

The Success Check

How does all of this work? It's rather easy, actually. Every single thing that a Character might use to try to do something (a Skill, for example) has a RATING—a number associated with it.

To determine whether a Character succeeds—or fails—at something, roll a six-sided die (d6). If the roll is equal to or less than the Rating, success; otherwise, failure. This die roll is the SUCCESS CHECK or CHECK.

The "1"

If a 1 is rolled for a Success Check something incredibly good may have just happened, above and beyond what was attempted. Immediately roll again, if a 1 or 6 comes up something incredibly good did indeed just happen. This is known as rolling a 1-1/6.

"Whoops," the coin was a silver glint in the sunlight as it fell—tink-tink-tink—to the ground and bounced under my car. I dug in my pockets for something, anything, to feed the meter... nothing.

"Frazzin-razzin," I laid on the curb, and fished around under the car. The coin was just in reach, and so was a lottery ticket worth five hundred big ones.

The "6"

On the flip-side, if a 6 is rolled for any Success Check there's a chance that something really bad may have just occurred. Roll again, on a 1 or 6, known as rolling a 6-1/6... Oops.

"Doctor, I think my butt's on backwards..."

* Rolls of 1-1/6 are automatically successful, the reverse is true for rolls of 6-1/6.

Success Modifiers

So now you're making Success Checks left and right, up and down; but let's face it, it's easier to throw a baseball than to rip the Empire State Building off of its foundation and chuck it into orbit, or to find a bar on Pub than to find a snowball in Hell... This is where Success Modifiers come into play.

Negative Success Modifiers (NSMs)

NSMs temporarily lower Ratings, making it from a little, to much harder, for a Character to get things done.

The Negative Success Check Modifiers are, depending on how difficult the attempted action is: -1, -2 and -5.

Positive Success Modifiers (PSMs)

PSMs temporarily increase Ratings.

The Positive Success Modifiers are, depending on how easy the action is to perform: +1, +2 and +5.

Outrageous Behaviors

As a warning, impossible endeavors (like attempting to broad jump the Grand Canyon or swallow whole a greater Arboreal black-banded porcupine) very well may yield Success Modifiers of -10, -15, -20, or worse.

Using Success Modifiers

Before performing a Success Check in which Negative or Positive or both types of Success Modifiers are involved simply add or subtract all Modifiers to or from whatever Rating is being used to accomplish the task, and then perform the Success Check as usual, the Rating returning to normal afterwards.

Useless Information Guy, New Quark's least talked-about superhero, tries to memorize the phonebook. U.I.G. has a Rating of 6; an NSM of 5 is applied to this Check, our hero will need to roll a 1 to accomplish this feat.

Useless Information Guy attempts to sneak up on his arch-nemesis, Lord Otosclerosis. U.I.G. has a rating of 3; a P.S.M. of 5 is applied to the Check, an 8 or lower is needed to succeed.

Success Modifiers

Continued...

Resistance Modifiers

Resistance Modifiers are Negative Success Modifiers earned by trying to do something to someone else that someone doesn't want done to them (stealing their wallet, blowing them up, or turning them into a walrus, for instance).

Qualities, and certain Skills and Paranormal Abilities (discussed later) can be resisted...

Presto the Magnificent is in desperate need of a dove for his next act because his inept boob of an assistant managed to cause all that the magician had on hand to disappear inside of an old coat. In a fury, Presto (with a Rating of 5) attempts to turn his assistant (with a Resistance Rating of 3) into the necessary bird.

To remain a member of the human race, the assistant had better hope that the roll comes up higher than a 2, Presto's Rating for this Success Check (his normal Rating of 5, minus the Resistance of 3).

Smoky the Bear (Rating of 7) dumps his last bucket of sand on the rampaging forest fire elemental he is fighting (Resistance Rating of 3).

If he rolls a 4 or lower (his Rating of 7, minus the fire's Resistance Rating of 3), he saves the day.

Teaming Up

If two or more Characters are trying to do the same thing (picking a lock or knocking down a door, for instance) use the highest appropriate Rating for the Check, adding a Positive Success Modifier for each Character beyond the first that is assisting.

Johansson (Rating of 5) really needs to use the lavatory, it's closed for cleaning. He just can't wait anymore, and decides to force the door. Assisted by two other needy gentlemen (Ratings of 2 and 3), he'll need to roll a 7 or less (his Rating of 5, +2 for the additional help).

Doing Two Things At Once

or three, or four, or five, or...

The time may come when you might want—or need—to have your Character do more than one thing at a time. In the Game With No Name, you can have your cake and eat it too. Just split your Rating into groups and make that many individual Success Checks.

Faced with the dilemma of pudding or pie, Georgie Porgie decides on both.

He splits his Rating of 8 in half, allowing him to make two—Rating 4—Success Checks during his turn, instead of only one—Rating 8—Success Check.

Succeeding in both Checks, Georgie retires, glutted and satisfied, to an easy chair by the fire.

* Any splitting up of Rating Points must be done before applying Modifiers.

Yin and Yang

Yin and Yang are two types of points, points earned by Characters for doing certain things...

Yin, for antisocial behaviors like littering, looting, pillaging, stealing cable and leaving the toilet seat up.

Yang, for helping those in need and righting wrongs.

Whenever a Player has their Character perform one of the above actions, or something like them, the Game Master will award that Player's Character 1 point of Yin or Yang, as appropriate.

* If a Character with points of Yin gains a point of Yang, the Character doesn't get the Yang; in addition, subtract 1 from its Yin total. Conversely, if a Character with points of Yang gains a point of Yin, there is no Yin gain; instead, subtract 1 from the Character's Yang total.

Wow!

What can I do with all of this?

Yin and Yang are meant to make a Character's life easier and safer and, as such, there are several uses for the points:

- 5 Yin or Yang buys a Development Point.*
- 10 Yin or Yang buys a Second Chance.*
- 1 Yin or Yang buys 1 Success Modifier.

Hans Bloonterboos (Rating 4), wooden stake in hand, lunges through cobwebs at his bloodthirsty vampire foe.

The vampire, Duke Borgershnof, doesn't like the odds and spends 2 Yin to lower Bloonterboos' Rating to a 2.

* See the Character Creation section.

Before we get started...

a few things to bear in mind:

The handy rules in this Section will enable you to create virtually any kind of Character imaginable: a super hero, a monkey, a cyborg, a cyborg-monkey, a cyborg-monkey super hero. Whatever your whim*, the following pages contain the information that you will need to create a The Game With No Name Character.

* Keep in mind, however, that your Game Master is the boss, with her or his own agenda. Before you get all psyched up and create Bob, the fifteen-headed fire-breathing bounty hunter from Uranus, make sure you get approval.

Characters for The Game With No Name, whether plain or extraordinary, should be created with a light heart. Keep in mind that this game, if played correctly, will be sadistic, and quite possibly masochistic, to the point of comic in nature. Great humiliations and ironies await.

Specialization is a great idea. It is strongly suggested that Beginning Characters have a narrow focus—you can always expand later. You'll probably enjoy more a Character that can do one or two things well than one that can do a bunch of things abysmally.

One last thing, in Appendix 1 you'll find a trio of dandy little Character Sheets, feel free to copy them, distribute them, and use them, at your leisure, for whatever purpose or purposes suit you.*

* The author in no way, shape or form condones any illegal or otherwise antisocial uses of said Character Sheet.

The Qualities

Your Character will have six QUALITIES: Power, Nimbleness, Perception, Charm, Intellect and Focus. A Character's Qualities—the higher the better—detail who it is, as follows:

Power (POW)

Friendly and unfriendly giants alike, professional weight lifters, overgrown gorillas, and those big, bad military-types have lots of this Quality.

Power checks may be resisted with the Power quality.

Nimbleness (NIM)

Agility, hand-eye coordination... When you think of Nimbleness think of martial arts films, tightrope walkers, William Tell and tripping—or not tripping—over your shoelaces.

Nimbleness checks may be resisted with the Nimbleness quality.

The Qualities...

Continued...

Perception (PER)

The Man-Spider leaped silently from the roof of the fast food joint into the alley below, easily tackling and exterminating the giant mutant cockroach that had been scrounging for food in the dumpsters and garbage cans; unfortunately, our hero failed to notice the rest of the brood hiding in the surrounding shadows.

Perception measures how aware a Character is of its surroundings.

Charm

Movie stars, models, politicians, used car salesmen, rock stars... They've got one thing in common: Charm, and lots of it.

Charm checks may be resisted with the Focus quality.

Intellect (INT)

If you envision your Character being able to compute pi out to the last digit in its head—or what passes for its head—or having went straight from kindergarten to post-graduate studies, your Character should probably have a fairly high Intellect, unless your Character's a cheat.

You may increase your Character's initial allotment of Development Points (see Development Points, later in this Section) by your Character's beginning Intellect rating.

Focus

Powerful wizards have lots of it (unless they're fakes like Oz, the Great and Terrible), so do kids who really, really don't want to eat their Brussels sprouts... In a nutshell, Focus represents a Character's willpower.

* The Perception, Intellect and Focus qualities are not normally used in ways that can be resisted.

How do I figure out my Character's Quality ratings?

You have 17 points to spread between all of your Character's Qualities (you must put at least 1 point in each).

The Secondary Qualities

In addition to its six "primary" Qualities, a Character will have two Secondary Qualities: Brawn and Cash. Brawn is derived from a Character's Power, Cash from a Character's highest Rating.

Brawn

As you may know, hopefully not from having been demonstrated upon, strong people do more damage when they hit things, and they are also less likely to be hurt. The Brawn secondary quality reflects this, see the Table below.

Power is:	1 to 4	5 to 9	10 to 14	15 to 19	Every additional 5 points
Brawn is:	0	1	2	3	+1 extra

Hercules, rest his soul, had a Power of 20 and a Brawn of 4. Rumors that, as the Greek Herakles, he had a Power of at least 25 (Brawn 5) are just that, rumors.

Cash

This Secondary Quality represents the amount of money a Beginning Character has readily available to it. It in no way represents an amount of cash a Character will always have available, and once used there is no way to recover it short of getting a job, knocking off a bank, winning the lottery, or the like.

A Character's Cash begins at its highest Rating—from among Qualities, Skills and Paranormal Abilities—x100, in the popular currency; because it is based on "the highest Rating" and that the purchase of the Rich endowment would render it obsolete, it is advisable to wait until your Character is completely designed before figuring its Cash.

* Character's with the Broke hose receive no initial Cash.

Second Chances

So, your Character died in mortal combat with a rabid wallaby, or asphyxiated on a hunk of juicy filet mignon, or maybe even rolled a 6-1/6 and had her great grandfather's limited edition, signed laser cannon disintegrate right in front of her nose...
Ouch...

Your Character begins with 1 Second Chance, which may be used to:

Re-roll any one die roll, or...

Change the past so that your Character never did something that it did do that resulted in some consequence, consequences or series of consequences that you wish had never happened.
Hakuna matata!

Development Points

You know how strong your Character is, how smart it is, but can it slay the dragon to save the princess? Development Points, DPs, have a variety of uses, among them the buying of the Skills, Paranormal Abilities and Endowments (see the next three Sections) your Character might need to slay that dragon and save that princess. Development Points may also be used to improve your Character in other ways (see below).

Your Character begins with 20 DPs.*

* In the description of the Intellect quality it is noted that a Character's initial Development Points may be increased by its beginning Intellect rating. In lieu of this you may opt to give your Character any one Hobby (see The Skills section) with a Rating of 3.

Improving Qualities

To raise a Quality by 1 point, spend DPs equal to that Quality's Current Rating plus 1.

Quick Cash

For 1 DP, you can buy your Character one hundred of whatever monetary unit is popular in your Character's when and where.*

* You may not do this if your Character has the Broke hose.

Let's make a Character

To start, we're going to need a name for our would-be alter-ego, I think that "The Great Unnamed One" will suit me fine.

Now for the Qualities, we have 17 points to work with: I'll go with POW-2, NIM-1, PER-1, INT-10, Charm-1 and Focus-2.

The Secondary Qualities: Brawn-0, and Cash, I'll save until the last.

The Great Unnamed One will have 1 Second Chance, and I'll use his INT rating to raise his beginning allotment of Development Points from 20 to 30.

I'll give him the Blind hose, raising his DPs by 16, from 30 to 46.

