

Preview of

Simple

Quest

THE ROLEPLAYING GAME



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SimpleQuest

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Introduction

SimpleQuest is a concise and straightforward D100 system, easy to play yet filled with all the tense excitement and storytelling potential associated with percentile systems.

This book contains the following chapters.

Characters. Use either a points allocation or random system to generate characters who are motivated and capable of going on fantastic and thrilling adventures.

Equipment. This chapter deals with the tools of the adventuring trade. Weapons, armour and general gear such as rope, backpacks and transport costs.

Rules. In this chapter, the system's workhorse, the D100 Skill Test, is explained in both its basic and opposed versions. There is also a section of Spot Rules for common adventuring situations.

Combat. This subset of the rules looks at what happens when blades are drawn and used in anger.

Magic. This chapter details a single magic system that every player character uses.

Creatures. Monsters, animals, and to populate your adventures.

Gods and Goddesses. To use either as patrons or religions to join.

OPENQUEST?

SimpleQuest is a cut down and concise version of *OpenQuest*, also published by D101 Games.

It is completely compatible with those rules and adventures published for that system.



WHAT YOU'LL NEED TO PLAY

A SET OF POLYHEDRAL DICE

Dice are available from either online suppliers or your local game store. As well as the ordinary six-sided dice that come with most board games, you will need dice with four, eight, ten, twelve and twenty sides. Dice have the notation of as Dx in the rules, where x is the number of sides of the die. For example, D10 relates to a ten-sided die.

The most commonly used dice are D100, not a hundred-sided die but two D10's rolled together. The sides on these D10s are marked from 0 to 9, rather than from 1 to 10. Before the dice roll, it is decided in advance, which will be tens and which will be units. If you are using the D10 on its own, the 0 counts as 10. For example, I have a red D10 which I use as tens and a white D10 which I use as units. When I roll them, and the red comes up two, and the white comes up three, then this means my result is twenty-three. A roll of 00 equals 100.

PAPER

You'll need paper for note-taking, drawing maps and any other quick explanatory pictures or diagrams that either the players or the Referee want to draw to help describe what is going on during the game.

TIME

Gameplay usually happens in 'sessions' of three to four hours. Sessions can take more or less time and are generally determined by such factors as player characters concentration and enjoyment, coming to a natural end of the adventure, or reaching a climactic cliffhanger where play can be picked up again quickly after a short recap at the next session. This adventure takes one game session to play, or possibly two if you stretch out the action. .

SOME FRIENDS

Roleplaying games are inherently social, so you need at least two players; one to play the protagonists of the story and the other to be the Referee. More player characters can join as the game progresses, and the usual number is four to six player characters and one Referee. Any more than six player characters and it becomes difficult for the Referee to get around the table to find out what each player wants to do.

IMAGINATION

SimpleQuest takes place in the imagination of the players and Referee. Although metal miniatures, available online and at games shops, can be used to help the player characters visualise the action (especially during combat), at the end of the day the game stands or falls on how much the player characters and Referee use the power of their imagination to fuel the story they are co-creating.

Characters

THE ANATOMY OF A PLAYER CHARACTER

Your character is your representation in the game. They are your senses and body in the imaginary world that you and your fellow players create.

On the one hand, your character is a collection of numbers which describe their characteristics, skills and magic spells, written down on a character sheet. In the main rulebook there is a chapter that explains how you create these numbers in a process known as 'Character Generation'.

But that's only half of what a character is.

The other half exists mainly in the imagination of the player, with perhaps some quick notes on the character sheet. This half is the personality of the character and other intangibles such as goals and history. These are the things that you cannot express in cold hard numbers, which bring the character to life and give the player guidelines on how the character acts and thinks.

The following sections explain how the numbers and descriptors on the character sheet works.



CHARACTER CONCEPT

A character concept is a one-sentence summing up of what the character is all about.

For example.

- Ethelred is “A determined and foolhardy warrior seeking excitement and adventure.”
- Lura is “A mysterious and elegant sorceress.”
- Mancala is “The illegitimate son of a murdered noble, who survives through being a rogue.”
- Abnon is “A pious priest who smites evil and protects the innocent.”

