'll take longer than they expect.*
- *It'll cost more than they expect.*
- *It'll leave them exhausted and spent.*
- *It'll leave them shaken, stressed, frightened, or troubled.*
- *An option or options of your own.*

3. Unusual circumstances

Under some circumstances, even a 10+ hit won't be enough. Tell them that to accomplish everything they want to accomplish, they'll need more than a 10+ hit. Tell them they'll need a 12+, a 13+, or even a 14+. (Don't go above 14+.)

Note that to roll 13+, they must push themselves, or someone else must help them.

Treat a roll that falls short — a 10 or 11, for instance — as a 7–9 hit instead.

Under some circumstances, a 7–9 hit will be plenty. If you can think of a bonus or additional accomplishment to give them on a 10+, do. Otherwise, just tell them that on a 7–9 hit OR a 10+ hit they can accomplish what they're trying to do.

Under some circumstances, on a 7–9 hit, they won't have a choice. Don't give them one, just tell them how they'll fall short.

Discover a Problem:

Throughout the session, whenever the PCs discover a problem, be it a challenge, an enemy, a threat, or danger, it's your job to tell them how much experience they gain. Here's how.

1. Problems & experience.

The players get experience when they initially discover the problem, not when they solve or defeat it.

They spend their experience for various bonuses and benefits during their adventures.

Once they've gotten and spent 12 experience, they gain a new level. They erase their experience and start again.

2. What category of problem?

Depending on their levels, the players might ask you if the problem fits into a certain category. Tell them if it does:

- **Deprivation:** hunger, cold, exposure, drowning, sleep deprivation, etc.
- **Diplomatic challenges:** both sides have grievances, but neither wants violence.
- **Enemy tacticians:** organized, intentional enemies.
- **Enemy warriors:** violent, competent enemies.
- **Environmental dangers:** falling rocks, quicksand, flash floods, shifting ground, volcanism, etc.
- **Magical threats:** dangers from the unseen world.
- **Monsters:** unnatural enemy creatures or kertwk.
- **Mysteries:** Dangerous situations with intentionally concealed factors.
- **Threats from the dead.**
- **Threats to your community.**
- **Wild animals:** natural dangerous creatures.

3. How much experience?

- If they've encountered this exact same problem before, they get 1 experience.

Examples: They encounter again the same outrider guard they had to get past before.

- If they've encountered, not this exact same problem, but a different one of the exact same kind, they get 2 experience.

Examples: They encounter another outrider guard, not the same one again.

- If they haven't encountered this problem before, they get 2–6 experience. Count up the following factors:

- *Is it an intelligent living (or unliving) thing?*
- *Is it their enemy, personally?*
- *Is it potentially deadly?*
- *Is it actively, intentionally violent?*
- *Does it have a substantial or overwhelming advantage over them in size, number, capabilities, or secure position?*
- *Is it from the World of Death or the Unseen World, or is it a kertwk?*
- *Is it invulnerable to any common modes of attack?*

Your Count:	0–2	3–4	5	6	7+
Experience:	2	3	4	5	6

Using Their Wealth:

Don't make or expect the players to track their living expenses or routine income or anything like that. This isn't a game about balancing your checkbook.

Spending experience to use their wealth represents making larger purchases with coin they've saved, working unpaid for others' good, resting on their laurels or their good name, or exploiting their reputations.

The silver lunum is the most common unit of currency in the Unnamed World: a large round silver coin struck with a stylized moon on one side, and a city's emblem, goddess' face, coiner's warrant, or other signifier on the reverse. Each 1 experience they spend gives them the benefit of, effectively, 1 silver lunum in wealth.

