

# Introduction to Worlds Without Number

This document is a quick introduction and overview of the various mechanics in *Worlds Without Number* that make it different from the original *D&D* game and the Basic/Expert rules version. Reading all the rules of *Worlds Without Number* (page 4 to 93) is not necessary for playing the game. This summary should be enough to be ready to make a character and to have an good idea of how combat is different from other *D&D*-type games.

At the end of the document is a list of all changes from the default *WWN* rules made for this campaign.

## Attribute Modifiers

Attribute modifiers are very small compared to most other games, which in turn means their impact on characters' abilities is relatively minor.

Attribute Score	Attribute Modifier
3	-2
4-7	-1
8-13	+0
14-17	+1
18	+2

Attributes can also be improved later as an alternative use of Skill Points.

## Character Classes

The game has three main classes, which characters can pick either as single class or dual class: **Expert**, **Mage**, and **Warrior**.

Mages come in three different traditions that PCs can pick: **High Mage**, **Healer**, and **Vowed**. The Healer and Vowed traditions can only be taken by dual-class characters, but making a High Mage/Healer or High Mage/Vowed character is also an option.

For specifics, look up the classes in the free *Worlds Without Number* pdf on page 18 to 21, and the magic traditions on page 66 to 87. (But see exceptions below!)

## Skills

Characters gain 3 skill points per level. Experts get 4 points. These skill points are used to improve skill levels.

New Skill Level	Skill Point Cost	Minimum Character Level
0	1	1
1	2	1
2	3	3
3	4	6
4	5	9

A skill check is made by rolling 2d6 and adding the skill level and the relevant attribute modifier. A skill may use different attribute modifiers depending on the kind of action the skill is use for.

A skill level of 0 counts as basic training with no special modifier. Characters without any training in a skill get a penalty of -1 to rolls with that skill.

**Combat Skills** (punch, shoot, stab) are learned like skills, but provide a bonus to attack rolls instead of skill checks.

## Foci

A focus is simply a feat for all intents and purposes. The first level version of a Focus can be taken by any characters, the second level version requires having taken the first level version earlier.

## Saving Throws

Saving throws are rolled with a d20 against a fixed target number that is determined by the character's level and attribute modifiers. As the character increases in level, the target number becomes smaller.

The base target number is the same for all classes and all saves and only changes with character level, but different categories modify the number with different attribute modifiers.

## Magic

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Mages have two kinds of magical effects, **spells** and **arts**. (Healers and Vowed only have arts, no spells.)

### Spells

High Mages can learn any number of spells, but can prepare only a limited number at any time. They are limited in the number of spells they can cast per day, and can only cast spells they have currently prepared.

Spell levels only restrict at what character level they can learned, but don't affect the number of prepared spells or spells cast per day.

### Arts

The number of arts Mages know is indicated by their class levels, but they do not need to be prepared. Arts are cast by spending **Effort** points. Effort generally returns at the end of an encounter, though for some arts the effort only returns at the start of the next day. Some arts can be kept active indefinitely and the Effort returns as soon as the effect is ended.

## Combat

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### Combat Skills

The **Punch**, **Shot**, and **Stab** kills are different from other skills. Usually they are not used to make skill checks and instead

the skill level is simply added to a character's unarmed, ranged, and melee attack bonus respectively.

### Shock Damage

Characters without insufficient armor are highly vulnerable in melee combat. Melee attacks usually have shock damage that still causes minor injuries to enemies without protection even on a failed attack roll.

### System Strain

First Aid and the Healer's magic can provide unlimited healing, but each individual creature is restricted in how much hit points it can recover within a given time.

All characters have a System Strain limit equal to their Constitution score. Every time they get healing other than by resting, they get 1 point of System Strain. A character who has reached maximum System Strain can no longer regain any hit points.

System Strain goes down by 1 point for each night of rest. At the start of an adventure, characters can benefit from a lot of healing between fights even with a healer. But once the System Strain goes up later in the adventure, they may only be able to heal once or twice per day before they reached their limit again.