Next, I'd like to get him the Magic paranormal ability. That's going to cost 25 DPs. The Great Unnamed One now has 21 DPs left, and Magic-1 (kind of wimpy). I'll spend 20 DPs more (10 DPs per Rating Point) to get his Magic up to a 3. He has 1 DP left, and I'll buy him 1 point of Thaumaturgical Energy.

Lastly, for his Cash. The Great Unnamed One's highest rating is his 10 Intellect, so he'll start off with 1,000 Galactic Crowns, not too shabby.

Table 1 — Hoses Reference

Name of Hose	Bonus	Page
Aging Aunt Betty	12	6
Bad Odor	6 or 8	7
Broke	16	7
Can't Speak	8	7
Can't Swim	6 or 8	7
Disabled	16	7
Fate-Bound	20	7
Forgetful	8	7
Grotesque Appearance	4 or 6	7
Illiterate	4	7
Inept	16	8
Killer Looks	16 or 20	8
Malignant Gift	8	8
Midas Complex	16	8
Naïve	16	8
Narcolepsy	12	8
No Hands	4, 8 or 12	8
No Speaka Da Eenglish*	8	8
Odd	8	9
Regimen	6	9
Scary	6 or 8	9
Stalked	8 or 12	9
Unlucky	16	9
Weakness	20	9

Hoses in bold may be purchased more than once.

* May only be purchased during Character Creation.

Getting Hosed in the GWNN

What's wrong? You got all excited and ran out of Development Points long before you even reached the The Skills section, didn't you? That's OK, you can get a Development Point loan, but you'll have to Hose your Character. Hoses are no cake walk, but at least you won't have to worry about your Character being a completely unemployable schmuck who can't even drive a car to deliver pizzas.



How does it work?

Decide on which Hoses you'd like for your Character, and how many points of them—if we're talking about Point-Based Hoses here (see the individual Hose descriptions)—and add the BONUS to your Character's DP total.



How do I get rid of a Hose?

The time will come when your Character's Hoses start to get bothersome. No worries, you can simply pay off your loan: the Cost (in DPs) to get rid of a Hose is the same as the original Bonus.

If the original Bonus was on a per-point basis, the Hose may be reduced gradually or in a lump sum.

Aging Aunt Betty

BONUS: 12 DPs.

Characters with the Aging Aunt Betty hose are so emotionally dependent on their beloved, dear old "aunt Betty" that not even a successful Focus check will deter them from going so far as to lay their own lives down to protect and ensure the safety of their beloved, dear old, aging "aunt Betty".

Bad Odor

BONUS: 6 or 8 DPs.

Stinky-Winky, Venusian playboy millionaire (who smells simply awful to non-Venusians), sidles up to Bertha—a Birdwoman of Easter Island, at a crowded, noisy, smoky bar in bustling downtown New Quark (how the bar remained crowded and New Quark bustling with Stinky-Winky around is up for discussion).

“Heysh blaby, whash yoursh shine?” For this come -on to work, Stinky needs to roll a -2 (his Charm of 2—quite high for a Venusian—minus Bertha’s Focus of 4), impossible on a d6, and, because he smells SO bad, impossible even on a roll of 1-1/6. The birdwoman throws her drink in what passes for the Venusian’s face, and excuses herself to go powder her beak.

There are two levels of Bonus:

6 DPs if the Character is of a race that is generally deemed a foul-smelling race.

8 DPs if the Character smells bad to everyone.

The Hosed Character exudes a repulsive odor. In addition to any of numerous ill effects due to smelling bad all the time, Characters with the Bad Odor hose do not automatically succeed in Charm or Guile success checks when rolling a 1-1/6. This does not apply, however, to foul-smelling races interacting amongst themselves.

Broke

BONUS: 8 DPs.

Broke Characters lack the common sense, good luck and looks, money, resources, possessions, and/or will power necessary for anything but life in a cardboard box.

Can’t Speak

BONUS: 8 DPs.

Whether its due to a medical condition, a curse, or the lack of required mechanisms (for instance, it’s a rhododendron), a Character with Can’t Speak can’t speak.

Can’t Swim

BONUS: 6 or 8 DPs.

There are 2 levels of Bonus for this Hose:

6 DPs if the Character has Buoyancy Problems: does not naturally float in water or similar liquids.

8 DPs if the Character is an Unskilled Swimmer: cannot swim and will drown if not aided.

Disabled

BONUS: 16 DPs.

Disabled Characters are one of 3 things:

Blind

If a Blind Character tries to do something even remotely involving the phenomenon of sight, expect Negative Success Modifiers to the tune of -5, -10, -15, -20, maybe even higher.

Missing An Arm

Characters who are Missing An Arm will: have to make Success Checks when doing simple things like opening jars of peanut butter and carrying in the groceries, get Negative Success Modifiers whenever they attempt an action that would be easier with two arms (e.g. climbing trees, lifting, trick horseback riding, etc.), and not be able to do certain things at all that shouldn’t be possible without two arms (archery, pole vaulting and origami, to name a few). Oh, sure, the Character can try anyway, but then there should be a massive Negative Success Modifier.

Confined To A Wheelchair

Fate-Bound

BONUS: 20 DPs.

Characters with this Hose do not begin with a Second Chance, and cannot accumulate Yin or Yang.

Forgetful

BONUS: 8 DPs.

Also known as the “In One Ear And Out The Other” hose, Forgetful Characters are just that... Forgetful.

Grotesque Appearance

BONUS: 4 or 6 DPs.

Aside from being worth slightly less points (it’s easier to mask your appearance than your scent), this Hose functions in the same way as the Bad Odor hose.

There are two levels of Bonus:

4 DPs if the Character is of a race that is generally deemed “grotesque.”

6 DPs if everyone (even shrubs, for example) finds the Character “grotesque.”

Illiterate

BONUS: 4 DPs.

“Hgusgd Hgsf dagyjh gkjreih ng sjiuwj uhgdkugkkn Frasjhgdsjb khghgmmrii!”

If you could make neither hide nor hair of that, then you know what it’s like to be an Illiterate Character.

Inept

BONUS: 16 DPs per Point.

Tripping, falling, dropping things, breaking things, forgetting birthdays, we've all done it, but hopefully nowhere near as often as the Inept Character, the superlative Great Oaf.

The number of Points of Inept is the number of extra dice a Player must roll when performing Success Checks. The Player must then take the highest number rolled when determining success or failure.

* The extra dice are not used when re-rolling due to having rolled a 1 or a 6.

Killer Looks

BONUS: 16 DPs if the Character is of a race that has this Hose—it won't affect those of the Character's kind, or 20 DPs if the Hose affects everyone.

No, your Character's not a hottie-hot-hottie, but perhaps you've heard of the gorgons of legend and their deceased, decapitated sister, Medusa?

Like those ladies, a Character with this Hose has an appearance so terribly frightening that anyone or anything that looks at it must succeed in a Power or Focus check, or turn to slimy goop, dust or stone, die of fright, disintegrate, or have something equally undesirably fatal happen.

Malignant Gift

BONUS: 8 DPs.

* This Hose may only be adopted along with the purchase of a Paranormal Ability.

Every time the Hosed Character uses (successfully or not) its Hosed Paranormal Ability, a successful Power or Focus check must be made or the Character will pass out.

Midas Complex

BONUS: 16 DPs.

Whenever a Character with this Hose touches something or someone, something very bad is going to happen to that someone or something.

A Character touched by a Character with this Hose must succeed in a Power or Focus check, or fall victim to the Hose.

Naïve

BONUS: 16 DPs.

Characters with this Hose are innocent to the ways of the world.

They do not receive the free points of 0 Base Cost Skills, and are likely to be confounded by such things as can openers, toilets and the wheel.

Narcolepsy

BONUS: 12 DPs per Point (4 Pt. max.).

Any time a Player of a Character with Narcolepsy—also know as the "Dormouse" hose—performs a Success Check (depending upon the number of Points of the Hose) there's a chance that the Character will fall asleep instead of performing the desired action.

One Point:

On any roll of 5, re-roll, and, if it's a 1 or 6, the Character falls asleep.

Two Points:

On any roll of 4 or 5, re-roll, and, if it's a 1 or 6, the Character falls asleep.

Three Points:

On any roll of 3, 4 or 5, re-roll, and, if it's a 1 or 6, the Character falls asleep.

Four Points:

On any roll of 2, 3, 4 or 5, re-roll, and, if it's a 1 or 6, the Character falls asleep.

No Hands

BONUS: 4, 8 or 12 DPs.

Characters with this Hose are one of 3 things:

Missing Thumbs, 4 DP Bonus.

The Character will be able to grab things and carry things just fine, but should quickly find that some things are a bit more complicated without the benefit of a thumb.

Four-Legged, 8 DP Bonus.

No arms, no hands, and no walking around on two legs.

Snake-Like, 12 DP bonus.

No arms, no legs, maybe even a long slithery body.

No Speaka Da Eenglish

BONUS: 8 DPs.

* No Speaka Da Eenglish may only be adopted during Character Creation.

Perhaps your Character is a Japanese hit man, or an ancient and powerful sorcerer working nights at a convenience store to make some extra cash, or a native of Turkmenistan...

Although English is the most commonly spoken language throughout this cosmos, a Character with this Hose doesn't speak it.

Odd

BONUS: 8 DPs.

Odd Characters are curios: furry beasts with pointy ears, copper-plated aliens gazing from "indiglo" eyes, blurry images accompanied by a buzzing hum, strange creatures nobody has seen before, and, as such, Odd Characters will draw crowds of gawkers.

Odd Characters' Charm and Guile checks are always made with at least 1 Negative Success Modifier.

Regimen

BONUS: 6 DPs.

Pro wrestlers, martial artists, particle physicists, they all have to work hard to keep abreast of the competition, even harder if they want to get ahead. Characters with this Hose are those kind of people, obsessed with their calling and determined to be the best.

Half of all accumulated DPs must be spent on a specific Quality, Skill or Paranormal Ability (specified when this Hose is adopted).

Scary

BONUS: 6 DPs if the Character is of a race that is scary—it won't work on others of the Character's kind—or 8 DPs if the character is scary to everyone.

Like the slithering tongue beast of Watsu-Wengo, a Character with this Hose has an appearance or aura that other beings find disharmonious and extremely troubling: perhaps the Character flickers slightly, is composed of unnatural geometries, emits a panic-striking pheromone, or is just plain scary.

Effects: witnesses of a Scary Character must either succeed in a Focus check or exhibit some sort of fear response: running, screaming, fainting, soiling one's undergarments, all of the above, etc.

Stalked

BONUS: 8 or 12 DPs.

For whatever reason, somebody's out to get the Character with this Hose.

There are two levels of Bonus:

The "Escaped Lab Animal / You Owe Me Money" level (8 DPs): if the Hosed Character is wanted for some reason by an individual or group of individuals.

The "Frankenstein Monster" level (12 DPs): if an individual or group of individuals is out to ruin or end the Hosed Character's life.

Unlucky

BONUS: 16 DPs per Point (4 Pts. max.).

Normally, when a 6 is rolled for a Success Check, a Player must re-roll, and, on a 1 or 6, something bad happens. Not with the Unlucky Character...

Depending on the number of Points of Unlucky, the chances that a re-roll will indicate something bad happening increases:

One Point: A re-roll of 1,5 or 6.

Two Points: A re-roll of 1, 4, 5 or 6.

Three Points: A re-roll of 1, 3, 4, 5 or 6.

Four Points: Any Success Check die roll of 6 automatically indicates that something bad has happened.

* This Hose also affects re-rolls called for by the Narcolepsy hose.

Weakness

BONUS: 20 DPs.

Characters with a Weakness can be killed by some common substance.

If the Hosed Character is splashed, dashed, sprayed, drizzled, dunked into, drenched by, or covered with the substance it has a Weakness to, the Character must succeed in a Focus or Power check or die.

Some Weakness Suggestions:
sunlight, water, salt, plastic, iron, silver, wood.

Creating The Jack-Of-All-Trades or The Talentless Fop?

Somewhere along the line your Character may have done something with its life other than sit on a couch and watch the batsu-ball playoffs on his or her plasma TV (if not, you may want to disregard this Section as a whole). Skills make Characters well-rounded and give them a degree of employability if the bottom were to ever fall out of the Financia Stock Exchange. Being Skilled can also prevent such ranking barbs as embarrassment at one's inability to parallel park without creating heinous gridlock and stress while navigating the streets of Confusion's capital.



How do I get Skills for my Character?

