

Nightlight



A role playing game about overcoming your fears

by /tg/

Version .19

All Profits to Child's Play

What is Nightlight?

Nightlight is a role playing game that pits animated Toys, which are controlled by the Players, against the embodiments of primal fear, which are in turn controlled by the Game Master, as they try to steal into the rooms and minds of children. Night after night, a battle for innocence and an untouched childhood is fought by the valiant Toys. Toys are powered by the imagination and love of their “smalls”, the children they protect. While toys can interact with the physical world; things like magic, weaponry, and other abilities are powered by imagination made tangible in ways that scarcely effect the real world and majorly effect the Primals, who are made of fear and hate.

What you need to play

In order to play Nightlight, you need a group of players, one of which is going to be the Game Master (GM for short), this text, 10 six-sided dice at least (from now on referred to as d6), copies of the character sheet, pencils, erasers, and, most importantly, a vivid imagination.

What makes a Toy?

All animated Toys, or Player Characters (from now on occasionally referred to as PCs), share certain common characteristics that define them and are needed to make the rules of the game work. They are:

- Type
- Attributes
- Hit Points (HP)
- Skills
- Quirks

Type

There are four basic and three advanced types to choose from.

Stuffed Toys

Usually modeled after animals, especially furry ones, like the iconic Teddy Bear. They are capable fighters and also very personable. Stuffed Toys gain +2 Toughness and +1 Fellowship.

Action Figures

These toys include diverse Soldier types or Superheroes. Their intricate joints and extensive accessories make them agile and versatile. Action Figures gain +2 Articulation and +1 Accessory.

Dolls

Typically (but by far not always) female, made to look like humans, and often sewn from cloth. While not usually front-line fighters, they are the most sensible and charismatic toys and adept at using imagination instilled in them through dozens of tea parties and games of hide and go seek. Dolls gain +2 Fellowship and +1 Imagination.

Figurines

Everything from Toy Cars and Planes to Army Men and Miniatures. While usually small in size and in some iterations less mobile than the other Toys, figurines have the most direct link to the power of imagination and are also quite hardy. Figurines gain +2 imagination and +1 Toughness.

The three advanced types may not be suited to all play styles and games, but offer an interesting alternation from the common Toy types. Check with your GM before using one of these.

Constructables

Varying wildly in shape and form, Constructables are designed to be mix-and-matchable and therefore can make the greatest use of accessories. Even their bodies can be taken apart and reconstructed into a thousand thousand different forms. Constructables gain +3 Accessory.

Imaginary Friends

These toys spring directly from the imagination of 'their' child. Adults can never see them, so they can easily protect the child from their fears even during daytime. Naturally, their magical powers of imagination even surpass those of figurines. Imaginary Friends gain +3 Imagination.

Created

Toys who are highly mutable like piles of Lego, drawings, and clay. These toys can take a variety of forms and are fairly adaptable. Created gain +10 skill points.

Attributes

Toys in Nightlight have five Attributes, rated from one to five. Toughness governs your physical power and resilience. Articulation is used to measure your dexterity and speed. Imagination is the source of wondrous magical abilities. Fellowship is your ability to influence others. Lastly, Accessory correlates with both your starting gear and the capability to make use of it and possibly even find or create new gadgets. You have 12 points to distribute among your Attributes. No attribute may be lower than 1 or higher than 5, after taking into account your type bonuses.

HP

A Toy can only take so much punishment before it breaks and needs mending. In Nightlight you spread (20+Toughness) Health Points over four areas, commonly (head) (body) (arms) and (legs). Even if your toy has some weird layout, like a tank or octopus, you should label your four limbs with (Head) (Body) (Arms) and (Legs) to make life easier on your GM. Deep within your toy's heart lies it's **Core**, with a number of HP equal to your Toughness. If your PC does not have an at least vaguely humanoid shape, talk to your GM about what parts of his body best correlate to these four zones. If you run out HP in any one of these areas that part becomes crippled, only usable for basic mobility, but that does not necessarily spell his or her immediate doom. When three limbs are crippled your core becomes vulnerable, and if it loses all of it's health, you are dead.

Skills

Every Toy has something that makes them special. Some might wield great powers of deception; others are skilled climbers or able healers. In Nightlight, there are 25 individual Skills, five for each Attribute. Your Skill rating, and therefore the amount of six-sided dice you roll to determine successes when using that Skill, is equal to your rating in the corresponding Attribute plus the amount of Skill points you have invested in the Skill. You may put up to 5 points in any skill, distributing a total of 15. Some skills may allot a number of uses, points, items, or other things depending on how many Skill Points are invested in the skill

Toughness Skills



Brawl: Your skill at hitting enemies in melee combat and damage dealt.