You can certainly create situations where the players have to spend experience to use their wealth, or else create problems for themselves. Examples:

- *"A stay in the travelers'-house will cost you 1 experience's wealth. If you don't have 1 experience to spend, or don't want to, you'll have to find another warm place to sleep."*
- *"There's a ship setting sail for your destination in the morning, but all its poor bungage is taken. If you want to travel on it, you'll need to spend 2 experience among you to reserve its best cabin. Otherwise, you could wait for another ship or try to find another way to the island."*
- *"The guards won't just allow you into the presence of the city's Goddess-Queen, not dressed in your traveling clothes. If you want to pass yourselves off as visiting dignitaries, you'll need to spend experience to better your outfits. If you can't or don't want to, you'll need to find another way to meet her."*
- *"It becomes quickly clear that, as far as the priests are concerned, your accepting their words of advice has obliged you to make a donation of gifts to their order. You can spend experience to do that, or you can perhaps make them a different offer."*
- *"The grateful community wants to throw an enormous feast in your honor, with an abundant quantity of food and all their clans in attendance. You'll have to spend 3 experience each, or else deny them and see how they take it."*

Is it available?

When a player wants to use their wealth to buy something, they must check with you to confirm that it's available and how much experience it'll actually cost. If you've already established the answer for yourself — if you happen to know that the item in question is common in this area, for instance, or unheard of — simply tell them.

If you haven't established the answer, though, instead of deciding it for yourself, use the Marketplace rules to establish it.

The Marketplace:

Hold three things in your mind. First, **the item in question**. Second, **what you've established to be true**. Third, **what's possible here**.

Recall that you're following these Marketplace rules because *it's possible* that the item in question is available here, but *it's unestablished* whether it's available in fact.

If this isn't the case, you already know whether the item's available here. Tell the player and play on.

1. Common knowledge:

If the item were, in fact, available here, wouldn't it be common knowledge? Wouldn't you have already established it? Wouldn't people have been bragging about it or warning the PCs away or whispering it to everyone they meet?

If so: No, it's not available here. You would have heard about it already if it were.

Example: "I'd like to buy a new spell. Are any available?" "No, if there were a wizard here capable of tattooing a new spell on you, you would have met them already."

2. Nothing strange is going on:

If it's not available here, given everything else you've established, would it be surprising? Do you feel like you'd need to explain why it isn't?

If so: Yes, it's available here. Nothing strange is going on that makes it unavailable.

Example: "I'd like to buy a silver comb. Is one available?" "Well, if no vendor in the entire Starlight Fair has a silver comb to sell you, that'd be pretty strange. So yes, I'm sure you can find one."

Or, if it were available, would that be the surprising thing, and you'd need to explain that instead?

If so: No, it's not available here. Nothing strange is going on that would make it available.

Example: "I'd like to buy a silver comb. Is one available?" "There's no silverwork here in these islands, so no, but you can buy an absolutely gorgeous shell comb if you like."

3. What are the odds?

They're never exactly 50/50. Think through what you've established and judge for yourself: are the odds better than even or worse than even?

If better: Roll a die, or have the player roll it. On a 1–2, no, it's not available; on a 3–4, yes it is, but at an increased price; on a 5–6, yes it is.

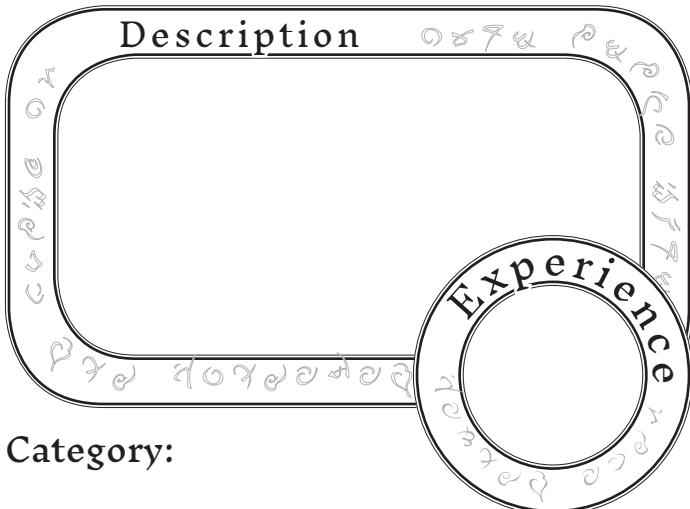
Example: "I'd like to buy a corpse-mirror. Is one available?" "Well, you're here in a convocation of wizards, it's good odds that someone's selling necromantic materials. Roll a die."

