

The image shows the front cover of a book titled 'The Adventurer's Welcome Kit'. The cover is made of dark brown, textured leather. It features a decorative border with a double-line rectangular frame. In the top-left corner of the frame is a small, embossed compass rose. In the bottom-right corner is a larger, embossed illustration of a mountain range with a compass rose above it. The spine of the book, visible on the left, is decorated with a series of horizontal leather straps. On the right side, there is a leather strap with a metal button featuring a compass rose design. The title 'THE ADVENTURER'S WELCOME KIT' is printed in a gold, serif font in the center. Below the title, the subtitle 'A GUIDE FOR HEROES WHO HAVE NOT ROLLED INITIATIVE YET' is printed in a smaller, gold, serif font.

THE ADVENTURER'S WELCOME KIT

A GUIDE FOR HEROES WHO
HAVE NOT ROLLED INITIATIVE YET

Welcome, traveler.

Most campaigns begin with a character sheet.

Mine begin with a conversation.

I don't believe memorable stories come from optimized builds.

They come from impossible choices...

from friendships...

from sacrifice...

from laughing so hard someone spits out their drink...

That's the kind of game I run.

This little guide is my gift to you.

I hope it helps you tell a story worth remembering.

THE NAMELESS DM





Every Great Adventure Begins Before Session One

Most adventures begin with a map.

Or a tavern.

Or a mysterious stranger carrying bad news.



The best adventures begin much earlier.

They begin the moment you decide who your character is.

A memorable character is not defined by a high Strength score or the perfect spell selection. Long after the campaign ends, players remember the moments when a hero chose compassion over vengeance, stood their ground despite overwhelming fear, or made the impossible decision because someone else needed them.

Rules help us play the game.

Characters give us stories worth remembering.

The pages ahead are filled with questions and ideas to help you create someone who feels real from the very first session. You don't need to answer every question, and you don't need pages of backstory.

You only need enough truth to know how your character sees the world.

Everythin else can be discovered at the table.



5 Things Every Hero Needs

Every unforgettable character needs five things:

A Dream

What does your character want more than anything?

This is not what the party wants.

What does *your* character want?

A Fear

Fear creates courage.

The bravest heroes are not fearless.

They're terrified.

They simply keep going.

A Flaw

Perfection is forgettable.

- Perhaps your character is impulsive.
- Maybe they trust too easily.
- Maybe they never trust anyone.

Flaws create growth.

Someone Worth Protecting

Heroes become interesting when they care about someone besides themselves.

Who would your character risk everything to save?

At Least One Secret

Every person carries something they don't share.

Your character should as well.

Not because it will become a plot twist.

Because secrets make characters feel alive.

25 Questions Worth Asking

Identity

What name did your family call you growing up?
What accomplishment are you secretly proud of?
What rumor about you is completely false?
What habit do you wish you could break?
What possession would you never willingly part with?

Relationships

Who taught you your greatest lesson?
Who do you owe an apology?
Who still believes in you?
Who do you miss the most?
Whose opinion matters more than you'd like to admit?

Adventure

Why did you leave home?
What place do you dream of seeing?
What's the strangest thing you've ever witnessed?
When did you realize the world was bigger than you imagined?
What danger are you willing to face?

Personality

What always makes you smile?
What makes you lose your temper?
How do you react when you're afraid?
Do you trust quickly or cautiously?
What would your closest friend say is your greatest strength?

Story

What promise have you made?
What mistake still haunts you?
If your adventure ended tomorrow, what would you regret never doing?
What would tempt you to betray your ideals?
What legacy do you hope to leave behind?

Session 0 Matters



Some of the best sessions you'll ever play happen before initiative is rolled.

Session Zero is not about building characters.

It's about building trust.

Every table is different.

Spend a few minutes talking about the game before you begin.

Discuss things like:

- What kind of story do we want to tell?
- How serious or humorous should the campaign be?
- Are there any topics we'd rather avoid?
- What themes excite us?
- How will our characters know each other?
- Why will they stay together when things become difficult?
- What expectations do we have for attendance and communication?

When everyone starts on the same page, the campaign spends less time solving player problems and more time creating unforgettable stories.



Be the Kind of Player Everyone Wants at the table

Great players...



Celebrate other player's victories.

Share the spotlight.

Help quieter players find their voice.

Accept failure as part of the story.

Know the basics of their character.

Respect everyone's time.

Ask questions.

Say "Yes..." more often than "Actually..."

Cheer when someone else gets an amazing moment.



Remember, you're building a story together.

The Nameless GM Promise



Every Game Master has a different style.

Here's mine.

When you sit at my table, I promise:

Your choices will matter.

I don't tell stories to players. I build stories with them.

Your character belongs in the world.

Your backstory isn't homework. It's inspiration.

Everyone deserves a spotlight.

Every player should leave the table with moments they'll remember.

Failure will move the story forward.

Bad rolls create great stories.

Rules exist to support fun.

The rules matter, but they're a tool, not the destination.

Respect comes first.

Every player deserves to feel welcome, safe, and included.

My goal is simple:

When the session ends, I want you talking about it all week.



This image shows a single sheet of white paper with horizontal blue ruling lines. The lines are evenly spaced and run across the width of the page. There are no margins, text, or other markings on the paper.



A Gift for Your Journey

Before every journey:

Experienced traveler's pack food.

Rope.

A Lantern.

Perhaps a trusted blade.

But every so often, fate places something far rarer into a traveler's hands.

Not a weapon.

Not treasure.

A story waiting to happen.

The relic enclosed alongside this guide is called a

Relic of the Nameless Road.

Each relic is unique.

Each may only be used once.

And once it's story has been told, its magic fades forever.

Some will save a life.

Some will reveal a hidden truth.

Some will create unforgettable chaos.

May yours become part of a story you'll tell for years to come.

Continue Your Journey

When your Relic has fulfilled its purpose, I'd love to hear the story it helped create.



THE NAMELESS GM

www.namelessgm.com