Endurance: Can be used as a reaction to reduce the number of dice an enemy rolls against you for attacks.

Athletics: Jumping, climbing, swimming, and moving heavy things. Can also be used as a reaction to stop enemy movement.

Taunt: Used to scare off or attract the attention of hostile toys and animals. Any targets with health < your check can be directed to attack you or avoid you.

Guts: Courage and knowledge of Primals.

Articulation Skills



Aim: Determines your ranged attack accuracy and damage.

Dodge: Allows you to avoid attacks as a reaction.

Scramble: Allows a toy to move 1 square for every success on a Skill Check. Also measures general agility and ability to react quickly.

Spotting: Used to examine the environment and find things visually.

Tiptoe: Used to sneak around unnoticed and take actions quietly.

Imagination Skills (More details in Imagination Skill section, below)



Exaggerate: Magic used to assist allies.

Lie: Illusion magic used for trickery. Also used to bluff.

Blanket: Protective magic.

Boom: The ability to attack at range with magic.

Neverland: A school of magic involved in teleportation and movement.

Fellowship Skills



Comfort: Used to heal allies. (More Details in Healing section, below)

Carouse: Used to diplomatically speak with other toys and embolden scared allies.

Tame: Used to tame house pets and other animals and command them.

Assist: You may make an assist check to reduce the difficulty of any check for one ally. If your Assist check meets or exceeds the difficulty of the check, the difficulty is reduced by 2 for an ally.

Story Telling: Used to check for prior knowledge of a primal, minion, or lesser fear.

Accessory Skills



Scavenge: Used to search an area and find things.

Armory: For each point spent in Armory you gain 1 starting item. You may use Armory to generally use these items well.

Invent: Used to upgrade allies tools and weapons.

Repair: Allows you to repair broken items and toys. Used to reattach limbs.

Evaluate: Used to give learn about the capabilities of enemies.

- 2+ One Skill of an enemy.
- 4+: Remaining/Max HP of an enemy and one skill of an enemy.
- 6+: HP and any skills of an enemy.
- 8+ HP, Skills, and one Ability of an enemy.
- 10+ HP, Skills, and all Abilities of an enemy.

All skill checks are made by rolling a number of d6 equal to your skill rating and totaling the successes. You may never roll more than 10 dice for any check for any reason. Toys always win in the case of ties.

1&2= 0 successes

3-5= +1 success

6= +1 success and roll an extra die

- Roll difficulties look a bit like this
 - 2-Easy
 - 4-Normal
 - 6-Hard
 - 8-Extremely Difficult
 - 10-Impossible
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Quirks

Quirks are special benefits a Toy has that are based on its history, personality and type. Usually, they grant an automatic success at certain Skill rolls that the Toy in question attempts or give them the ability to do something truly extraordinary when specific requirements are fulfilled. Quirks are what make a Toy special. Therefore, we won't give you a list to choose from, but rather encourage you to make up your own quirks for your PC – this helps visualize what kind of a person your Toy is and allows you to build it so it suits your personal play style. Talk to your GM about the quirks you make up, he or she is the final arbiter on what is allowed and what is not.

Imagination Magic

Exaggerate: A number of times equal to the number skill points put into Exaggerate per night you may make an Exaggerate check and add its results to a target's check. This must be done before he rolls for the check. Only 1 Exaggerate can be placed on a target at a time.

Lie: A number of times equal to the number skill points put into Lie per night you may use this skill to attempt to create context sensitive illusions. Your GM will decide the ultimate effectiveness and Difficulty of this Skill Check.

Blanket: A number of times equal to the number of points put into this skill per night you may make a Blanket check and add its results to an ally as temporary hit points, which is removed first.

Boom: You may, as an action, make a magic attack at range equal to your Skill Rating in Boom. When moving and measuring range, each diagonal space counts as 2. Make a Boom check to determine if it hits. This attack deals damage equal to your skill points invested in Boom. After this attack hits an enemy and damage is resolved, Boom reduces an enemy's Endurance and Dodge by 1, to a minimum of half their original Endurance and Dodge.

Neverland: You may use your Skill Rating in Neverland as your move speed. You can, a number of times per night equal to your skill points invested in Neverland, teleport yourself and your allies a number of squares equal to your successes on a Neverland check.

Healing

A number of times per night equal to your skill points invested in Comfort you may make a check and distribute the number of successes as you see fit among your allies as HP. This cannot be used on a limb with 0 HP.