CHARACTERISTICS

Characteristics are the primary building blocks of a character. All characters and creatures have seven characteristics, which give the necessary information about the character’s physical, mental and spiritual capabilities. As well as being useful indicators of how to roleplay the character (see below) these are the scores used to work out the base value of skills.

The characteristics are:

Strength (STR): A character’s capability with brute force, strength affects the amount of damage they deal, how much they can lift and so on.

Constitution (CON): A measure of the character’s health, constitution affects how much damage they can sustain in combat, as well as general resistance to disease and other illnesses.

Dexterity (DEX): Dexterity is the character’s agility, coordination and speed of reactions. This ability aids a character in many physical actions, including combat.

Size (SIZ): Size is an indication of the character’s mass and, like strength and constitution, affects the amount of damage a character can deal, and how well they can absorb damage.

Intelligence (INT): A character’s ability to think around problems, analyse information and memorise instructions.

Power (POW): Power is a measure of the character’s life force, the strength of their willpower, and a measure of how much magic power they have. It is a beneficial characteristic for those interested in becoming accomplished spellcasters.

Charisma (CHA): This quantifies a character’s attractiveness and leadership qualities.

ATTRIBUTES

Attributes are a set of secondary scores that define the character's potential to do and take physical damage, how quickly they move, and the amount of magical energy available to the character. The character's characteristic scores determine the value of their attributes.

Damage Modifier (DM): The damage modifier applies whenever the character uses a melee or thrown weapon. It's calculated by adding the character's Strength and Size together and referring to the table below. The modifier gets more significant when the sum of Strength and Size are higher –bigger, stronger, characters deal out more damage than smaller, weaker, characters.

Damage Modifier Table

Total of STR and SIZ	Damage Modifier
1–10	-1D6 *
11–15	-1D4 *
16–25	+0
26–30	+1D4
31–45	+1D6
46–60	+2D6
61–75	+3D6
76–90	+4D6
Every additional + 15	Add +1D6

*If, after you have taken away the rolled damage modifier and the damage is under 0, increase it to 1.

Hit points (HP): These determine how much damage the character can sustain before reaching unconsciousness or death. Hit points equal Size plus Constitution divided by 2, rounded up.

Movement rate (MR): This is the amount in metres that a character can move in a five-second Combat Round. Human characters have a Movement rate of 15 metres.

SKILLS

Skills are things that the character can do. They represent particular areas of expertise. In-game, the percentage value of the skill is rolled against, using a D100, to work out if a character completes a task in the game. A roll equal to or less than the skill percentage indicates a success.

For example, Ethelred has a Dodge of 52%, which means that in combat he has to roll 52 or under on D100 to avoid the incoming blows of his opponent.

See “The Basic Skill Test” on page 35 in the Rules to find out more about skills work in game.

What do the Numbers Mean?

The following table translates the skill percentage into a ‘real world’ description of the level of expertise.

Skill Expertise Table

Skill	Expertise	Description
0-25%	Novice	No experience with the skill and is relying on raw talent and beginner’s luck.
26-50%	Apprentice	This level of expertise represents someone actively learning the skill.
51-75%	Veteran	The character is competent with the basic uses of the skill, which they use in everyday life.
76-99%	Expert	This character is a local expert at the skill, who can perform it under most conditions with ease and elegance.
100%	Master	They are acknowledged as best at that skill, and regularly perform the impossible in challenging conditions.

From looking at the above table, you can see that Ethelred with his Dodge of 52% is quite proficient, having an expertise level of Veteran, probably from being in actual combat as a warrior in the Ducal Wars and learning by necessity to get out of the way of weapon attacks.

100% is the upper limit for skills, either through improvement or by being modified before a skill roll. Characters with skills at 100% are Masters/ Mistresses of their skills, and always succeed. Roll the dice to see if they get critical results. Masters never fumble their skill tests.

Skill Lists

The following tables list all the skills that every character possesses, and the characteristics used to determine the skill's base score. The tables also give each skill a brief description of what the skill does. In some cases this expanded in the game rules.

Skills categorised for easy reference.

