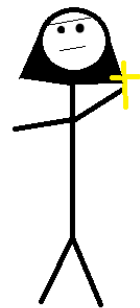
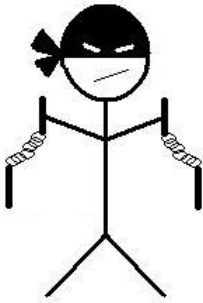


# Nuns 2 Ninjas

**A Multi-Genre D2 Role Playing Game**

**By Nathan Carmen (c) 2012**



Note: Nuns 2 Ninjas is a rules-lite rpg designed for the 24 Hour RPG contest and as such was designed within a 24 hour time period, therefore it may contain bugs and design flaws.

Introduction: Nuns 2 Ninjas is an RPG designed for lite rules story telling. All you need to play is pen and paper, 5 2-sided dice (use coins or several six sided dice counting 1-3 as "heads" and 4-6 as "tails) a couple of friends and someone to run the game, I.E. a Game Master.

This system is multi-genre and as such does not run off of one specific theme but is instead designed to be open to any theme the Game Master wishes to run the game in. In order to play the game the players must create a character that they will then portray within the game world. The Game Master will probably create many characters for the player to interact with in various ways however creating a character is the same for both the players and the Game Master.

Character Creation:

Creating a character in Nuns 2 Ninjas is simple and can be broken down into 3 easy steps, just grab a piece of paper or an index card and follow along.

### **Step 1: The Concept**

The concept of your character is simply a basic idea of what you want them to be like. Coming up with a name, age, and gender are important. Talk to the Game Master about exactly what setting the game will be in. If you want a futuristic soldier character but the Game Master plans on running a barbaric Swords and Sorcery game you might have a problem. Deciding your character's occupation such as Pirate, Soldier, Mechanic, Store Clerk, or Doctor will go a long way in character creation as it lets us know a bit about the character's background. In addition it is recommended to list words that describe your character's personality as well, some examples might be Happy, Decisive, Lazy, or Humble. Mark down their occupation on your character sheet (that piece of paper I asked you to grab earlier) as well as several describing words.

Example: Henry is playing in a campaign taking place in a high seas fantasy world. He wishes to play a Pirate Captain and the Game Master agrees that this particular kind of character would fit the setting. Henry decides the character's name is Jason "The Barbarian" Jones, a rough and tough pirate far more likely to run you through with his cutlass than he is to say "hello". Henry feels like this character is Loud, Bad Tempered, Decisive, and Easy to Please. The beginning of his character sheet would look like this:

Name: Jason "The Barbarian" Jones      Occupation: Pirate Captain

Personality: Loud, Bad Tempered, Decisive, Easy to Please.

### **Step 2: Attributes**

Once the basics have been worked out the next step on our list is deciding the attributes of the character. There are 5 basic attributes, 3 of which are based on the physical abilities of a character and 2 of which are based on the mental attributes of a character. The attributes are the primary source that a character will use in order to accomplish various tasks in the game. To determine your character's attributes a player is given 7 points to spend, each attribute starts at a score of 5, for every 1 point spent in an attribute, the attribute's score decreases by 1. No attribute may be reduced lower than 2 at character creation.

#### *Physical Attributes:*

*Force:* This measures physical abilities that are rather noticeable and require brawn more than anything else. Examples of this attribute in action would be Running, Jumping, Bashing Down a door, arm wrestling, ect.

*Subtlety:* This attribute shows the character's ability to do physical activities that require a bit more finesse than anything else. Examples of this attribute in action would be slipping into a tight space, sneaking past someone, firing a ranged weapon, ect.

Health: This attribute shows the character's general healthiness and shows how tough they are.

Examples of this skill in action would be resisting poison, resisting disease, resisting death, ect.

*Mental Attributes:*

*Brains:* This attribute shows just how knowledgeable and mentally aware your character is. Examples of this attribute in action would be Computer use, Zoology, Engineering, Perception, ect.

*Charm:* This measures your character's skills in social environments. Examples of this attribute in action would be Lying, Charming, Discerning Lies, Public Speaking, ect.