A number of times per night equal to your skill points invested in Repair you may attempt to fix an ally who has a crippled limb as an action. Make a Repair check. On a 4 you repair the limb with 1 HP. For every two success over 4 the limb gains 1 additional HP.

Combat

At the beginning of combat each PC and Primal rolls an Initiative check (Toughness + Articulation). This determines the order you will act in. On your turn you may take 1 Major action, 1 Minor action, and 1 Movement action in any order you like.. When it is not your turn you may use Reactions when attacked by enemies to try and avoid damage.

Major

Major actions usually are the toy's most important action during a turn. Using any skill that allows you to roll a skill check like Brawl, Scramble, Aim, or Tip-Toe counts as a Major action. Any ability your toy has that specifically says it is a Major action also falls under this category. Major actions are always made using your full pool of dice for any skill, unless otherwise stated. You may “ready” a Major action by not taking a Major action on your turn and declaring a specific trigger or event and a type of Major action. If that event occurs before your next turn you may immediately make your readied Major action! If that event does not occur before the start of your next turn the Major Action is lost.

Minor

Minor actions are lesser, secondary actions you take each turn in addition to your Major action. You may use any skill that allows you to roll a skill check (such as Brawl, Comfort, Boom, or Scramble) as a minor action by rolling half the amount of dice (rounded down) that you would roll to use that ability as a Major action. Minor actions, like their Major brethren, may be readies for specific triggers and used when those triggers occur.

Movement

A Movement action allows your toy to get around the map. There are a few different ways to move with each one having it's own advantages and disadvantages. All toys may move at their standard movement speed of (4+Articulation). All toys also have the ability to move at their Neverland Speed, equal to their Skill Rating in Neverland. Toys may move during Major and Minor actions by making Scramble checks, but may not Scramble during their Movement action. When moving and measuring range, each diagonal space counts as 2.

Reactions

Reactions are actions that occur either the moment a toy (or enemy) is attacked, or when a toy or enemy moves out of melee range of an opponent. The the forms of reactions are Dodge, Endurance, and Athletics; and one must be chosen BEFORE the enemy rolls their attack.

You get a -1 penalty for each reaction after the first that you make between turns. This is applied as -1 dice rolled when dodging and scrambling, or -1 to your Endurance penalty. (On your turn this penalty resets to 0).

Dodge skill checks (articulation+dodge) prevent damage by avoid attacks. If you roll a number of successes equal to an enemy attack or more you avoid all damage from the attack. If you roll a number of successes equal to half the total of an enemy attack, rounded up, or more you avoid half of the damage.

Choosing to **Endure** means the toy is automatically hit, but may easily mitigate some damage from the attacker. The attacker deals 1 less damage per skill point invested in Endure, with a minimum of 1. This stacks with other damage reduction from armor or quirks.

Athletics is a special reaction used to stop enemy movement. When an enemy moves away from an opponent, toy or monster, the person being stepped away from may make an Athletics check. For every success the enemy can move 1 less square.

Attacking

To make an attack you roll a Brawl or Aim check against a single enemy and count the total number of successes. The number of successes into the amount of damage you deal with that attack. All ranged attacks have a range of 10 squares. When moving and measuring range, each diagonal space counts as 2. Some skills, like Boom, let you attack in special ways, detailed in their sections.

Equipment

At character creation you start with a number of items equal to the number of points you have spent in the Armory skill. Each piece of equipment is either a weapon, a piece of armor, a tool, or a shield. Tools provide extra dice in situation when they are used, like quirks. Armor provides protection for a toy at all times. Weapons are used to make attacks with the Brawl or Aim skill. The most items a PC may carry at any time is equal to her Armory Skill Rating.

Weapons:

Weapons modify attack rolls.

- Melee weapons add +1 dice to brawl checks.
- Ranged weapons allow you to make attacks at a distance, but do not add to your aim skill.

Armor:

Armor is attached to your toy and helps protect it from harm. It can either be;

- Locational Armor: Attached to one part of a toy. Reduces all damage taken by 1 to that limb. Cannot be attached to the core.
- Full Body Armor: Attached to the toy generally. Enemies always roll 1 less dice against you on attacks.

You may have 1 piece of Full body armor or up to 5 pieces of Locational armor.

Tool:

Tools grant you extra dice on checks and come in 3 varieties. You cannot take more than one tool that assists the same skill in the same situation.