- *Resistances* are skills that get the character out of harm's way.
- *Combat skills* measure the character's skills in physical violence.
- *Knowledge skills* measure the intellectual abilities of the character.
- *Practical skills* measure the character's ability to perform a variety of everyday and specialist tasks.
- *Magic skills* cover either casting magic or knowledge of religious practices.

Resistances

Skill	Base	Description
Dodge	DEX+10	Gets you out of the way of physical threats, such as an incoming axe or dragon breath.
Persistence	POW+10	This skill Is a measure of your character's willpower and resistance against hostile magic and to resist attempts to influence the character against their will.
Resilience	CON+POW	This skill Is a measure of your character's health and their ability to survive exposure, hunger and thirst, and to resist the effect of diseases.

Combat Skills

Skill	Base	Description
Close Combat	DEX+STR	Skill with melee weapons, such as swords, axes, daggers, spears and shields.
Ranged Combat	DEX+INT	Skill with missile and thrown weapons.
Unarmed Combat	DEX+STR	Natural weapons and techniques such as bite, fist, kick, grapple and claws.

Knowledge Skills

Skill	Base	Description
Culture (Own)	INT+10	What a character knows about the history, politics, geography of their land and society.
Language (Own)	INT+50	How fluent a character is at speaking and potentially reading and writing their language.
Natural Lore	INT+10	A skill that represents predicting the weather, recognising and caring for animals and plants, geology and survival in the natural world.
Culture (Other)	INT	What a character knows about the history, politics and geography of a foreign land.
Language (Other)	INT	How fluent a character is at speaking and potentially reading and writing a foreign language.
Lore (Type)	INT	These are other areas of knowledge not already covered by other knowledge skill—for example, Lore (Herbalist) and Lore (Heraldry).



Practical Skills

Skill	Base	Description
Athletics	DEX+STR	This skill measures the character's ability at running, lifting, jumping, swimming and climbing.
Craft	INT+10	This skill allows you to make things, such as pots, weapons, and buildings.
Deception	DEX+INT	Stealth, hiding, disguise and picking pockets are all handled by this skill.
Driving	DEX+INT	This skill covers ancient-medieval period vehicles such as carts, chariots and wagons.
Engineering	INT+10	This skill is employed when dealing with large-scale construction, and siege engines.
Healing	INT+10	Healing wounds and treating disease using First aid and surgery. (see page 50)
Influence	CHA +10	Used when the character wants to persuade another to do something against their usual interests. (see page 53)
Mechanisms	DEX+INT	This skill covers locks and anything with complex moving parts.
Perception	INT+POW	Use this skill when spotting hidden objects and other small details in the character's immediate environment.
Performance	CHA+10	Acting, playing instruments, dancing and singing are all covered by this skill.
Riding	DEX+POW	Tested when riding beasts and trying tricky manoeuvres.
Sailing	DEX+INT	This skill covers the use of ships and boats.
Streetwise	CHA+POW	How well the character operates in a city environment. Used to find out information and navigate around the streets and find a fence for stolen goods are all covered by this skill.
Trade	INT+10	The skill is used by merchants and traders to value and sell goods.

Magic Skills

Skill	Base	Description
Magic Casting	POW X 3	This skill allows the character to cast magic. It is also used to sense magic in the same way that Perception is used to detect things using the traditional five senses.
Religion (Own Religion)	INT+10	Most characters will be at least 'lay' members of the religion local to them, taking a passing interest in its mythology and rituals. For more devoted characters, this skill is the key to advancement in the religion's hierarchy.
Religion (Other Religion)	INT	This skill covers the knowledge of another religion other than one the character is a member of, where 'Other' is the name of that religion.

A Note on Skills with Descriptors in Brackets.

Lore (Type), Religion (Other Religion) and Culture (Other) all have a descriptor in brackets after the main skill name. For example, Religion (Other) could be Religion (Earth Mother) or Religion (Burning Heart) in the Empire of Gatan Setting.

MAGIC

In SimpleQuest every character has a little magic. The default at character generation is that each character has three spells that are commonly available. These are spells that are easily learnt from relatives, local street magicians who sell magic for a living, or are just simply so well known due to commonly shared folklore.

To determine if Magic is successfully cast the player rolls against the character's Magic Casting skill, which starts at a Base of POW X 3.