Example: Henry decides that his pirate character is a rather forceful sort of person and thus he spends 3 of his points on the Force Attribute decreasing the starting score of 5 to a 2. He then spends 2 points on the Health Attribute, 1 point on Subtlety and 1 point on Brains thus his attributes look like this:

Force: 2      Subtlety: 4      Health: 3      Brains: 4      Charm: 5

**Step 3: Specialties**

Next up is determining the character's Specialties. Specialties are simply a way to help define your character more easily and help identify what they can do. In other words they are a set of specific skills that your character is trained in whether that is due to their occupation, mentor, or what have you.

Examples of specialties would be Martial Arts, Race Car Driving, Trap Making, Knowledge of U.S. History, Wrestling, Gambling, and so forth. A player may choose up to 4 specialties for their character at character creation provided the Game Master agrees on the specialties being used. A specialty allows a player to turn 1 failed roll into a "success" whenever failing a challenge or Contest involving their specialty. (See "Specialties in Challenges and Contests" on page 8)

Example: Henry really wants to emphasize the physical prowess of Jason "the Barbarian" Jones as well as showing his time spent at sea. Henry asks the Game Master if Tumbling, Climbing, Knot Tying, and Intimidation are acceptable specializations. The Game Master agrees and Henry's completed character sheet looks a bit like this.

Name: Jason "The Barbarian" Jones      Age: 34 Gender: Male

Occupation: Pirate Captain

Personality: Loud, Bad Tempered, Decisive, Easy to Please.

Attributes: Force: 2   Subtlety: 4   Health: 3   Brains: 4   Social: 5

Specialties: Tumbling, Climbing, Knot Tying, Intimidation.

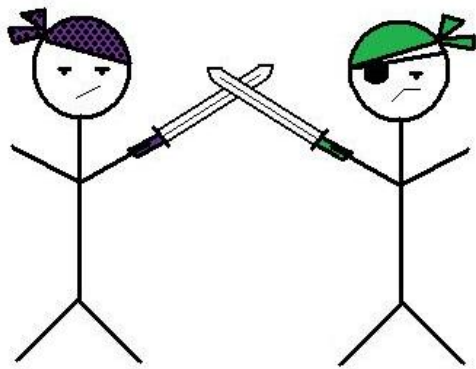
**Gameplay:**

Turns: The game works in turns, turn order starting from the left of the Game Master and going clockwise. All characters are meant to be making their actions at roughly the same time within the game world, no one player will have a clear advantage by going first. On the player's turn they may move about 20' to 30' and may initiate either a Challenge or Contest.

*Challenges:* A Challenge takes place when a character wishes to accomplish a task with no real opponent such as scaling a wall, piloting through an asteroid field, ect. To perform a challenge the player states to the Game Master what it is they wish to accomplish and the Game Master determines which attribute would fit the task best. Once the right attribute is selected the player calls out "Heads" or "Tails" and then rolls 5 d2, every d2 showing the called out symbol is counted as a "success". If the amount of successes is equal to or greater than the players relevant attribute score they succeed in the task.

However the Game Master has the ability to add or subtract up to 2 points to the player's attribute score during a challenge in order to make it more easy or difficult. (See Penalties and Bonuses on Pg. 8)

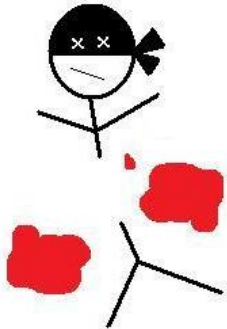
Example: Jason "The Barbarian" Jones is attempting to navigate his ship during a bad sea storm. The Game Master determines that navigating a sea storm would use the Brains attribute. Jason's Brains score is 4 which will make this task hard for him to accomplish. In addition the Game Master determines that the storm is a pretty fierce one and thus adds a 1 to Jason's attribute score increasing it to 5. Jason calls out "tails" and rolls 5 d2 with a result of only 4 of the d2's showing the "tails" symbol and thus only earning 4 successes. Since his current Brains score is 5 he did not get enough successes to complete the task... looks like the pirates are in for a rough night.