If worse: Roll a die, or have the player roll it. On a 1–4, no, it's not available; on a 5 or 6, yes it is, but at an increased price.

Example: "I'd like to buy a corpse-mirror. Is one available?" "Well, it's possible that someone's selling necromantic materials here in the Starlight Fair, but it's not good odds. Roll a die."

If you feel like the odds should be better than good or worse than bad, go back to **Step 2**. Nothing strange is going on.

An Enemy:



Category:

Attacks, Defenses & Advantages:

Vulnerability:

What category of problem?

Depending on their levels, the players might ask you if the problem fits into a certain category. Tell them if it does:

- **Deprivation:** hunger, cold, exposure, drowning, sleep deprivation, etc.
- **Diplomatic challenges:** both sides have grievances, but neither wants violence.
- **Enemy tacticians:** organized, intentional enemies.
- **Enemy warriors:** violent, competent enemies.
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3. How much experience?

- If they've encountered this exact same problem before, they get 1 experience.
Examples: They encounter again the same outrider guard they had to get past before.
- If they've encountered, not this exact same problem, but a different one of the exact same kind, they get 2 experience.
Examples: They encounter another outrider guard, not the same one again.
- If they haven't encountered this problem before, they get 2–6 experience. Count up the following factors:
 - Is it an intelligent living (or unliving) thing?
 - Is it their enemy, personally?
 - Is it potentially deadly?
 - Is it actively, intentionally violent?
 - Does it have a substantial or overwhelming advantage over them in size, number, capabilities, or secure position?
 - Is it from the World of Death or the Unseen World, or is it a kertwk?
 - Is it invulnerable to any common modes of attack?

Your Count:	0–2	3–4	5	6	7+
Experience:	2	3	4	5	6

Attack outcomes:

See Attack Someone, MC-2, to determine the outcome.

On a miss:

- The PC misjudges or missteps. Say what goes wrong.
- The PC's interrupted. Say what goes wrong.

On a weak hit:

- The enemy blocks the attack. Say how.
- The enemy dodges the attack. Say how.
- The enemy shrugs off the attack. Say how.

On a strong hit:

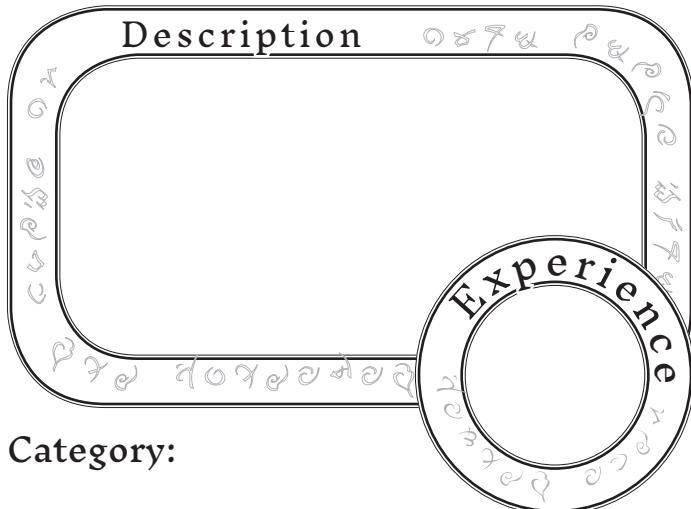
- The attack lands and the enemy succumbs. Say what happens.
- The attack lands, but the enemy survives. Say how.