Equipment

The Equipment chapter has full lists of equipment, grouped by type in tables, which lists cost and game data.

In the meantime things to be aware of for equipment.

Armour has a points value that is the amount of protection that it provides when reducing incoming damage.

Weapons have a damage rating, expressed in dice, for example 1D6, sometimes with a modifier, such as 1D4+1, that tells you how much damage the weapon does in combat.

Encumbrance. Each item of equipment has an encumbrance value (or ENC). It's a measure of not only the weight of the item, but how bulky and difficult to carry it is.

FORTUNE POINTS

Every character starts with two fortune points.

Fortune points are what distinguishes the player character from the average stay at home type folk. They represent their good fortune and ability to escape life-threatening situations with ease.

Fortune points allow the player character to do any of the following in game.

- Re-roll any failed dice roll.
- Flip the existing dice result for a failed test so that the units are now the tens and the tens are now the units so that it is a success.
- Avoid character death. Instead of dying, the character, if reduced to zero or fewer hit points, is merely unconscious. The character remains in such a state until the combat is over, at which point they awaken with one hit point.

Once spent, fortune points are gone. The Referee awards fortune at the end of the game session for moments of outstanding heroic play.

MOTIVES

Motives are what drives the character's actions. They are the character's goals, both short and long-term.

Saga Motives are life motives and are only achievable throughout a linked set of adventures, commonly known as a 'campaign' or Saga as SimpleQuest calls it.

Example Saga Motives:

- Become King of the Amber Lands.
- Defeat the evil Sorcerer Zanab Khan.
- Become the richest man in Red Hat County.
- Avenge my Father's death.

Quest Motives are usually relevant to the adventure currently being played and are determined near the beginning of the session by the players.

For example a set of Quest Motives coming out of a royal monster hunt in the bleak ice deserts of Zhaind:

- Kill the biggest monster on the hunt.
- Secure the rights to trade the hides of the monsters.
- Use the hunt to impress the King and improve their social standing at court.
- Map the ice deserts of Zhaind to increase the body of knowledge of the Royal Library.

Saga Motives and Quest Motives are already written for the pre-made characters. In the full game, it is explained how players work out their own motives for their characters.

As well as giving players inspiration on how to roleplay their characters, motives also drive the direction of play, as players try to bring into play motives to earn growth points (“Character Growth” on page 20). The Referee makes a note of motives and creates events which provide an opportunity for the player to bring their motives into play

CHARACTER GENERATION

Follow the following seven step procedure to create a character.

STEP 1: DETERMINE CONCEPT

In one sentence, sum up what your character is all about. Use the guidelines above to give yourself ideas. Ask the other players what their character concepts are to make sure the group has an exciting selection of characters.

Check with your Referee that your character concept fits in with the type of game that the group is going to be playing.

STEP 2: GENERATE CHARACTERISTICS

Using the Points Method

Each characteristic starts with a value of 8. You have thirty points to distribute to increase them. The maximum value of a characteristic during character generation is 18. You may also lower a characteristic to gain extra points. For example, reduce STR from 8 to 6 to gain 2 points. Note that INT and SIZ cannot be decreased below 8. Other characteristics have a minimum value of 3, although such a low value would indicate that the character has a severe disadvantage in this area.

The points method is better if you already have a clear idea of your character concept as it gives you precise control of the relative strength of each characteristic. You are not at the mercy of random dice rolls nor do you have to negotiate with your Referee about switching the random rolls around so that the characteristic scores match your concept. Use this for non-human species too, making sure your choices fit the species concept.

Random Generation of Characteristics

If you prefer a more traditional method of rolling dice to create characteristics, follow roll the dice shown in the following table.

See pages 107-111 in the Creatures chapter for more info about the non-human species listed in the table.

Random Characteristics by Species

Species	STR	DEX	CON	SIZ	INT	POW	CHA
Humans	3D6	3D6	3D6	2D6+6	2D6+6	3D6	3D6
Beastling	2D6+6	1D6+12	3D6	1D6+12	2D6+6	3D6	2D6
Duck	2D6+3	2D6+6	2D6+6	1D6+6	2D6+6	2D6	2D6
Dwarf	4D6	2D6+12	3D6	1D6+6	2D6+6	3D6	3D6
Elf	2D6+3	3D6	3D6+6	2D6+3	3D6+6	2D6+6	3D6

STEP 3: DETERMINE ATTRIBUTES

To work out your character's damage modifier, add Strength and Size together and look at the Damage Modifier table.

Hit points equal Size plus Constitution divided by 2, rounded up.

Human characters have a Movement rate of 15 metres.

STEP 4: CALCULATE SKILLS

For each skill, calculate the starting skill value, also known as the base score, from the calculation provided. Then write it down on the character sheet next to the skill.

During character generation, the player gets a pool of points to spend on each group of skills. Distribute points between the skills, with a limit of no more than 30 to be allocated to any one skill.

Resistances: Spend 50 points between the three skills.

Combat: Spend 50 points between the three skills.

Knowledge: Spend 50 points between the skills.

Practical: Spend 75 points between skills.

Magic: is special, refer to Generating a Character Step 5 below.

STEP 5: MAGIC SPELLS

Look at the spells in the Magic chapter and pick three spells from the Common availability list. Also work out Magic Casting Skill, which starts at POW X 3.

STEP 6: CASH AND EQUIPMENT

Starting cash is $4D6 \times 10$ in silver pieces.

Each character starts with one of these two arms and armour packages below:

- Leather armour, ranged weapon, close combat 2H weapon and dagger.
- Leather armour, a medium or small shield, ranged weapon, close combat 1H weapon and dagger.

Also, each character starts with the following *standard adventurer's pack* of equipment:

- A backpack, rope, two weeks' worth of travelling provisions, flint and tinder, and a waterskin.

For further information about equipment see "Equipment" on page 24 . Your Referee may allow you to buy additional equipment before the game starts from the character's starting cash.

STEP 7: FINISH OFF THE CHARACTER

Note down fortune points and age.

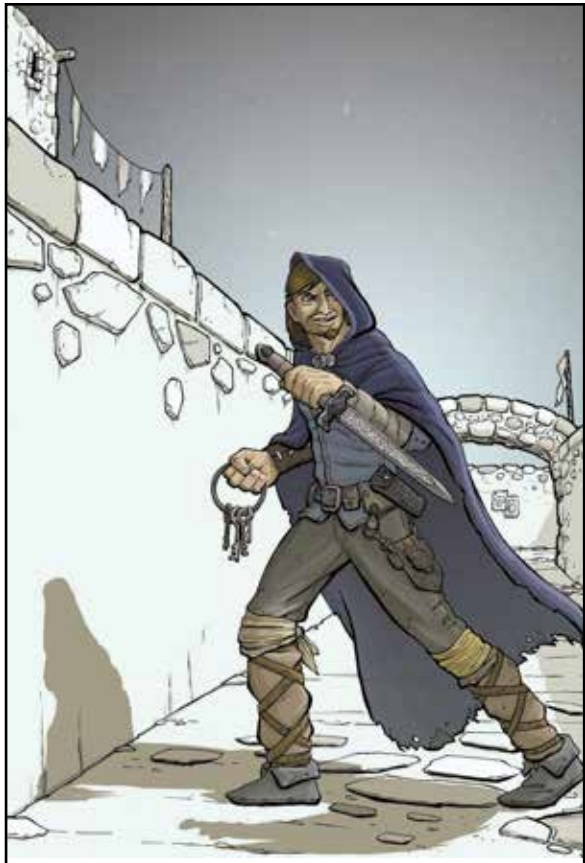
For humans, this is 18-28 ($2D6+16$) respectively for starter adventurers.

Fortune points start at 2.

Create a Saga motive for the character.

If you want to include a background narrative, then do this now.

Finally, if you haven't done so already, write the character's name on the character sheet.



CHOOSE A CHARACTER FOCUS

The above system creates characters who are rounded in all the skill areas and start with a decent amount of magic. Some players struggle with the amount of choice and would rather create more focused characters aligned more closely with traditional fantasy stereotypes. Pick one of following three focuses. These character types can play alongside characters created using the standard method.

Warrior

In step 4 add another +25% to one of the combat skills, and add +20% to either Dodge or Resilience. Magic casting starts at POW x 2, and the character only starts with two magic spells chosen from the following list.

- Coordination, Demoralise, Dull Weapon, Fanaticism, Heal, Mobility, Protection, Speedart, Strength, Vigour, Weapon Enhance.

Equipment: Ringmail armour, long-sword and medium shield OR battle axe and medium shield OR Greatsword/Greataxe, dagger, + standard adventurer pack (see page 18).

Expert

In step 4 add another 50% to either Knowledge or Practical skills. Only spend 25% on one combat skill.

Choose magic spells from the following list.

- Clear Path, Cushion Fall, Demoralise, Detect (Type), Farsight, Heal, Light, Lock, Personal Insight, Quick Read, Read Emotion, Unlock.

Equipment: Leather armour, short-bow, short sword and dagger + standard adventurer pack (see page 18).

Magician

Do not increase Combat skills during Step 4. Add 25% to magic casting, and choose five magic spells, instead of three, which may be either Common or Taught availability from the following lists.

- *Common magic:* Countermagic, Disruption, Dull Weapon, Extinguish, Heal, Light, Lock, Minor illusion, Personal Insight, Second Sight, Vomit.
- *Taught magic:* Absorption, Dispel Magic, Divination, Fly, Major Illusion, Talk to Animal, Ward Camp, Walk on (Element).

Equipment: Travelling cloak, Dagger, Sling, Staff, + standard adventurer pack (see page 18).

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CHARACTER GROWTH

As characters go on Quests, they grow and improve. In the game, this can be one of the tangible goals for the players.

The main currency for achieving this and indicator of how well the character is doing in game terms are growth points or just simply growth. The Referee hands these out after a Quest.

Growth can happen because of these situations.

- Bringing motives into play, as determined by the player and approved by the Referee.
- Quest achievement awards. These are determined and handed out by the Referee.
- In game rewards for skill use. If the player fumbles or criticals during a skill test.
- Ad hoc growth awards. The Referee gives these out as a result of certain events occurring during the Quest.

AWARDING GROWTH FOR MOTIVES

The characters' motives are the main way players get to drive play and grow their characters.

If your character completes a motive, either short or long term, during a gaming session, cross it out.

If you engage with a motive in a gaming session, bringing it in to play, but don't complete it, put a * next to it. You can only mark growth once in this way per Quest.

Make sure you make these marks as soon as your character achieves them with your Referee's permission.

At the end of the Quest, look at your motives.

- +5 growth points if you complete your Saga motive.
- +2 growth points if you complete your Quest motive.
- +1 for every motive that is brought into play. You don't get this award as well as the award for completing a motive.

As a result, you should have a total between 1 growth point (you engaged with your short-term Quest motive) and 7 growth points (you complete both your Quest motive and Saga motive).

At this point, rub out any asterisk markers and remove any short-term motives, whether completed or not. Leave the completed long-term motives on the character sheet.

Motive Review

At the end of each Quest, the player and the Referee can call for a Motive Review. During the review, the player can change Saga Motives that are no longer interesting to them or relevant to the character. They can also remove uncompleted Quest Motives or carry them over to the next Quest, in which case the Referee makes a note of them.

REFEREE GROWTH AWARDS

The Referee award character growth as a result of the following.

- Quest achievement award is directly linked to how long the quest was.
- In game rewards for skill use. If a character fumbles or criticals during a skill test, their player adds a growth point immediately.
- Ad Hoc awards that acknowledge growth that occurs due to achievements outside of the standard growth system.

Quest Achievement Awards

At the end of a Quest, the Referee makes this award, a simple flat award of two growth points for each session of play of average length of two-three hours. Adjust for longer sessions.

For example, a self-contained one session one-shot game that took three hours should give two growth points, while a Quest that took four sessions, each two to three hours, to play out gives eight growth points to each player.

Note: if you want to reward clever or entertaining play, use fortune points instead.

In Game Rewards for Skill Use

If a character fumbles or criticals during a skill-test, they grow from the experience and the player immediately records a one-point growth award. The table should also cheer on the player. There is no limit to how many times this reward can be issued. The reward reflects this author's belief that we grow from great success or great failure.