Contests: A contest functions in a very similar fashion to a challenge but instead takes place when one character wishes to compete with another. Examples of a contest would be hand to hand combat, running a foot race, outsmarting an opponent at a game of chess, ect. To start a contest a player states what exactly they wish their character to do and the Game Master determines which attribute would be most relevant to use. The player then calls "Heads" or "Tails" and rolls 5 d2. Each d2 that shows the called out symbol of "heads" or "tails" is deemed a success. If the number of successes shown is equal to or greater than the relevant attribute score the player is successful. The other character participating in the contest then states how they wish to respond in the contest and the Game Master determines which attribute the opponent would use and they too make a check. If one player meets the amount of successes needed for their relevant attribute but the other does not the player who passed their check is the victor. However If both players meet the amount of successes

required they compare the amount of successes they achieved, if there is still a tie both sides start over and make new checks.

Example: Jason "The Barbarian" Jones is going head to head with his arch nemesis Oris the Pirate Queen. Jason declares that he wishes to attack Oris with his trusty cutlass using a brutal downward slash. The Game Master determines that Jason will be using his Force attribute which is a score of 2. Jason calls "heads" and rolls 5 d2. The result is 3 "heads" and 2 "tails" meaning he has 3 successes, enough to meet and actually exceed his Force score of 2. The Game Master then states that Oris will attempt to dodge the sword by quickly stepping aside, this will use the Subtlety Attribute. She calls "Tails" and rolls 5 d2 with a result of 2 "tails" Oris's subtlety score is 2 so she passed as well. Since both participants in the contest passed their checks they compare the amount of successes they acquired, Jason with his 3 successes and Oris with her 2. Jason had more successes so he wins the contest.



Damage and Death: If a contest ends up being lethal such as a sword fight, fist fight, ect. and a character loses a lethal contest they make a challenge using their Health Attribute, if they succeed on their challenge the character's Health attribute increases by 1 (But only when making any other challenges to see if they take damage) this means it will be harder to avoid damage later on. If the Character fails their challenge however they fall unconscious taking no other actions, if they are attacked while unconscious the character dies.

Example: Jason has just succeeded his attack against his arch nemesis Oris the Pirate Queen. Oris needs to make a challenge using her Health attribute to see if she falls unconscious. Her Health score is 2 and as such she needs 2 successes. She calls "heads" and rolls 5 d2 and it ends up that 2 of the d2 show the "heads" symbol thus she has enough successes to stay conscious. However since she was still hit by

Jason's sword her Health attribute increases by 1 for a total of 3 now. If she gets hit again it will be much harder for her to stay conscious.

Specialties in Challenges and Contests:

As noted earlier a specialty is a specific skill that a character is good at doing. To show this improved ability in game a character with a specialty gains certain advantages when using that specialty in contests and challenges. If a character is using a specialty in a contest or challenge and they are about to fail the contest or challenge they may take one of their failed d2 rolls and turn it into a success.

Example: Jason "The Barbarian" Jones has been fighting Oris the pirate queen for quite some time now and during the process of their fight she disarmed him of his sword. It lies on the ground several feet away from him. He decides to make a dive for his weapon and the Game Master determines this will be a challenge in which Jason will use his Subtlety Attribute of 3. Lucky for Jason one of his specialties is "Tumbling" the Game master and the player both agree that Jason can use his specialty for the challenge. Jason calls out "Tails" and rolls 5 d2 with a result of 2 successes, which is not enough for the 3 he needs to meet his subtlety attribute. However since Jason is currently failing the challenge and the Game Master stated he could use his specialty he may turn one of his failures into a success resulting in a total of 3 successes, it looks like Jason is getting his cutlass after all.

Penalties and Bonuses: As stated earlier in the challenge section it is possible for a Game Master to increase or decrease a character's attribute score in order to accomplish a challenge if the Game Master thinks it will be particularly easy or difficult. It should be noted however that when a Game Master grants a bonus or penalty the maximum an attribute can reach is 5 and the minimum is 1.

-2 = super easy      -1 = easy      0 = average      +1 = hard      +2 = very hard