- General Tools: Provide a constant +1 to any one skill that is not Brawl, Aim, or Boom.
- Specific Tools: Provide a +2 to skill checks (Not Brawl, Aim, or Boom) in specific situations, like using heal to heal yourself, or athletics to jump across a gap.
- Limited use tools: Provide a +3 on any one skill besides Brawl, Aim, or Boom in any situation, 1 time per night.

Invent

The Invent skill is used to turn scavenged and found things, called Pieces, into upgrades for equipment. Each bunch of Pieces you find has a value, from one to three. Each level of upgrade uses up an equivalent value of pieces, so a level two upgrade uses a level two piece or two level one pieces. To successfully upgrade a piece a toy must make an invent check equal to 2 for level 1 upgrades, 4 for level 2 upgrades, and 6 for level 3 upgrades. If he fails the check all the pieces used for the check are used up and may not be useable again. All upgrades last one night. Each piece of equipment can have only 1 upgrade. You may also break down invented items into scrap, as your narrator deems appropriate.

Level One

- Allow a weapon to add +1 additional brawl aim to attacks.
- Create a new piece of locational armor.
- Create a new weapon.

Level Two

- Give an item with limited uses one more use.
- Allow a weapon to add +2 additional brawl aim to attacks.
- Upgrade Locational Armor to reduce all damage taken to a limb by a further 1.
- Upgrade Full Body Armor to reduce the number of dice foes roll to attack you by a further 1.

Level Three

- Allow a weapon to add +3 additional brawl aim to attacks.
- Create a Full Body Armor.
- Create a One Time Use, +2 to Skill tool.

Other Rules

- All toys and Primals talk in Whisperspeak, allowing them communicate, even at a yell, without humans hearing it.
- A PC may ride another PC as a mount so long as the GM considers it reasonable. While doing so the rider must pass a parkour or tame check equal to the number of spaces moved in a round or lose their minor action.
- When appropriate Players describe successes and the GM describes failures.
- Toys can't fly. They can fall - with style.
- The presence of Primals and fears causes an overlapping of their terrifying world and ours, causing a myriad of effects. Whole jungles can be contained under beds, insane events can occur that the leave rooms no more than slightly messy in the morning and, most importantly, this overlap causes a state called “the dreaming” occur in the room. Children will not wake up unless awakened by an adult, alarm clock, or rising sun and any effects the primal has on the child only occur in their dreams.
- Primals seek to install themselves in the walls, basements, and attics of a house and slowly drain the child's innocence via their presence and incursions into their dreams over the course of a week or a month.
- Toys have limited dark vision, out to a few feet.
- Animals that have been around toys often will likely ignore them and go on their way. Other animals might mistake them for predators or prey and react accordingly.
- Light is a destructive force for fears and their minions. Most minions will dissolve even from the beam of a flashlight, and all but the fiercest of primals spurn the touch of daylight.

The Toymaker's Workshop

Character Creation

Before following these steps, you might want to come up with a general outline of what kind of a Toy you would like to play as. Think of a name, a description, a personality and a history. Of course there is nothing stopping you from generating the mechanics of your PC first and coming up with who they are later – the only hard limits are your imagination and the goodwill of your GM.

First step: Choose your type

The type of Toy you play has a large influence on the role your PC will play in the group. All types gain a bonus to a certain Attribute. The basic types are as follows:

- Stuffed Toy: +2 Toughness, +1 Fellowship
- Action Figure: +2 Articulation, +1 Accessory
- Doll: +2 Fellowship, +1 Imagination
- Figurine: +2 Imagination, +1 Toughness

The bonuses for the advanced types are:

- Constructable: +3 Accessory
- Imaginary Friend: +3 Imagination
- Created: +10 skill points

Write your type on your character sheet and mark wedges in the Attribute circles to indicate your inherent bonuses.

Second step: Distribute Attributes and HP

You have 12 Attribute points and $(20 + \text{Toughness})$ HP to spend. No Attribute may have less than one (including the +1 you get from your type) or more than five points and all body parts need at least one HP.

Third step: Allocate Skill points

Put 15 points into your various Skills and total your Skill Rating (respective Attribute plus points in that Skill). No Skill rating on a Toy may exceed 10.

Fourth step: Quirks

Work with your GM to come up with four Quirks for your Toy. You should also stat out your equipment gained from Armory during this step.

Fifth step: Finishing touches

If you haven't done it already, now is the time to come up with a personality, a description and maybe even a history for your PC. If you are artistically inclined or have found a suitable picture, you can fill the portrait field of your character sheet to help you and your fellow players visualize your PC. If you are unsure about anything on your sheet, now is the time to change it. When both you and your GM are satisfied with your Toy, you are ready to enter the world of Nightlight...