To purchase a Skill, you must spend Development Points equal to the Skill's Base Cost. Doing this will give your Character a Rating of 1 in that Skill. This means, simply, that you must roll a 1 on a six-sided die to have your Character successfully use the Skill. If those odds don't sound too good, fear not... Skill Ratings may be raised using Development Points.

* Some Skills; specifically, those listed in bold on Table 2, have a Base Cost of 0. Characters automatically begin with free Rating Points of the 0 Base Cost Skills derived from the Character's Qualities (with a minimum of 1), as listed on Table 2 and in the various Skills' descriptions. For example, the Free Points for the Hida and Sneak skill are equal to a Character's Perception. It's important to record the Ratings of all of the 0 Base Cost Skills during Character Creation. These Skills are frequently used, and it will save you the pain of constantly having to look them up in the midst of play.



How do I improve Skill ratings?

To improve a Skill Rating consult the handy Skills Reference Table. Each Skill has a number listed in the Cost To Raise column. To improve a Skill by 1 Rating Point, pay Development Points equal to the number in its Cost To Raise column.

Skill Descriptions.

After perusal of this Section, you may be thinking that some of the Skills seem to be ridiculously all-encompassing... While it may seem strange that someone be equally adept at riding a bike as piloting a Venusian Radon XII Battle Cruiser, that's just the spirit of The Game With No Name.

Table 2 — Skills Reference:

Name of Skill	Base Cost in DPs [Free Rating Points]	Cost to Raise	Ref. Page
Academia	10	6	10
Brawl	0 [NIM]	2	11
Doctor	5	4	11
Guile	0 [Charm]	2	11
Hanky-Panky	10	6	11
Hide and Sneak	0 [PER]	2	11
Hobby*	5	2	11
Manage Animals	0 [Focus]	2	11
Manage Vehicles	0 [NIM]	2	11
Martial Arts	5	4	12
Melee Weapons	0 [NIM]	2	12
Mystical Studies	5	4	12
Orientation	5	4	12
Repair	5	4	12
Science	20	10	12
Shoot	0 [NIM]	2	12
Thrown Weapons	0 [NIM]	2	13

* A specific Hobby must be selected at the time of purchase. See the Skill's description for suggestions.

Academia BASE COST: 10 DPs.
COST TO RAISE: 6 DPs / Rating Point.

Possessing this Skill signifies that the Character has acquired a high degree of formal education with a focus on liberal arts studies. Note that, unlike the Science skill, Academia does not give the Character a full functioning knowledge of the inner-workings of the cosmos, Characters with this Skill function more as libraries than laboratories, they are sources of information and factoids, but not creators of new knowledge.

Subjects of expertise include, but are not limited to: anthropology, pre-Golordrian archaeology, Abyssmal architecture, business and commerce, galactic macroeconomics, pan-dimensional literature, Grazian geography, Pubian history, Venusian law, utopian philosophy, political science, and Jovian theology. As a general rule of thumb: most major degrees offered by a university's college of arts are covered by the Academia skill.

Brawl BASE COST: 0 DPs.
FREE RATING POINTS: Nimbleness.
COST TO RAISE: 2 DPs / Rating Point.

This Skill incorporates all forms of self-defense, martial arts, and general physical aggression.

The Brawl skill may be resisted with the Brawl skill.

Doctor BASE COST: 5 DPs.
COST TO RAISE: 4 DPs / Rating Point.

This Skill is a more affordable version of some of the stuff offered in the Science skill; specifically, first aid, CPR, plastic surgery and the like.

Guile BASE COST: 0 DPs.
FREE RATING POINTS: Charm.
COST TO RAISE: 2 DPs / Rating Point.

This is the art of the con man, used spacecraft salesperson, and parsec-long-distance phone service representative. It is used when a Character tries to influence the actions of others through deceit, subtlety and persuasion.

In defense, a victim may use its Intellect to resist.

Hanky-Panky BASE COST: 10 DPs.
COST TO RAISE: 6 DPs / Rating Point.

Cracking electronic security systems, picking pockets, hot-wiring police vehicles, forging dignitary's signatures, picking locks, money laundering, embezzlement, political campaign funding, the nefarious, mayhap larcenous, possibilities are endless.

A Few Potential Negative Success Check Modifiers—

-5: Attempting to use this Skill without appropriate equipment.

-Victim's PER: In cases where a victim is involved, such as when a grocer receives a counterfeit shampoo coupon, s/he/it may resist with his/her/its Perception.

Hide and Sneak BASE COST: 0 DPs.
FREE RATING POINTS: Perception.
COST TO RAISE: 2 DPs / Rating Point.

A Character uses this Skill either when attempting to conceal her/it/himself or an object, or when trying to move around without being seen, heard, or smelled, etc.

In situations where a Character has failed a Hide and Sneak check, or is actively searching for hidden people, plants, animals and/or things, a Perception check should be allowed in order to notice the failed Hide and Sneaker, or find whatever is being sought. In the case of searching, the Perception check should be negatively modified by the hider's Hide and Sneak rating, assuming they succeeded at their Hide and Sneak check in the first place.

Hobby BASE COST: 5 DPs.
TO RAISE: 2 DPs / Rating Point.

* At the time of purchase, a Player must decide what their Character's Hobby is, see below for some suggestions.

Even in The Game With No Name universe, there can be long gaps between campaigns, escapades, excursions, and trips to the Laundromat, maybe your Character does something to entertain itself during these times...

Some Hobby Suggestions: gourmet cooking, botany, computers, dancing, fencing, glass blowing, musical composition, painting, potion brewing, philately, pottery, rock collecting, sculpture, tailoring, the tuba, wood carving, writing.

Manage Animals BASE COST: 0 DPs.
FREE RATING POINTS: Focus.
COST TO RAISE: 2 DPs / Rating Point.

Darn Jovian zebra thrown you one too many times? Mauve rhino on your tail? Manage Animals allows for the care, handling, and riding of all types of animals, domesticated and non.

An animal may resist being Managed with its Focus rating, see the Game Mastering Section for information on Contempt.

Manage Vehicles BASE COST: 0 DPs.
FREE RATING POINTS: Nimbleness.
COST TO RAISE: 2 DPs / Rating Point.

This is a measure of a Character's adeptness behind the wheel, console, helm, stick, rudder, handlebars, control panel, etc.

The Manage Vehicles skill may be used to resist attacks while Managing a Vehicle.

Martial Arts

BASE COST: 5 DPs.
COST TO RAISE: 4 DPs / Rating Point.

The following outlines the various applications of this Skill:

Artillery: Characters are versed in the use of all types of field artillery from the catapult and other classical siege weaponry, to the more civilized mortar and howitzer.

Demolitions: The Character with this Skill has a fundamental understanding of the strategic and industrial uses of explosives, fuses, timers, radio detonators, blasting caps, and related devices.

Weapon Systems: This Skill covers the use of Vehicular Weapon Systems, and Mobile and Stationary Weapon Systems that do not presuppose a direct visual contact between user and target.

NOTE: this Skill has nothing to do with Kung Fu, refer to the Brawl skill for that.

Melee Weapons

BASE COST: 0 DPs.
FREE RATING POINTS: Nimbleness.
COST TO RAISE: 2 DPs / Rating Point.

Look around you... Just about anything you see could be used as a melee weapon. Sure, if push comes to shove, you'd rather have an Electroshock 900 v Serrated Poly-Steel BattleAxe, but the leg of that table over there would do too.

This Skill is used when attacking with any close-quarters weapon: knives, pistol butts, Thor's Hammer, "light-up swords," nunchaku and other unpronounceable instruments of death and destruction seen in martial arts films, etc.

This Skill may be resisted with the Brawl or Melee Weapons skill.

Mystical Studies

BASE COST: 5 DPs.
COST TO RAISE: 4 DPs / rating point.

A Character with this skill is versed in occult lore, paranormal happenings, and magical legends.

A Mystical Studies check should be modified by the relative obscurity of the knowledge sought, for example: while most people in the know could tell you about the lifecycle, feeding habits and soft drink preference of the parasitic Abyssmal shadow demons, few have ever heard of the curse of Quark's Tin Crown of the Ancients or even of the Crown itself.

Orientation

BASE COST: 5 DPs.
COST TO RAISE: 4 DPs / Rating Point.

Characters with this Skill feel right at home in the Great Outdoors, and will be able to:

Navigate: With the use of charts, the position of the Horse-Head Nebula, the general proximity to the First Bank of New Quark, and a successful Skill check, the character can plot an efficient course, find a foreign exchange bureau, un-lose themselves, etc.

Survive: The Character will have the knowledge and ability to forage for all the basic necessities of life (food, shelter, satellite TV), even in the bleakest of environs.

Track: The Character may perform an Orientation check to try to pick up the trail of people, animals, or vehicles that have passed through a given area.

Repair

BASE COST: 5 DPs.
COST TO RAISE: 4 DPs / Rating Point.

This Skill covers the in-depth repair of electrical and mechanical Do-Hickeys.

A successful Check will affect the repair of a broken, malfunctioning or plain just-not-working Do-Hickey.

Science

BASE COST: 20 DPs.
COST TO RAISE: 10 DPs / Rating Point.

A Character with this Skill has spent a long time studying the Hard Sciences: electrical engineering, computer science, genetic engineering, Grindi bear anatomy, medicine, microbiology, Nightmarian zoology, non-Euclidean geometry, organic chemistry, physiology, quantum mechanics, statistics, thermal physics, etc. The Game With No Name Scientist has a full-functioning knowledge of the inner-workings of the cosmos, and can use and abuse it as he wills. Sheep clones, cold fusion, teleportation pods, faster than light travel, comet trajectories, non-carcinogenic tobacco, and next year's weather are common topics at the Scientist's dinner table.

* Characters with this Skill have access to the Doctor and Repair skills, no purchase necessary.

Shoot

BASE COST: 0 DPs.
FREE RATING POINTS: Nimbleness.
COST TO RAISE: 2 DPs / Rating Point.

This Skill is used when a Character employs handheld projectile or energy weapons. Such applicable arms include peashooters, composite bows, light machine guns, and key-chain laser pointers.

The Shoot skill may be resisted with the Nimbleness quality.

Thrown Weapons	BASE COST: 0 DPs.
	FREE RATING POINTS: Nimbleness.
	COST TO RAISE: 2 DPs / Rating Point.

Characters use this skill when hurling knives, grenades, baseballs, tomahawks or other thrown weapons.

The Thrown Weapons skill may be resisted with the Nimbleness quality.

“There are more things in heaven and earth, Horatio, than are dreamt of in your philosophy.”

Bending spoons, disappearing fighter squadrons, demonic possession, ESP, floating fakirs... Perhaps not in the “real world,” but, in the world of The Game With No Name? Well, do you really have to ask ?

Check out Table 3 for a list of all the really cool paranormal things you can have your Character be able to do, for a price, of course...



How do I get Paranormal Abilities for my Character?

Purchasing Paranormal Abilities is exactly like purchasing Skills, except that there are no 0 Base Cost Paranormal Abilities.



How do I improve Paranormal Ability Ratings?

This also works like Skills: consult the handy Paranormal Ability Reference Table.

Table 3 — Paranormal Abilities Reference:

Name of Paranormal Ability	Base Cost in DPs	Cost to Raise	Ref. Page
Blow Things Up	25	10	14
Create	25	10	14
E.S.P.	15	6	14
Environment Control*	20	8	14
Heal	15	6	14
Magic	25	10	14
Mind Control	20	8	14
Psychokinesis	20	8	14
Teleport	20	8	14

* A specialization must be selected at the time of purchase. See the Paranormal Ability description for suggestions.

Blow Things Up

BASE COST: 25 DPs.
COST TO RAISE: 10 DPs / Rating Point.

For just 25 DPs, and a successful Check, your Character could be blowing up anything and everything it sees; imagine, if you will, never waiting in lines, all the best parking spots, no more annoyingly-barking dogs...

A Blow Things Up check may be resisted using Focus, Power, or Contempt.

Create

BASE COST: 25 DPs.
COST TO RAISE: 10 DPs / Rating Point.

A Character with this Paranormal Ability is able, with no outside assistance whatsoever, to create anything. With a successful Check, of course.

Environment Control

BASE COST: 20 DPs.
COST TO RAISE: 8 DPs / Rating Point.

* You must choose an Environmental Aspect at the time of purchase, see below for some suggestions.

This Paranormal Ability grants its wielder some degree of control over some aspect of the cosmos.