Category:

Attacks, Defenses & Advantages:

Vulnerability:

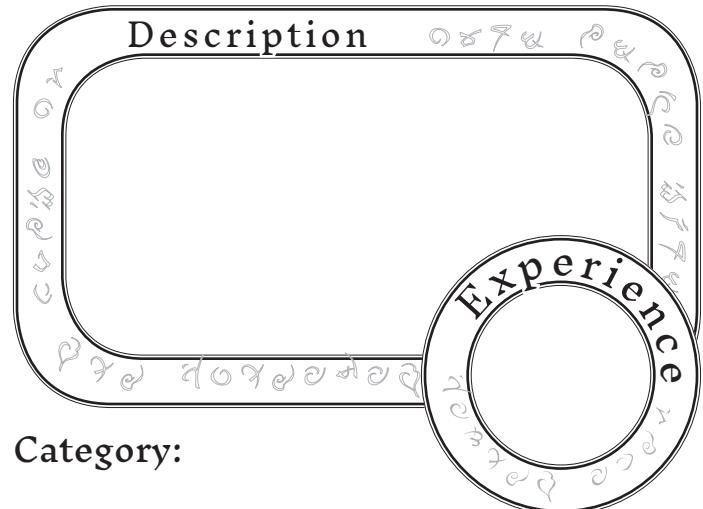
An Enemy:



Category:

Attacks, Defenses & Advantages:

An Enemy:

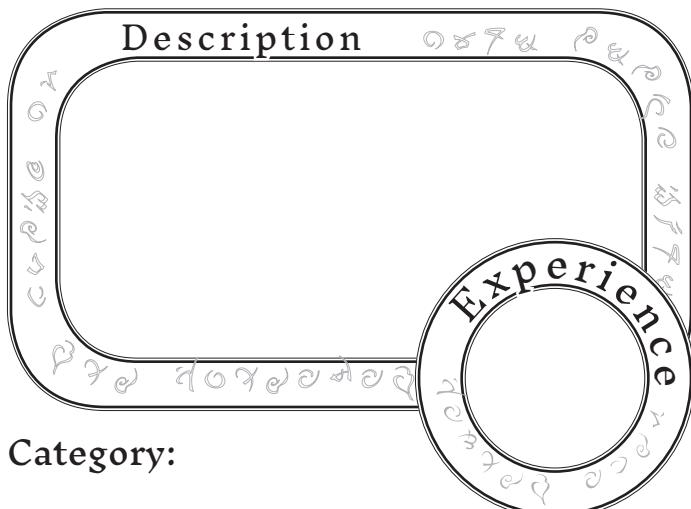


Category:

Attacks, Defenses & Advantages:

Vulnerability:

An Enemy:

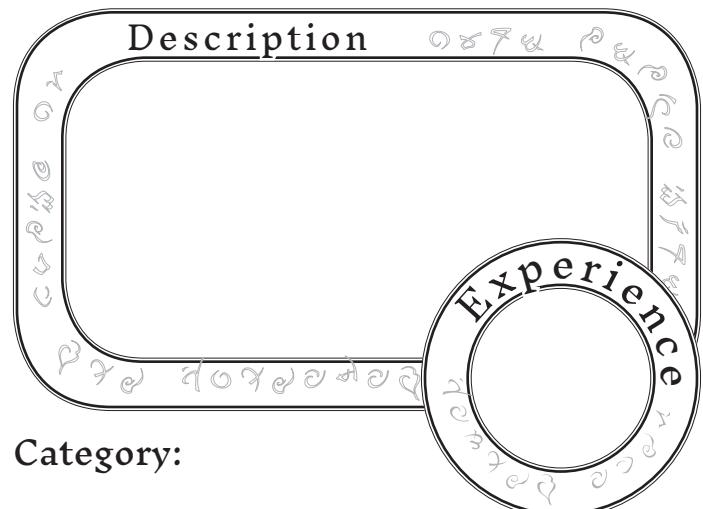


Category:

Attacks, Defenses & Advantages:

Vulnerability:

An Enemy:



Category:

Attacks, Defenses & Advantages:

Vulnerability:

Vulnerability: