

Golden rules

The “golden rules” of the game allow all other rules and mechanics to function properly. As such, they are immutable. They cannot be subjected to rulings or overruled by any and all players. Violating one or more of them means you are no longer playing the game that is UnnamedRPG. When you sit down to play the game, the one thing you must agree to do is follow the rules in this chapter.

Law of unity/unanimity (TBD)

A unanimous decision by all players supersedes all rules and mechanics that aren’t part of the golden rules. UnnamedRPG is a game first and foremost, and as such its primary purpose is to be enjoyed. If anything is impeding the group from having a good time, as long as players are in agreement with each other, they have the unconditional authority to change it.

Law of specificity

In the case of a contradiction, the more specific rule supersedes the more general rule. Additionally, effects provided by skills and items supersede rules of the game in the case of a contradiction.

Law of restriction

Effects that say “can’t” overrule effects that say “can”. It’s much easier to constrain effects within known limitations than to allow them within unknowable boundaries, for in the latter case the task of predicting their behaviour and possible interactions becomes an unnecessarily difficult undertaking. This obeys the Law of specificity.

Law of Clarity

In this game, all rolls of the dice are made out in the open for every player to see. Concealing the value of the dice, misinterpreting the results on purpose, or manipulating the dice in any way, are not allowed. If the dice come to a stop after being rolled and don’t rest level with the surface they were thrown on, reroll the dice if their interpretation is not unanimous between all players.

Law of precedent

Whenever something becomes established within the fiction, it becomes the default. Players respect precedents to the best of their ability to remember and enforce them, but are by no means required to write down and record *everything* that happens. If something didn’t leave a memorable impression, it probably wasn’t that important to begin with. The “established action” part of progression works on this basis, for instance.

Examples:

- When a character easily clears a high jump, regardless of how difficult it was assumed to be prior. Once it’s “known” that they can do this, there’s no need for it to be a check any further, even if it were one the last time.

Law of recency

If two or more contradictory effects are applied to the same object simultaneously, and it’s unclear how they interact and which one would hold true, then the most recent one overrides all other effects it clashes with. If, for some reason, two or more contradictory effects are applied simultaneously, the Natural Law determines which one overrides all others.

Examples:

- A witch curses your character to have STR = 1 for one day, then another witch blesses your character to have STR = 10 for one day. Your character’s STR will be 10 until the buff expires. However, note that even though its effect was overridden, the original curse was not removed. If it was cast to last 2 days, and the blessing only lasted for a day, your character’s STR would revert to 1 for the remainder of the former curse, until it expires and it reverts back to its unmodified value.

- A witch enchants two swords. One of them sets its wielder’s STR to 1, whereas the other sets its wielder’s STR to 10. Your character picks up both swords simultaneously. In this case, it’s the job of the GM role that arbitrates game mechanics to determine which effect takes precedent over the other. Depending on the nature of the campaign, they may choose what’s worse for your character, what’s better for them, be impartial by

selecting randomly, or even make a ruling that the values meet half way and the character's STR becomes 5 for as long as they hold both.

[\[Link to the main indev doc, from which this is an excerpt.\]](#)