If a Character uses its Environment Control in an attempt to push, beat, knock down, or otherwise treat maliciously, someone or something, the target of this aggression may resist with its Power or Nimbleness, as is deemed appropriate by the Game Master.

Some Suggestions: wind, water, plant life, electricity, time, rock, soil, weather.

E.S.P.

BASE COST: 15 DPs.
COST TO RAISE: 6 DPs / Rating Point.

This Paranormal Ability allows a Character to be aware of things that it should not be able to know through use of its five senses: things that haven't happened yet, things others are thinking of, things that happened a googol miles away and five millennia ago, whether trees that fall in forests with no witnesses actually make a "crash," etc.

Attempts made to know the thoughts of others through the use of this Paranormal Ability may be resisted with the Focus quality.

Heal

BASE COST: 15 DPs.
COST TO RAISE: 6 DPs / Rating Point.

With this Paranormal Ability a Character will be able to heal others and/or itself by the "laying on of hands."

Magic

BASE COST: 25 DPs.
COST TO RAISE: 10 DPs / Rating Point.

With the Magic paranormal ability your Character can do whatever it wants to. Assuming a successful Magic check; but, before any Magic check, a Character must first succeed in a Focus check (with whatever Modifiers will affect the Magic check) or the Character cannot make the Magic Check.

Faced with all the denizens of several major religions' Bad Places, Margot Tumble elects to use her Magic to travel back to her cozy apartment; a -2 Success Modifier is decreed. Before she can roll to try to go home, she'll need to succeed in a Focus check with a -2 Success Modifier.

If a Character uses its Magic in an attempt to affect someone or something, the target may resist with whatever Rating the Game Master deems appropriate.

Mind Control

BASE COST: 20 DPs.
COST TO RAISE: 8 DPs / Rating Point.

The perfect Paranormal Ability for those with an autocratic streak. With it your Character will be able to control, with a successful Check, the thoughts, actions and emotions of such things as domesticated primates, bichon frisé, common cuttlefish and sequoias.

Mind Control may be resisted with Focus or Contempt.

Psychokinesis

BASE COST: 20 DPs.
COST TO RAISE: 8 DPs / Rating Point.

A Character with this Paranormal Ability may attempt to perform physical actions using the power of its mind alone.

Victims of this Paranormal Ability may resist with whatever Rating the Game Master deems appropriate.

Teleport

BASE COST: 20 DPs.
COST TO RAISE: 8 DPs / Rating Point.

No change for the bus? Spaceline fares got your character down? Plutonium fuel rod prices through the roof? No worries, with Teleport your Character can instantaneously transport itself, others and/or inanimate objects from one place to another.

Unwilling Teleport-ees may resist being Teleported with Focus or Contempt.

“Everything is beautiful in its own way.”

Birds fly, earwigs pinch, slime molds ooze, Tasmanian devils kick butt... Endowments are special features that allow your Character to do strange, wonderful, and fantastic things. Unlike Qualities, Skills and Paranormal Abilities, a Character can always rely on its Endowments, no Success Check is required for them to function, unless, of course, that Character is pushing the bounds of common sense, like trying to fly at 90 mph through a forest during a white-out.

Your Character can have wings, be a bird or even the Missing Link; Endowments can help a Character out in a pinch, let it break so many natural laws it's not even funny, get it on the front page of all the tabloids, and are just downright cool, check 'em out.

Table 4 — Endowments Reference

Name of Endowment	Cost in DPs	Ref. Page
Affiliation	5	16
Alter State	5 or 10	16
Amass	10 or 15	16
Ambidexterity	10	16
Armor	5	16
Burrow	2	16
Companion	5	17
Demass	5, 10 or 15	17
Doppelgang	5 or 10	17
Enlarge	5, 10 or 15	17
Extra Arm	5	17
Flight	2 or 5	17
Gifted*	20	17
Grasper	2	17
Habitat	See description	18
Hold Breath	1	18
Imperceptibility	5, 10 or 15	18
“In”	2	18
Jekyll and Hyde	15	18
Jump	2	18

* May only be purchased during Character Creation.

Endowments in bold may be purchased more than once.

Name of Endowment	Cost in DPs	Ref. Page
Lucky	15	18
Magical	5	18
Malleability	15	18
Multiply	15 or 20	18
Natural Weapon	5	19
Object	See description	19
Padding	5	19
Polyglot	5 or 10	19
Pouch	2	19
Prehensile Feet	5	19
Quick Draw	2	19
Regeneration	10	20
Reputation	2 or 5	20
Rich	10 or 20	20
See-In-The-Dark	5 or 10	20
Setae	2	20
Shape Change	5 or 10	20
Shrink	2, 5 or 10	20
Sixth Sense	20	21
Skeptic	10	21
Speedy	5	21
Swim	2	21
Vehicle	5	21-24

Endowment Descriptions

If you want your Character to be able to leap tall cooling towers in a single bound (possibly picking up an Endowment or two doing so), to be faster than a speeding bullet train, maybe to be a member of the Justice League of Sneedle, or even to be able to sense impending danger because he was bitten by a radioactive cockroach... Excuse the superhero references, your Character doesn't have to be a superhero or a super villain, unless that's what you want.

Although the Endowments may, at times, appear like so-called Super Powers, they need not be explained away as such: Maybe your Character's an alien, or an extremely skilled martial artist, or a mutant rhesus monkey, maybe an obscure Greek god, or hyperintelligent mold spore, or unkillable cockroach, or giant amoeboid mass, or Nobel Prize winning rocket scientist... Take a moment to explain why your Character has its Endowment or Endowments, it's half the fun.



How do I get Endowments for my Character?

Buying an Endowment is quite simple, just pay DPs equal to its Cost, and you've got it.

There are some Endowments, listed in bold on Table 4, that can be purchased more than once, some of which, like Amass and Armor, you buy Points of.

Affiliation COST: 5 DPs per Affiliation.

Have you ever wanted to be a member of the FBI or CIA, doing secret government work? What about the mysterious Church of Scientology, or the little spoken of Canadian Security Intelligence Service?

Live vicariously through your Character as it receives sensitive information and special equipment, assassinates foreign dignitaries, goes on impossible suicide missions, and possibly even gets paid.

Alter State
COST: 5 DPs per State a Character can change into; 10 DPs per State, if a Character's Personal Stuff changes State also.

Change from solid to liquid, liquid to gas, gas to solid or vice versa. Count Dracula could do it, ice does it when melting, and, with this Endowment, your Character can too.

The different States are discussed in Appendix 1.

Amass
COST: 10 DPs per Point, if it is always on; or 15 DPs, if the Character can turn it on and off.

The rock lobsters of the planet Arenaceous' dune ocean have it, so does Dr. Ken Fern, of Nightmaria University's Metallurgy and Alchemy Department, whose body, in a freak laboratory accident, absorbed over five hundred pounds of refined metals... This Endowment increases a Character's weight, but not size.

For each Point of Amass a Character's Brawn is increased by 1.

Ambidexterity COST: 10 DPs.

Characters with this Endowment can use both of their hands equally well.

* Although not listed in bold on Table 4, this Endowment may be purchased more than once if a Character has more than two hands thanks to the Extra Arm endowment.

* For a more specific use of this Endowment see The Ambidexterity Endowment segment in the Game Mastering—Combat section (p. 38).

Armor COST: 5 DPs per Point.

Any attempt to injure a Character that possesses the Armor endowment receives a -1 Success Check Modifier per point of Armor.

Burrow COST: 2 DPs per Point.

Ground squirrels destroying your Character's lawn? Gophers ruining its favorite golf course? Have your Character go after the pesky varmints itself...

The first Point of this Endowment allows a Character to burrow at a speed equal to half of its Power in miles per hour.

For each Point of this Endowment above 1, add 1 to the speed at which the Character can burrow.

* A Power check may be required, Negative Success Modifier possible, if a Character tries to burrow through something other than soil (granite, for instance).

Companion

COST: 5 DPs per Companion.

Whether a relative, spouse, friend, roommate or sidekick, this Endowment is a great way to make those DP-expensive Skills, Paranormal Abilities and Endowments more affordable.

You get 11 points to spend on your Character's Companion's Qualities, 9 points if the Companion is an animal (has Contempt instead of INT and Focus): use these points the same as you did with your Character during Character Creation.

If a Companion is Hosed, only half the normal Bonus will be received.

* Companions may not be Hosed with Fate Bound.

Any Companion-related DP Costs are halved.

Companions do not get a Second Chance, or collect Yin or Yang.

Demass

COST: 5 DPs, if it is always on; 10 DPs, if the Character can turn it on and off; or 15 DPs, if the Character's Personal Stuff becomes Demassed also.

Demass is the exact opposite of the Amass endowment, it makes a Character lighter without changing the Character's size; because as something loses weight and not size it becomes less solid, Characters with this Endowment may slip their bodies through solid objects, slip solid objects through their bodies (without any of the various injuries often associated with this), and walk on water or air.

Doppelgang

COST: 5 DPs; 10 DPs, if the Character's Personal Stuff can alter appearance also.

A great way to sneak by nagging security guards and get into exclusive shindigs uninvited, Doppelgang lets a Character alter its appearance so as to appear as if it were someone else.

Enlarge

COST: 5 DPs per Point, if it is always on; 10 DPs, if the Character can turn it on and off; or 15 DPs, if the Character's Personal Stuff Enlarges also.

For each Point of Enlarge:

Add 3 feet to a Character's height.
Add half of the Character's original Power to its Power.

* A Character with Points of Enlarge that are Always On may have its POW improved at half the normal DP Cost.

Extra Arm

COST: 5 DPs per Extra Arm.

* This Endowment may not be purchased for Characters Missing An Arm due to the Disabled hose.

A Character receives a +1 Success Modifier, per Extra Arm they possess, whenever attempting to climb, grab, hold onto, and/or pull someone or something.

Flight

COST: 5 DPs per Point; 2 DPs, if the Character uses wings to fly.

The first Point of this Endowment allows a Character to fly at a speed equal to 10 times its Power (if the Character uses Wings or something like Gas Propulsion to fly), or 10 times its Focus (if the Character uses something like Telekinesis to fly), in miles per hour.

* For each Point of Flight above 1, add 10 to the speed at which a Character can fly.

Due to technical difficulties, Wings cannot be used for Flight in the vacuums of space and outer space. Only Characters who rely on Non-Winged Flight modes will find this Endowment to be a feasible means of transportation through said environment.

Gifted

COST: 20 DPs per Point.

* This Endowment may only be purchased during Character Creation.

Each Point of Gifted affects one of the following: a Quality (and all 0-Cost Skills associated with it), a non-0-Cost Skill, or a Paranormal Ability (chosen at the time Gifted is purchased).

Whenever a Player with a Gifted Character makes a Success Check using a Gifted Quality, Skill, or Paranormal Ability, extra dice should be rolled (1 extra per Point of Gifted), and the lowest number of all dice rolled used to determine success or failure.

* This Endowment may not be combined with the Inept hose.

* Gifted may be purchased for a Paranormal Ability, or non-0-Cost Skill whether or not a Character currently possesses the Skill or Paranormal Ability.

Grasper

COST: 2 DPs per Grasper.

This might be a tentacle, a pseudo pod, a prehensile tail, even a really long tongue. In all respects it will function exactly as the Extra Arm endowment (including being able to be made Ambidextrous, and not being available to Character's Missing An Arm), except that the Grasper will have no thumb or thumb-like appendage.

Habitat

COST: 5 DPs per Habitat type, 2 DPs for Hardy Breathing Apparatus.

This Endowment allows a Character's range and breadth of its habitat to be increased, choose from:

Airless, Hardy Breathing Apparatus, High Pressure, Vacuum, Hot and Cold.

* For more information on the different Habitat-Types, see Appendix 2.

Hold Breath

COST: 1 DP per Point.

The first Point of Hold Breath allows a Character to hold its breath for a number of minutes equal to its Power or Focus.

For each Point of this Endowment above 1, add 1 to the amount of time that a Character can hold its breath.

Imperceptibility

COST: 5 DPs (if it is always on), 10 DPs (if the Character can turn it on and off), or 15 DPs (if the Character's personal stuff becomes Imperceptible also).

The Imperceptibility endowment allows a Character to become Invisible; however, an Invisible Character will give off tell-tale signs of its presence (a shadow, heat signature, odor, and noises, for instance), and be detectable by Characters with the Advanced See-In-The-Dark endowment.

"In"

COST: 2 DPs per "In".

A Character who is "In" has its finger on the pulse of some Group or "Scene," able to ID key players, scrounge for information and generally weasel about.

Some "In" Suggestions:

The Military-Industrial Complex, Espionage, The Eastern Orthodox Church, The Police, The Fast Food Industry, or any organizations listed in the Affiliation endowment description.

Jekyll and Hyde

COST: 15 DPs.

Characters with this Endowment do not lose Yin upon gaining Yang, or vice versa, they may possess points of both simultaneously.

Jump

COST: 2 DPs per Point.

The first Point of this Endowment allows a Character to make jumps, without injuring itself, of up to 10 times its Power in feet.

For each Point above 1, add 5 to the distance the Character can Jump.

Lucky

COST: 15 DPs per Point (4 Pts. max.).

Normally, when a 1 is rolled for a Success Check a Player gets to re-roll, and, on a 1 or 6, not only is the Check a success, but something good, beyond mere success, unexpectedly happens. With a Lucky Character, things are different...

Depending on the number of Points of Lucky, the chances that a re-roll will indicate something unexpectedly good happening increases:

1 Point—A re-roll of 1, 5 or 6.

2 Points—A re-roll of 1, 4, 5 or 6.

3 Points—A re-roll of 1, 3, 4, 5 or 6.

4 Points—Any Success Check die roll of 1 indicates automatic success, and that something unexpectedly good has happened.

Magical

COST: 5 DPs.

There are certain Moments in the Cycles of Time that hold mystical significance. There are certain Places in the Cosmos that are like Occult Energy Sponges™. At these Times, and in these Places, wielders of the Magic paranormal ability will find themselves pleasantly drenched in Positive Success Modifiers.

A Character with this Endowment has all of its Ratings increased or decreased by whatever Modifiers are currently affecting Magic paranormal ability Checks.

Malleability

COST: 15 DPs.

Malleable Characters are stretchy and rubber-like, able to squeeze through cracks in walls, beneath doors, and things like that.

Just how far a Character with this Endowment can actually stretch itself may or may not require a Power check (with or without a Negative Success Modifier) depending on the amount of stretching involved.

Characters with this endowment receive two Points of the Padding endowment.

Multiply

COST: 15 DPs; or 20 DPs, if the Character's Personal Stuff Multiplies also.

This Endowment allows a Character to make a number of exact Copies of itself equal to its Points of Multiply.

- * The Original Character does not share its Multiply endowment with any of its Copies.
- * The Original, and any Copies share the Original's DPs, Second Chances, and Yin/Yang.
- * If a Copy dies, the Original will lose a Point of Rend.

Natural Weapon

COST: 5 DPs.

Spines, Eye Beams, Malignant Brainwaves, Teeth and Claws, Fiery Breath...

A Natural Weapon is one of 3 things:

A **Body Part** that a Character will use its Brawl skill to hit with, using its Brawn (if any) as a Modifier.

* Body Part Natural Weapons begin with a Damage Modifier of 1.

Some sort of **Ranged Weapon** that a Character will use its Shoot skill to hit with.

A **Mental Weapon** that a Character will use its Focus to hit with.

* A Mental Natural Weapon may be resisted with Focus, Power or Contempt.

THE NATURAL WEAPON SMORGASBORD:

Being a list of additional costs and options for your Character's Natural Weapon.

COST: 5 DPs per point of Damage Modifier.

COST: 10 DPs if the Natural Weapon can cause some sort of Special Effect, for example: make its victim fall asleep, go blind, laugh uncontrollably, become paralyzed.

Object

COST: See below.

Whether it's a High-Tech Computer System programmed with the Magic paranormal ability, an Arcane Library of Ancient Tomes with the Science skill, or a pair of socks with the Armor endowment, like the Companion endowment, this one is also a great way to make DP-expensive Skills, Paranormal Abilities and Endowments more affordable.

Any of a Character's Skills, Paranormal Abilities or Endowments that require an Object of some sort for use, Cost only half of their normal amount (Minimum Cost: 1 DP).

* If a Body Part Natural Weapon is purchased as an Object, a Character will use its Melee Weapons (instead of Brawl) skill to attack with it.

Padding

COST: 5 DPs per Point.

Any Power checks made to remain alive due to collisions or falls are made with a +1 Success Modifier per point of Padding.

Polyglot

COST: 5 or 10 DPs.

* This Endowment will not help a Character with the No Speaka Da Eenglish hose.

Polyglot (5 DPs) denotes fluency in all spoken languages.

Advanced Polyglot (10 DPs) denotes fluency in all modes of communication, even non-human ones.

Pouch

COST: 2 DPs.

A Pouch is a compartment somewhere on a Character's body, measuring roughly 1 foot by 1 foot or smaller.

Prehensile Feet

COST: 5 DPs.

* This Endowment may not be adopted for Characters Missing An Arm due to the Disabled hose, and vice versa.

Characters with Prehensile Feet (that is, with thumbs or thumb-like appendages on their feet) can use their feet as well as their hands.

Quick Draw

COST: 2 DPs per point.

A Character with the Quick Draw endowment will always act first in Combat. If there is more than one Character with Quick Draw, the Character with the most Points of the Endowment goes first (ties go to the Character with the highest Nimbleness).

Regeneration

COST: 10 DPs.

A Character with this Endowment will grow back lost limbs and organs, and, as long as its body is more-or-less intact, will even recover from being dead.

Reputation

COST: 2 or 5 DPs.

If a Player wants their Character to be well-known, but not too terribly well-known: by name only, or among a very specific group of people (movie buffs, romance novel enthusiasts, or interior decorators, for instance), the Cost will be 2 DPs.

Characters whose names are a household word and have their face commonly appear on the front page of newspapers, who are teen heartthrobs, wanted intergalactic terrorists, or something equally grandiose, have a Reputation with a Cost of 5 DPs.

Rich

COST: 10 or 20 DPs.

* This Endowment may not be combined with the Broke hose.

Well-To-Do (Cost: 10 DPs) Characters have enough cash on hand to cover pretty much any eventuality, and a bevy of toys with which to entertain themselves, within reason: no estates and mansions, luxury space yachts, experimental weaponry or the like.

Filthy Rich (Cost: 20 DPs) Characters have houses at the beach, houses in the country, houses in the hills, houses in the city, houses, houses and more houses. They have planets, expensive cars, luxury space cruisers, chauffeurs for their expensive cars and luxury space cruisers, condos on resort planets, more houses, and wait staff for all those houses. In fact, if there's something a Filthy Rich Character doesn't have, it's because they haven't thought of having it yet.

See-In-The-Dark

COST: 5 or 10 DPs.

* This Endowment may not be purchased for a Character that is Blind due to the Disabled hose.

See-In-The-Dark (5 DPs) allows a Character to be able to see perfectly in all but complete darkness.

Advanced See-In-The-Dark (10 DPs) allows a Character to be able to perceive its surroundings, even in complete and utter darkness.

Setae

COST: 2 DPs.

A character with this Endowment is able to climb smooth and vertical surfaces, and even cross ceilings with ease.

Shape Change

COST: 5 DPs per Shape; 10 DPs, if the Character's Personal Stuff changes also.

This Endowment allows a Character to take on a different shape than normal. Designing a Character's other Shape is a lot like designing a Character in the first place:

The other Shape will need its own POW, NIM, PER, and Charm, 11 points are allotted to spread around.

* At least 1 point must be put in each of the Four.

A Character's Intellect and Focus do not change with its Shape.

A Character's other Shape(s) will share any of the following Hoses with the original: Aging Aunt Betty, Bad Odor, Broke, Fate-Bound, Forgetful, Illiterate, Malignant Gift, Midas Complex, Naïve, Narcolepsy, No Speaka Da Eengrish, Regimen, Scary, Unlucky, and Weakness.

A Character's Shape(s) will share any non-0 Base Cost Skills, and the Guile skill.

A Character's Shape(s) will share any of the following Endowments: Gifted (on Intellect, Focus, Paranormal Abilities and/or any of the above Skills, only), Jekyll and Hyde, Lucky, Magical, Natural Weapon (Mental Weapon only), Polyglot, Regeneration, Shape Change, Sixth Sense and Skeptic.

A Character's Shape(s) will share any Paranormal Abilities.

Shrink

COST: 2 DPs per Point, if it is always on; 5 DPs, if the Character can turn it on and off; or 10 DPs, if the Character's Personal Stuff Shrinks also (3 Pts. Max.).

The first Point of Shrink:

Halves a Character's height.
Halves a Character's Power.

The second Point of Shrink:

Shrinks a Character to about the size of a rat.
Lowers a Character's Power to whatever its Brawn would normally be.

The third Point of Shrink:

Shrinks a Character to about the width of a strand of human hair (about 100 micrometers). At this size, a Character will be, physically, of little or no consequence, and more-or-less able to go about its business unnoticed by the cosmos at large.

* A Character with Points of Shrink that are Always On has its POW improved at double the normal DP Cost.

Sixth Sense

COST: 20 DPs per Point.

For each Point of Sixth Sense, a Player may add or subtract 1 to or from all die rolls made by or against his or her Character.

Skeptic

COST: 10 DPs.

A Character with this Endowment may double any of its Ratings when resisting the effects of a Paranormal Ability.

Speedy

COST: 5 DPs per Point.

A Speedy Character can type, read, do the dishes, use the bathroom, etc., at astonishing speeds, and run at a speed equal to 10 times its Power in miles per hour.

* For each Point of Speedy above 1, add 10 to the speed at which a Speedy Character can run.

In addition, Speedy Characters are difficult to hit. Any Check made to hit a Speedy character receives a -1 Success Modifier per point of Speedy.

Swim

COST: 2 DPs per point.

The first point of this Endowment allows a Character to Swim at a speed equal to its Power in miles per hour.

For each point of this Endowment above 1, add 2 to the speed at which the Character can Swim.

* A Power check may be required, Negative Success Modifier possible, if a Character tries to Swim through rough seas, molasses, or the like.

* This Endowment is not a requirement for a Character to be able to swim, only to Swim Extra Fast.

Vehicle

COST: 5 DPs.

The last, but not the least, in this multi-page extravaganza, this Endowment allows you to create and customize some kind of Vehicle for your Character.

Player's that purchase this Endowment during Character Creation receive one of three bonuses:

- 1) +5 to their Character's Manage Vehicles skill.
- 2) The Repair skill with a rating of 3.
- 3) +3 to their Character's Repair skill.

A Character receives one of these bonuses each time this Endowment is purchased, but only during Character Creation.

Vehicle

Continued...

A Vehicle consists of the following:

1) A Mid-Size Chassis (about the size of an average car). The Vehicle will have a Handling of -2, Hull of 2, 5 points of Armor, and a Seating Capacity (not including the driver) of 4.

* Once you've decided on a Chassis size you may not Up or Downgrade it later (see below).

2) A Standard Engine: internal combustion, electric, hybrid or solar powered. The Vehicle will have a Maximum Speed of 100 mph.

* Only one Engine per Vehicle.

3) One Terrain Designation. The Vehicle will be designed to operate in either the air, on the ground or on the water.

Following are a list of Downgrades and Upgrades that are available for a Vehicle. The Upgrades Cost additional DPs, the Downgrades give Bonus DPs that may be spent on Upgrades.

* In order to get rid of a Downgrade the Bonus must be paid back.

* Any Downgrade marked with an * is permanent.

THE DOWNGRADES:

Small Chassis: Motorcycle-sized, maybe a bit smaller or larger.

The Vehicle will have a Handling of 0, Hull of 1, 5 points of Armor, and a Seating Capacity (not including the driver) of 1.

BONUS: 4 DPs.

Difficult To Control*: Available only for Small and Mid-Size Chassis Vehicles.

The Vehicle's Handling will be -5.

BONUS: 6 DPs.

No Protection*: The driver and any passengers must sit on the outside of the Vehicle.

BONUS: 5 DPs.

* The Armor rating of a Vehicle with this Downgrade, if any, won't help the driver or any passengers.

No Safety Restraint System

BONUS: 4 DPs.

Vehicle

Continued...

THE DOWNGRADES:

Continued...

No Passengers*: Drivers only, please.

BONUS: 3 DPs.

Low-Tech.: The Vehicle runs on something like steam power, hot air, or requires some outside form of assistance for movement, such as dogs, people or wind.

The Vehicle will have a Maximum Speed of around 25 mph.

BONUS: 8 DPs.

Standard—Minus Engine

The Vehicle will have a maximum speed of about 50 mph.

BONUS: 5 DPs.

* This Downgrade may not be combined with the Expensive Fuel downgrade.

Expensive Fuel: The Vehicle runs on some rare, exotic or expensive fuel like whale blubber, an isotope of element number 239 or emeralds.

BONUS: 2 DPs.

* Purchasing a new Engine will automatically get rid of this Downgrade.

Driver Cannot Use Vehicle's Weapon System

BONUS: 10 DPs.

* This Downgrade may not be adopted if the Vehicle is not Armed (see the Armed upgrade).

Bargain Bin Materials*: The Vehicle has one of two problems:

1—It has only half the Hull it normally should (round down).

2—It begins with no points of Armor.

BONUS: 10 DPs.

* This Downgrade may only be adopted when a Vehicle is first created.

Vehicle

Continued...

THE UPGRADES:

Big Chassis: About the size of an RV or bus.

The Vehicle will have a Handling of -5, Hull of 5, 5 points of Armor, and a Seating Capacity (not including the driver) of about 6.

COST: 2 DPs.

Bigger Chassis: About the size of an ocean liner.

The Vehicle will have a Handling of -10, Hull of 10, 5 points of Armor, and a Seating Capacity (not including the driver) of several hundred.

BONUS: 5 DPs.

Biggest Chassis: About the size of a small moon, that is, Real Big.

The Vehicle will have a Handling of -20, Hull of 20, 5 points of Armor, and a Seating Capacity (not including the driver) of thousands.

BONUS: 10 DPs.

Good Handling

With this Upgrade, a Small Vehicle will have a Handling of +3; a Mid-Size Vehicle, +1; a Big Vehicle, -2; a Bigger Vehicle, -7; and a Biggest Vehicle, -17.

COST: 10 DPs.

* This Upgrade cannot be combined with the Difficult To Control downgrade.

Sturdy: The Vehicle is well built, of the highest quality materials and parts, and designed with a long life in mind.

Double the Vehicle's Hull.

COST: 10 DPs.

* This Upgrade may only be purchased when first creating a Character's Vehicle.

* This Upgrade cannot be combined with the Bargain Bin Materials downgrade.

Vehicle

Continued...

THE UPGRADES:

Continued...

Lightly Armored: The Lightly Armored Vehicle is designed to resist small arms fire of all kinds, and to protect its occupants from said hazard.

The Vehicle will have 5 extra points of the Armor endowment.

COST: 10 DPs.

Heavily Armored: The Heavily Armored Vehicle is designed with all kinds of weapons in mind, including, but not limited to, bacteriological, chemical and dirty weapons.

COST: 15 DPs.

The Vehicle will have 10 extra points of the Armor endowment.

* This Upgrade cannot be combined with the Lightly Armored upgrade, but may be Upgraded to, from Lightly Armored, for a cost of 5 DPs.

Accident-Triggered Clone System™: The cutting edge in "safety-restraint systems;" in the event of a crash-fatality, vehicle-mounted sensors alert our clone banks which immediately activate your new you.

COST: 2 DPs.

Accomodations: Includes bunks, running water, a men's and women's toilet facility and a small kitchen area.

COST: 5 DPs.

* This Upgrade is not available for Mid-Size and Small Chassis Vehicles, or Vehicles with the No Passengers and/ or No Protection downgrade.

Luxury Accommodations: Includes private rooms, running water, private toilet and bathing facilities, a spacious kitchen and dining area, a gym, possibly a pool, a track...

COST: 10 DPs.

* This Upgrade is not available for Big, Mid-Size and Small Chassis Vehicles, or Vehicles with the No Passengers and/ or No Protection downgrade.

Standard—Plus Engine

The Vehicle will have a Maximum Speed of 150 mph.

COST: 2 DPs.

Vehicle

Continued...

THE UPGRADES:

Continued...

Tweaked Engine: Available only for Vehicles with the Standard—Plus Engine.

The Vehicle will now have a Maximum Speed of around 200 mph.

COST: 2 DPs.

Jet Engine

The Vehicle will have a Maximum Speed of 5,000 mph.

COST: 5 DPs.

Cold Fusion Engine

The Vehicle will have a Maximum Speed of some tens of thousands of miles per hour.

COST: 10 DPs.

The Shazam Mark 3: The latest in a line of emergent propulsion technologies dubbed "Infinite Horsepower."

The Vehicle will have a Maximum Speed bordering on the speed of light.

COST: 15 DPs.

Cheap Fuel: The Vehicle runs on some cheap or common fuel such as water or compost.

COST: 2 DPs.

* If a new Engine is purchased for a Vehicle with this Upgrade, this Upgrade will have to be re-purchased.

Additional Terrain Designations: The Basics starts a Character's Vehicle off with either air, land or water designation. This Upgrade allows additional terrain designations to be assigned to a Vehicle.

COST: 5 DPs each.

All Terrain: This Upgrade gives a land-based Vehicle off-road capability.

COST: 2 DPs.

Vehicle

Continued...

THE UPGRADES:

Continued...

V.T.O.L.: Vertical takeoff and landing. Without this Upgrade an aircraft must have some sort of runway in order to takeoff and/or land.

COST: 5 DPs.

Closed System: This Upgrade makes a Water-Based Vehicle "submersible" or an Air-Based Vehicle "spaceworthy."

COST: 5 DPs.

Armed: The Martial Arts skill is used to attack with an Armed Vehicle's Weapon System(s): Rockets, Laser Cannon, Black Hole Launcher, Depth Charges, this sort of thing.

COST: 2 DPs per Positive Success Modifier to the operator of the weapon system's Martial Arts skill.

Hi there, Mr. Game Master.

So, you've been elected to, or forcibly taken, the position of Game Master (If not, take a point of Yin, why else would you be looking through this Section?)... Congratulations. Your job description? You control the Game-World and everything in it... You tell the Players what's going on.

Sure, they have the capacity to change what you say, the Success Check, but, ultimately, you're the one calling the shots. If you haven't read the Section on Success Checks already (the Game Mechanics section), I'd suggest you go over that before reading on.

Contempt

Contempt is a special Quality possessed by so-called non-sentient beings (rocs, Amazonian manatees and Tasmanian tigers, for example), and is used by them in place of the standard Focus and Intellect. Contempt can be thought of as a measure of an Animal's care for anything but itself. A high Rating representative of complete disregard for anything and anyone, a low Rating being characteristic of domesticated animals, many of them anyway. This is not to say, in any way, that a horse, for instance, with a Contempt of 1, won't kick a careless Character in the head; or that a Nebulon 30 Space Donkey (average Contempt of around 45) will just float there while an intergalactic yacht rockets toward it at speeds in excess of anything Einstein thought plausible, but then again, one of the leading causes of intergalactic fatalities is high-speed collisions with Nebulon 30s.

Success Checks

You're telling the Players what's going on, they're listening, but they don't like it. Now what? Well, if they want out of a situation, it's more than likely going to require them making a Success Check.

Following are a few thoughts on the rules already propounded in the Game Mechanics section, keyed specifically to potential Game Masters.

The 1-1/6

It's important to keep in mind that if a Player rolls 1-1/6, that Player's Character succeeds. No matter what. Whether you just lamely gloss it over, explain it away with a free Endowment that the Player apparently didn't know his Character had, give the Character some huge bonus to one of its Qualities for no apparent reason and hope nobody says anything, or have something really crazy happen involving the media and fifteen different law enforcement agencies, it's up to you to decide how the heck the Character pulled it off.

Success Checks

Continued...

The 6-1/6

If a Player rolls a 6-1/6 whatever that Player's Character was trying to do, it didn't do, or maybe it did do what it was trying to do, only too well, or with some twist due to semantics that the Character's Player would never have meant. Regardless of what was accomplished, or not accomplished, the results will vary from bad to downright catastrophic, mostly depending on your mood.

A roll of 6-1/6 is Bad Mojo.

The Positive Success Modifier

The +1 and +2 Modifiers are for moderately easy actions, like climbing trees and remembering phone numbers.

The +5 Modifier is for stupidly simple actions, like using stairs, swallowing, breathing, and making toast.

The Negative Success Modifier

Let's face it, your Players aren't going to be doing things because those things are easy, and that's just where the Black Sheep of Modifiers fits in.

The -1 and -2 Modifiers are for actions that, though somewhat difficult, are decently within the bounds of Human Ability.

The -5 Modifier is for those Players who have decided to have their Character push the envelope, be all that they can be (plus a little extra), give 110%, climb out of their box... To test the bounds of Human Ability.

The -10, -15 and -20 Modifiers should be reserved for those special instances where your Players are trying to have their Characters do something fantastic. Did I say fantastic? I meant totally impossible and utterly ridiculous.

Remember, nobody said that life would be easy, so you don't have any promises to keep.

Success Checks

Continued...

Resistance Modifiers

The Power, Nimbleness and Charm qualities, and most of the Skills and Paranormal Abilities may be resisted. The actual Rating used to resist is listed in the description of the specific Quality, Skill or Paranormal Ability.

The Resistance Modifiers segment in the Game Mechanics section does a great job of explaining how this all works, but here's another example:

Max Tia (Hanky-Panky-9), bumping into the Buddha (PER-6) on a crowded, New Quark street, tries to pick the religious figure's pocket for a point of Focus.

Tia will need to roll a 3 or less (his skill of 9, minus the PER of 6).

Now, the game master may find all of this utterly ridiculous, and lower Tia's chances even more, but that's got nothing to do with Resistance Modifiers.

Vehicles

Armor

Not only does Armor protect the Vehicle itself (see the The Armor Endowment segment in the Combat section) it also protects its occupants.

Handling

The Vehicle segment in the The Endowments section briefly mentions something called Handling. Briefly enough to give a Handling rating based on vehicle size and some other stuff, too briefly to describe what it does.

A negative Handling rating decreases a Character's Rating Points of the Manage Vehicles skill when that Character's Player attempts a Manage Vehicles check.

A positive Handling rating increases a Character's Rating Points of the Manage Vehicles skill when that Character's Player attempts a Manage Vehicles check.

Hull

The Vehicle segment in the The Endowments section also briefly mentions something called Hull. Briefly enough, also, to give a Hull rating based on vehicle size and some other stuff.

Any Check made to damage a Vehicle receives a Negative Success Modifier equal to the Vehicle's Hull rating.

Vehicles

Continued...

Fuel

As you may have noticed in the Vehicle segment in the The Endowments section, some Vehicles may require Expensive Fuel, some, Cheap Fuel, with most falling somewhere in between. What they all share in common, however, is that they all require some sort of fuel. Now, you may have also noticed in that Segment that there is no discussion about vehicles "running out of gas." A great way of dealing with this is to wait until a Player rolls a 6-1/6 for a Manage Vehicles check, and say, "Oops, looks like you're walking."

Hoses

So you're a fledgling Game Master: you're familiar with the basics of the game, and ready to learn more... You're ready to take charge.

But are you? Are your Players going to walk all over you?

Whether you're a man or a mouse, an almost superhuman effort was put forth to minimize Hose Abuse—Getting nothing for something. That effort may not be enough, however, and that's where you have to come in with a vengeance and an iron fist:

Before letting your Players adopt Hoses for their Characters, especially Game-Wrenching Hoses like Killer Looks, make sure that you both fully understand what you're getting yourselves into.

It's a real good idea to keep a list of your Players' Hoses on hand. It'll help to remind you to give them a hard time WHENEVER POSSIBLE, and to make sure that they're not getting nothing for something.

Above all, remember that your Players have voluntarily Hosed themselves... It's their fault.

Broke, Stalked, and the Shape Change Endowment

In the The Endowments section, the Shape Change segment notes that Character's with different Shapes will share the Broke hose. Basically it boils down to not allowing a Player to create one Shape that's Broke, and another that's Rich.

As noted in the Shape Change segment, a Character's different Shapes will not share any Stalked hoses. Consider, however: if individuals that were Stalking one Shape became aware of other Shapes, realizing that the different Shapes involved were The Same Person, then wouldn't those individuals probably be interested in Stalking all of the Shapes?

Put 'em up, put 'em up...

COMBAT occurs when two or more Characters—the more the merrier—come together to hurt, maim, KO and/or kill each other.

Combat is divided into Combat Rounds. A Combat Round begins with the Turn of the Character acting first, and ends with the Turn of the Character acting last.