Ad Hoc Awards

Ad hoc means when necessary or needed. The characters may grow as part of the Quest in ways that are immediate and hard to fit within the context of awarding growth points and the Referee wants to make a one off award of a character growth directly linked to the Quest.

For example.

A magician may teach (for free) the spell of Detect Gold as a reward for completing a Quest on their behalf. The characters all gain Religion (Hellfire Cult) at base value, since the Quest involved dealing with these cultists and their foul methods.

SPENDING GROWTH POINTS

Players may spend growth points in the downtime between Quests, even when their characters who are badly injured are healing. The default downtime period is three months, although it could drop to mere days if the flow of time in the series of Quests, known as a Saga, requires it.

Growing Skills

A player may improve any number of skills by spending growth points, but each skill can only go up by +5%, during the downtime between adventures.

The cost of that growth depends on the expertise of the skill.

Growth Costs by Expertise

Skill	Expertise	Growth cost Per +5%
0-25%	Novice	1
26-50%	Apprentice	2
51-75%	Veteran	3
76-99%	Expert	5
100%	Master	10 to reach 100%

Growing Characteristics

A player can choose to spend five growth points to increase one characteristic by one point.

SIZ never increases using growth points.

The maximum a human character can increase a characteristic to is 21. For non-humans, the maximum for a characteristic is equal to the maximum possible starting score for the characteristic plus three.

This type of growth allows the character to overcome the innate weaknesses they suffer due to low characteristic scores.

Growing Magic

How the character learns more magic is dealt with in the Magic chapter. But for convenience the costs are summarised in the following table.

Summary of Growth Costs

Cost	Growth
One growth point	+5% to Skill
Five growth points	+1 to any characteristic except SIZ
One growth point	To learn a Commonly available magic spell.
Two growth points per magnitude	To learn a Taught magic spell
Three growth points	To learn a Secret magic spell

IMPROVING OUTSIDE OF QUESTS: PRACTICE AND RESEARCH

The characters may often experience long stretches of downtime between Quests. Group members may need to heal from wounds suffered during the last Quest, the characters may engage in some activity that takes time, or life may return to normal until the next danger to face the player characters appears.

During such downtime, the characters may improve their characters. The players might request downtime between Quests to learn new skills, and it is up to the Referee to determine if this is appropriate.

For every three months of practice or research, a character may gain one growth point, which they can spend on growth. Note skills can only increase by +5% per downtime period.

AWARDING FORTUNE POINTS

Fortune is an area of growth that ebbs and flows during play. On the one hand, it grows as the character does fun things in play and diminishes when the player spends points to get the character out of a tricky situation.

Referees should reward entertaining or clever play for individual players or the group as a whole by giving one fortune point. These can either be given out at the end of the session or on the spot for an especially dramatic play that causes everyone at the table to stop and give out a round of applause.

ROUNDING

If you end up with a fraction when calculating an value, such as hit points, always round up to the nearest whole number.

Equipment

Fantasy roleplaying games are a form of cooperative improvised theatre. You could think of the players as the actors and the Referee as the director and production team providing the stage and scenery, a huge, big-budget supporting cast and every prop that the actors could need. This chapter deals with the props, the equipment that the player characters will be using.

CURRENCY

For ease of use here's a simple coin-based currency that will be used throughout the rest of this book to give value to an item.

- 5 Lead Bits (LB) = 1 Copper Penny (CP)
- 10 Copper Pennies (CP) = 1 Silver Piece (SP)
- 20 Silver Pieces (SP) = 1 Gold Ducat (GD)



THE EQUIPMENT LISTS

Equipment lists make up the rest of this chapter. These lists provide the cost of the item and details any game effects. They also, where appropriate, give an Encumbrance value (ENC) for the item in question. Encumbrance is a value which rates both the weight and how physically unwieldy an object is. Encumbrance rules are given in Rules chapter. See “Encumbrance” on page 49.

CLOSE COMBAT WEAPONS

All Close Combat weapons use the Close Combat skill. The following qualities characterise each close combat weapon:

Damage Dice: The damage the weapon deals on a successful attack.