Who goes first?

Well, generally, the Character with the highest Nimbleness acts first in Combat, followed by everybody else in descending order of Nimblenesses with ties acting simultaneously. For an exception, look up the Quick Draw endowment.

What can they do?

Generally, a Character can perform one Success Check when its turn in Combat rolls around. Generally...

There are two instances where a Character can make more than one Success Check on its turn in Combat:

The Doing Two Things At Once segment, in the Game Mechanics section, covers the first instance.

The The Ambidexterity Endowment segment, in this Section, covers the second.

The Ambidexterity Endowment

A Character with this Endowment may:

Make two Melee Weapons, Shoot or Thrown Weapon checks per Turn. The Character, of course, must have a weapon in each hand to do this.

Double its Brawl rating.

Modifiers in Combat

The Armor Endowment

Any attempt to injure a Character sporting the Armor endowment receives a -1 Success Check Modifier per point of Armor.

Brawn

When a Character with Brawn uses the Brawl or Melee Weapons skill, treat the Character's Brawn (if any) as a Positive Success Modifier to the Skill check.

When a Character with Brawn is attacked, treat the Character's Brawn (if any) as a Negative Success Modifier to the Skill check.

The Damage Modifier

Listed in the Guns 'N Things insert are many different weapons, each with a Damage Modifier. When a Character attacks with a weapon, add or subtract the weapon's Damage Modifier to or from the attack Check.

Resistance Modifiers

As with other undesirables, like being Bullied out of its lunch money, a Character can use its Ratings to resist in Combat.

When may a Character resist?

A Character may only resist if: it sees an attack coming, has an appropriate Resistance Rating (for example, Brawl skill for Brawl skill, Brawl or Melee Weapons skill for Melee Weapons skill), and you, the Game Master, says it can.

Circumstantial Modifiers

Aside from Modifiers due to Burst Fire, the Armor endowment, Brawn, Damage and Resistance, there may be instances when further Success Modifiers (Positive and/or Negative) should be given out in Combat.

A Few Potential Circumstantial Success Check Modifiers—

-1, -2, or -5: The target has cover (it's hiding behind a propane tank or an elephant's leg).

-1, -2, or -5: The target is difficult to see (it's foggy or dark out).

-1, -2 or -5: The target is moving fast.

+ or - 1, 2 or 5: The target is really small or big.

+ or - 1, 2 or 5: For weapons requiring the Shoot or Thrown Weapon skill: the target is far away or real close.

-1, -2, or -5: The attacker is trying to fight in unfamiliar conditions (under water, in space, during a major earthquake, while driving).

Area of Effect Weapons

A Character caught in the blast of an Area of Effect-type weapon (see the Guns 'N Things insert), that is, a weapon whose, when it goes off, effects are felt within a specified area, must succeed in a Power check or be killed.

Area of Effect listings:

Area of Effect (range, in feet / modifier to Power check).

The Armor Endowment

Power checks made to resist the effects of Area of Effect-type weapons receive a Positive Success Modifier equal to any points of the Armor endowment a Character might have.

Good and Bad Luck in Combat

The 1-1/6

If somebody rolls a 1-1/6 during Combat, they hit, no matter what.

The 6-1/6

There are several ways that you can deal with a 6-1/6 being rolled in a combat situation:

You can say that something humorous, yet disastrous has just happened, like accidentally having been holding the bazooka backwards, or throwing the grenade's pin and not the grenade; or have it mean that the Character hit, shot, stabbed, or slashed itself or a friend.

You can have a weapon jam or break or explode or over-heat.

If the weapon being used, if any, requires some kind of ammunition or power source, the roll could mean "out of ammo" or "time to recharge."

What About Ammo?

Don't worry about it, the GWNN is supposed to be quick-moving and free-flowing, and keeping track of ammunition bogs everything down.

If you like/need to have Ammo Rules, go with the rule in The 6-1/6 (above).

An Example Combat:

Max Tia had been mysteriously transported to the planet Arboreal. Crunching through ferns and assorted underbrush, he pondered his situation, stopping only when tramping feet and singing caught his attention. From around an outcropping of rock, came seven dwarves carrying shovels, picks, and bags full of all types of precious and semi-precious stones, and minerals. The dwarves stopped and scowled at Tia, growling.

"Looks like we got us here a claim-jumper."

"No, I am Max Tia of Sneedle, I come in peace."

"I knows a claim-jumper when I see one, and you're a rotten, good fer nothin claim-jumper if'n I ever saw one, let's get im boys!"

The dwarves: Melee Weapons-2.

Max Tia: Brawl-49, Quick Draw-8, Gifted / Nimbleness-3 (this also affects his Brawl skill).

The dwarves rush Tia swinging picks and shovels, but Tia's Quick Draw endowment allows him to act first.

Tia splits his Brawl rating up for seven separate attacks with a Rating of 7 each (he just wants to knock-out the misguided little men). He'll need to roll 5s (his 7 ratings, minus 2 for the dwarves' Melee Weapon skills).

His rolls (he rolls four dice for each of his seven Attack checks and takes the lowest roll from each, because he's Gifted): 4, 2, 2, 5, 3, 3 and 5, seven KO'd dwarves. They never stood a chance.

Tia bounds off into the forest in search of answers for his mysterious presence on the odd planet of Arboreal.

Environmental Hazards

Environmental Hazards come in many different forms, from getting sick to hit by lightning to smashing into and through plate glass walls. To survive an Environmental Hazard a Character needs to succeed in a Power check. This Check may be modified as you, the Game Master, see fit.

Falling and Collisions

Whether it's sooner or later depends on your Players, but eventually, whether it's accidental or due to plain old, garden-variety stupidity, one of their Characters is going to fall off of something or run their favorite vehicle into a moon or something. When one does, you've got handy Table 5.

Table 5—Impact Damage.

Feet Fallen or MPH of Crash	Modifier
10	+2
20	-1
30	-2
40	-5
50	-10
60	-15
70+	-20

Using Table 5

Let's face it, impact is an environmental hazard, and to survive, a Character must succeed in a Power check, modified as shown in Table 5.

The Padding Endowment

Power checks made to remain alive due to impacts are made with a +1 Success Modifier per point of Padding a Character has.

"It's not the fall that kills you..."

If a Character's fall is broken by anything cushy (a pile of pillows, or a deadly pudding or Jell-O™, for instance) modify the Modifier from Table 5 as you, the Game Master, deem appropriate.

Safety Restraint Systems

In the event of a crash the occupants of a vehicle with a Safety Restraint System will have a better chance of surviving said impact. Once again, modify the Modifier from Table 5 as you, the Game Master, deem appropriate.

Vehicles and Impact

To see if a Vehicle has survived a crash (or fall?) use Table 5 normally, substituting the Vehicle's Hull rating for Power.

What's In It For Me?

A good question, and your Players are going to ask it.

Any good game has a goal, and, like any good game, The Game With No Name has a goal. Unlike most games, however, The Game With No Name has no winners and losers. Sure, you can be a loser, but that doesn't necessarily mean that you've lost. Heck, even if somebody's Character dies (oh, woe of woes), the Player can just make a new Character, and keep on playing.

So, what kind of a goal does The Game With No Name have? Well, in a word: Rewards...

The Game Master gets to exercise near god-like power, to force-feed others his ideas, to stretch his imagination, to explore his sense of humor, to have everyone hang on his every word...

But what about the Players? What's in it for them? Well...

Development Points

Without Development Points, Characters will pretty much always be what they started out as. In order to become more than that (to learn new Skills, for instance), they're going to need Development Points, and it's the Game Master's job to give them to them.

When? At the end of every Game for sure, and at other times if you feel the necessity...

The Supreme Jerk of the Universe, even with a Modifier of -20, manages to Create 100 Development Points.

How you would deal with this situation is up to you, but he should get his DPs.

At the end of every Game, the Game Master should award every participating Player at least 5 DPs. Depending on the relative craziness, danger, and all-around difficulty of a particular Game feel free to adjust this award any way you see fit, but keep it at least 5 DPs.

Yin and Yang

The Game Master must also, during a Game, pass out Yin and Yang to the Players:

1 point of Yang for doing something "good."

1 point of Yin for doing something "bad."

* This 1 point business creates an admittedly perverse view of right and wrong where littering is tantamount to genocide, feel free to give out however much you like, especially in situations such as destroying entire universes or sacrificing oneself for the greater good.

Other Rewards

There will be times during your Games when your Players will have their Characters do or say the funniest thing that you've ever heard, or, against all odds, accomplish some great feat. These instances should be rewarded; give them some free stuff: Rating Points, Endowments, Skills or Paranormal Abilities...

Explorer Ohio Smith, while raiding an ancient tomb on Deimos, discovers an equally—if not more—ancient text scribed in some freakishly obscure language.

Knowing less than absolutely nothing about the strange hieroglyphics he's faced with, Smith's Player has him peruse the text anyway and rolls a 1 followed by a 6, automatic success!

Smith's Player suddenly remembers her Character's PhD in Linguistics from Nightmaria University and mentions it to the Game Master. The Game Master, duly impressed, gives Smith the Polyglot endowment, and the game rolls on.

One other great way to reward your Players is with material goods: cash, magical items, powerful-yet-discreet firearms... The possibilities are endless, your Players will love you, and the potential for plot devices is just too great to overlook: that cash had to have come from somewhere...

Yin and Yang Expenditure

As noted in the Yin / Yang section, points of Yin and Yang may be used to purchase Success Modifiers, even after the Success Check Die Roll has been made. So even though someone may have succeeded at something, they may, through the influence of Yin or Yang, or both, fail anyway, and vice versa.

A possible option here, if you're interested in limiting the effect Yin and Yang can have on your Games, is to require your Players to spend their Yin and Yang before any rolls are made.

Taking Turns

Normally, this will be as simple as asking your Players, "All right, while he's doing this, what are you doing?" You can go in Nimbleness order, if you please, like during Combat, or just go clockwise or counterclockwise around the table. If you're not sitting at a table, well, you'll have to wing it.

Problems with turn-taking arise when Characters become separated. Heck, you may even be playing a Game where they don't know each other, and have nothing to do with each other, you may even have put your Players in different rooms because they're out to get each other and you don't want them knowing what the others are doing.

In these types of instances, try using a timer and giving each Player 2 minutes for their turn. You can experiment, of course, but 2 minutes should be decent.

Another option is to allow your Players a certain number of Success Checks as their turn, and after a Player has made that many, move on to the next Player. The only problem with this option is that it allows sneaky Players to drag out their turns by intentionally not making any Checks, and penalizes Characters involved in Success Check-intensive actions, like picking locks, fighting or searching for their car keys, by limiting their turns to mere seconds. Again, feel free to experiment.

The Standard Game

In the last section, you heard about “games.” A “game” can best be described as a sort of story-telling session: the Game Master tells the Players what’s happening, and the Players tell the Game Master how their Characters react. There is a plot, possibly a sub-plot (something going on in addition to the plot) or two or more, and the back-and-forth story-telling continues until the resolution of the plot or all of the Characters have perished attempting—or not—to resolve the plot.

A “standard game” consists of all of the things that have been set forth so far in these pages, and a specific setting...

The Standard Game Setting

In the “standard game” all of your Players’ Characters are residents of the Garden Terrace Apartment building on Rose Street in New Quark. New Quark is the capital city of the planet Sneedle. The planet Sneedle has two moons, Clyde and Martha, both of which bear prominent topography that creates the sensation that one is being mooned. The Official Language of Sneedle is English. It’s unit of currency is the Galactic Crown.

In the world of the “standard game” space travel is as common as our modern day air travel, and contact with alien races is as natural as a tourist, or group of them, in our world.

Citizens of the “standard game,” by and large, do not believe in the supernatural; in fact, in most this disbelief will go so far as to blind them to even the most obvious of occurrences.

Aside from this brief synopsis and a few tidbits you might glean from the Fab Freddie’s and Vehicle pull-outs, everything else is yours to develop.

Sources For Standard Game Plot Inspiration

Weeklyworldnews.com, current events, Hoses like Stalked and Aging Aunt Betty, the Affiliation endowment, any works of fiction by Douglas Adams, books by Robert Anton Wilson, and any comic featuring Ambush Bug.

Designing Your Own World

You do not have to play a “standard game.” The Game With No Name is adaptable, although incurably comic in nature. You can design and play in any setting your heart desires.

Character Creation

Whatever you decide, you may want to modify the Character Creation process slightly or a lot, and there are several ways you can do this...

Quality Points

Normally, Players get 17 points with which to design their Character’s Qualities, you can give them more or less than the 17.

Development Points

You can have your Players design Characters with more or less than the standard 20 DPs of the “standard game.”

Requirements

You can insist that your Players design Characters with certain Endowments, Skills, Hoses and/or Paranormal Abilities. You can give them these at no DP-cost or have them pay as normal.

No-No’s

You can disallow anything: ban your Players from purchasing certain Hoses, Endowments, Skills and/or Paranormal Abilities for their Characters.

Other Changes

In addition to the above, feel free to change anything you like: effects, DP-costs, whatever. You could even run your Games without Success Modifiers, every roll of 1 a success...

Equipping Your Players

Cars, guns, tennis shoes, I-Pods, a change of underwear... One of the biggest questions that must be answered is: "What does my Character start with?"

If they want a car, give it to them. If they want a house, what the heck? If it doesn't drastically affect your Game, who cares? If the item in question does or potentially may affect your Game, if you don't feel like giving stuff away for nothing, or if you don't think a particular Character would have that sort of item (a businessman with a pitchfork)—but the player wants the character to have it anyway, a good rule of thumb is to make the item cost what it would cost in the real world, only in Galactic Crowns.

Now, if you're operating outside the parameters of the "standard game," you'll have to come up with your own unit of currency and prices...

Atmosphere

One of the building blocks of whatever setting you choose, are NPCs. The acronym "NPC" stands for Non-Player Character; that is, a Character controlled not by a Player, but by the Game Master. A good deal of a Game Master's NPCs will have very small parts, a number of them will end up as cannon fodder, a few, however, will, and should, evolve into major personalities and add a special spice to your world. The psychiatrists and medical doctors your Players' Characters will frequently visit, and the local arms dealer, are excellent examples of potentially major NPCs, not to mention the NPCs implied by the Aging Aunt Betty and Stalked hoses, or the Affiliation, Companion and "In" endowments. The same NPCs popping up again and again is a great way to lend a sense of community, continuity and believability to your world, and is just plain fun. Heck, a visit to Dr. Freud's office can become an adventure in and of itself. You can even have cameo appearances by your favorite fictional characters or real-world people: gym teachers, Sumerian gods, pop stars, politicians, nature show hosts, etc.

Another building block you've got to work with is Locations. Like NPCs, recurring locations can be a great way to add a sense of realism to your world, and may even go hand-in-hand with major NPCs. The local Kentucky Fried Grouse, Burly Burger or psychiatric ward, a curious shop full of old books and potions, a shady market specializing in tactical weaponry and body armor, real world locations, borrowed fictional locations, all are great ways to add depth and that three-dimensional feel that any good world, real or not, has.

Finally, one last building block available to a Game Master is Props. These are the "things" that you include in your world, the vehicles, weapons, books, magic items, etc. that your Players will come across. Invent your own, borrow from your favorite book or movie or TV show. Whole Games can be based around the most innocuous trinket.

Starting Your Games

Firstly, you need something that will draw your Players' Characters into the stories you want to tell. This can be something as simple as a knock on the door. It can be slightly more complicated, like a Character's car being stolen or its apartment building being bombed. It can even be downright dangerous, like a Character's home town being invaded by carnivorous, mutant, alien, psychic hummingbirds.

In addition, you need a story to tell. It might be that the story is nothing more than that which drew your Players' Characters into it in the first place: your Players could, conceivably, spend the entire game hunting for their stolen car. It could also be that those car thieves weren't car thieves, but an amorous, schizoid robot out looking for a hot date (the car); or a cabal of garden gnomes, bent on world domination, whose vile machinations required certain car parts. Of course, you don't have to have a story to tell. If improvisation is your specialty, you can always wing it, and let what happens happen and/or let your Players create their own stories.

You can base entire Games around certain Endowments and Hoses. Let's have a look at, for instance, the Affiliation endowment. At 5 DPs, it's a cheap little ditty, easily overlooked, but, if you insisted that all of your Players take it for their Characters (say, to the New Quark Police Department) you'd have a template for your Games: robberies in progress, domestic disturbances, homicides, every police movie, TV show and Cops episode you've ever seen.

The only problem with force-feeding your Players Endowments is that you're costing them DPs. You could always not charge them for the Endowment, but there is another way to work around this problem... Hoses. Requiring your Players to take, for instance, the Aging Aunt Betty hose, not only would give them a handy 12 DPs, but if it involves the same person, you've just created yourself a potential theme for all of your Games: kidnappings, errand running, lawn mowing, stopping foreclosures, etc.

It may be important to your Game for your Players' Characters to know each other, and you may have decided against mandatory Hoses and Endowments. Following, is a short, but not exhaustive, list of possible reasons (aside from Endowments and Hoses) that Characters might know one another:

They're related, they live in the same apartment building, they work together, they're part of a role-playing group that meets Saturday nights, they're romantically involved, they're pen pals, they went to high school together, and so forth.

Keeping Things Moving

You've got a plot and the Characters are embroiled in it, but how to keep your Players interested?

Well, you could just keep throwing those hummingbirds at them until everyone's dead or you're sick of it, but maybe your tastes run to more than just hack-and-slash. You can give insights into the plot that will keep the Game moving from scene to scene. Perhaps the Characters find a smashed garden gnome (remember them from the last segment?) with markings from the local cement company, or see their car being driven around town, or find their car—smashed—with that smashed garden gnome in the driver's seat (maybe the airbag didn't go off), or discover an unobtrusive genetic tag—that leads to a top secret quasi-governmental laboratory facility—in one of those hummingbird's DNA.

To make sure that your Games flow smoothly, make sure that you offer plenty of the aforementioned insights. This will not only maintain your Players' interest, but help them know just what it is that's going on, and what their Characters ought to do next.

If things do start to slow down (through no fault of your own, of course), you can always fall to messing with your Players through their Characters' Hoses until they get back on track, if they ever do. Of course, you don't have to wait for things to "slow down" to do this, where would the fun be in that?

Ending A Game

A Game ends when you, the Game Master, decide it does. More specifically, a Game is over when your Players' Characters have accomplished whatever goal or goals you had in mind, or die.

A goal might be as simple as getting that stolen car back in one piece, but not necessarily. The Characters may have to find those garden gnomes' secret headquarters in the local cement company and foil their evil plot, exterminate every hummingbird in a 150 mile radius or expose the government's plan to create a biological weapon so sinister it can't even be mentioned here...

Appendix 1

The Game With No Name Character Record Sheet

POW:____. **NIM:**____. **PER:**____.
INT:____. **Charm:**____. **Focus:**____.
Brawn:____. **Yin:**____. **Yang:**____.
2nd Chances:____. **DPs:**____.
Brawl:____. **Guile:**____.
Hide and Sneak:____.
Manage Animals:____.
Manage Vehicles:____.
Melee Weapons:____. **Shoot:**____.
Thrown Weapons:____.

The Game With No Name Character Record Sheet

POW:____. **NIM:**____. **PER:**____.
INT:____. **Charm:**____. **Focus:**____.
Brawn:____. **Yin:**____. **Yang:**____.
2nd Chances:____. **DPs:**____.
Brawl:____. **Guile:**____.
Hide and Sneak:____.
Manage Animals:____.
Manage Vehicles:____.
Melee Weapons:____. **Shoot:**____.
Thrown Weapons:____.

The Game With No Name Character Record Sheet

POW:____. **NIM:**____. **PER:**____.
INT:____. **Charm:**____. **Focus:**____.
Brawn:____. **Yin:**____. **Yang:**____.
2nd Chances:____. **DPs:**____.
Brawl:____. **Guile:**____.
Hide and Sneak:____.
Manage Animals:____.
Manage Vehicles:____.
Melee Weapons:____. **Shoot:**____.
Thrown Weapons:____.

Appendix 2

The Alter State Endowment

Utilizing the Alter State endowment a Character can alter its state, that is, change from a solid to a liquid or a gas, and back again to a solid. Solid being the preferred state of living, breathing, sentient beings... Many of them, anyway.

A Character does not necessarily have to be solid. There are, to be sure, such oddities in the Game With No Name universe as giant amoebas and sentient farts, and so, for sure, Characters can be liquids or gasses.

The Gaseous Character

A Character that is a gas cannot physically interact with its environment (note that Paranormal Abilities are not "physical"). They cannot type, pick their nose (they probably don't have a nose), flip switches, ride a bike, be stabbed, run over, hit in the head with a falling flower pot, be blown away by a light spring breeze (although strong gusts might require a POW check, as with any Solid Character, to remain "standing"), etc. The only way to hurt a Gaseous Character is through the application of cold: locking them in a freezer or shooting them with a Cold Laser, for instance.

Gaseous Characters are not invisible (they can be spotted as easily as you or I). They can slip through tiny cracks and under doors, and they automatically receive 1 point of 5 DP-cost (wingless) Flight.

A Beginning Character that is a gas, not a solid, begins with 5 less Development Points than normal.

Gaseous Characters may not be Hosed with the No Hands hose.

The Liquid Character

Like Gaseous Characters, Liquid Characters cannot manipulate or be harmed, physically, by their environment. They can be hurt by the application of cold or heat: lasers (hot and/or cold), flame throwers, forest fires, dragon's breath, etc.

Unlike normal liquids, Liquid Characters can flow uphill, and over storm drains without pouring in, and, like Gaseous Characters, can slip through tiny cracks and under doors.

Liquid Characters, also, may not be Hosed with the No Hands hose.

Appendix 3

The Habitat Endowment

Utilizing the Habitat endowment, a Character can survive in a variety of environments: from the methane atmosphere of the Moo-Moo Cow Asteroids (that produce some of the best beef this side of the planet Graze) to the insane heat at the center of red giant stars to the mind-numbing chill of the empty spaces between everything that is anything in the cosmos.

While it is true that most living things in the world of the "standard game" are to be found in an environment comparable to that found on our planet, let it not be assumed that there is no life anywhere else. It is perfectly OK to create Characters that, instead of hailing from our temperate climes, for instance, are adapted to life on the freezing, sunless plains of Charon and Pluto; or that, instead of an atmosphere similar or identical to ours, makes its home in the dubious depths of brine-covered Backwater. It is advisable, however, to find out ahead of time what kind of environment an Alien-Habitat Character will be playing in so you can make preparations for the survival of your Character in said environment, if it turns out to be inhospitable.

Breathing

Throughout the cosmos breathing has always ranked in as one of the top ten things that a life form might be doing at any given moment, and, for the last umpteen billion years, has held the number one spot. Let's face it, if you're not breathing, you're probably dead.

Now, whether a Character respire methane, helium, a cocktail of gasses (like our own Earth's atmosphere), or possibly even water—whiling away its life scrounging for zebra mussels on the bed of Lake Erie—is up to the Player, and costs nothing extra, DP-wise. There are, however, two other choices (the DP cost of which can be found in the Habitat segment of The Endowments section):

Hardy Breathing Apparatus

Creatures with this handy organ are able to breath and assimilate all types of gasses, from foul to fair and back again.

Airless

Creatures exhibiting this Habitat endowment have no respiratory system whatsoever—they don't breath.

Appendix 3

Pressure

Whether it's Lubtov's flamingo (one of several known species of the bird able to survive in the hard vacuum of space), frequenting interplanetary and interstellar space routes, feeding on waste jettisoned from passing vehicles; the giant seahorses of the dubious depths of brine-covered Backwater; or the last of the dodos; all life forms are designed for specific atmospheric pressures.

Aside from our "normal" downtown-in-the-park-on-a-Sunday-afternoon atmospheric pressure, we have:

High Pressures

Like those occurring at the deepest depths of the Marianas Trench in the Pacific Ocean.

Vacuum

Particular to deep and outer space.

Temperature

From the hairy musk oxen of Canada and Greenland to their even hairier cousins that roam the rocky, frozen plains of Pluto and Charon to the not quite so hairy Sasquatch of northwestern North America, as with atmospheric pressure, life everywhere has adapted to specific climatological conditions—I prefer sixty-five and partly cloudy, but, hey, there's life everywhere.

Very Hot Temperatures

Like those found in and on stars.

Hot Temperatures

Like those found in water heated by deep sea volcanic chimneys, and dragon's breath.

Cold Temperatures

Like those found in interstellar space, the dark side of our Earth's moon, and Antarctica.