ENC: The weapon's encumbrance a measure of its weight and bulk.

Cost: The cost of silver pieces to purchase this weapon.

Notes

Set: As explained on page 68 of the combat rules, the end of this weapon can be dug into the ground, or set, when facing an incoming charging opponent.

Range: This weapon suffers no penalty when thrown.

LS: This weapon is usable as a long spear, which includes being able to set against charges. The wielder must state at the start of combat how it is being wielded and must take a change stance action to alter its usage.

Flex: This weapon can be used two-handed. When used in two hands, it gains +1 damage.

2H: This weapon must be used two-handed.

Improvised and primitive weapons: such as a stone hatchet, stone spear or a convenient log picked up and used as a club, do the same damage as the base weapon -1.

Close Combat Weapons

Weapon	Damage	ENC	Cost
Melee weapons			
Cosh	1D4	1	5 SP
Club ^{Flex} , Hatchet ^{Range}	1D6	1	20 SP
Quarterstaff ^{2H}	1D8	2	20 SP
Battleaxe, Warhammer, War pick, Ball & Chain, Mace ^{Flex}	1D8	2	120 SP
Greathammer ^{2H} , Great Axe ^{2H} , Military Flail ^{2H} , War Maul	2D8	4	200 SP
Halberd ^{LS & 2H} , Polearm ^{LS & 2H} , Glaive	1D8	3	200SP
Shields			
Small (eg. Buckler or Psilos)	1D4	1	50 SP
Medium (eg. Target Shield)	1D6	2	150 SP
Large (Hoplion, Kite, Viking Round)	1D8	3	300 SP
Spears Set, ^{Flex}			
Lance	1D10	3	150 SP
Longspear ^{LS & 2H}	1D8	2	30 SP
Shortspear ^{Range}	1D6	2	20 SP
Swords and Knives			
Bastard Sword ^{Flex}	1D10	2	250 SP
Dagger ^{Range} , Knife ^{Range}	1D4+1	—	20 SP
Greatsword ^{2H}	2D8	4	300 SP
Longsword, Scimitar	1D8	2	150 SP
Rapier	1D6	1	150 SP
Shortsword, Gladius	1D6	1	100 SP

RANGED WEAPONS

The following qualities characterise each ranged weapon:

Damage Dice: The damage the weapon deals on a successful attack.

Range: This is the effective range of the weapon. A target within the weapon's range attacked without a modifier for range. A target within double the weapon's range has the attacker's effective Ranged Combat skill is halved, before other modifiers are applied. Attacks against targets beyond double the weapon's range automatically fail.

Rate: This shows how many missiles can be fired per Combat Rounds, taking into consideration the time to load the weapon. For example, 1 CR, means one missile every combat round, while 1/3 CR means one missile every three combat rounds.

ENC: The weapon's encumbrance. The weight and bulk of the weapon.

Cost: The price in silver pieces of the weapon.

Ranged Combat Weapons

Weapon	Damage	Range	Rate	ENC	Cost
Missile Weapon ^{2H}					
Blowgun	1D2	15m	1 CR	—	30 SP
Heavy Crossbow	2D6	150m	1/3 CR	2	350 SP
Light Crossbow	1D8	125m	1/2 CR	1	150 SP
Long Bow	1D10	150m	1 CR	1	150 SP
Nomad Bow	1D8	125m	1 CR	1	150 SP
Short bow, Staff Sling	1D8	75m	1 CR	1	75 SP
Sling ^{1H}	1D6	50m	1 CR	—	5 SP
Thrown Weapons					
Dagger ^{Close} Knife ^{Close}	1D6	STR*m	1 CR	-	30 SP
Hatchet ^{Close}	1D8	STR*m	1 CR	1	25 SP
Dart, Throwing Star	1D4	STR*m	1 CR	—	15 SP
Javelin/Shortspear ^{Close}	1D6	STR*2m	1 CR	1	20 SP
Rock/ improvised	1D4	STR*m	1 CR	1	—

1H: This weapon is a one-handed weapon.

2H: This weapon must have two hands free to be used effectively unless otherwise specified. A buckler can be strapped to the forearm, but cannot be used for attack or defence while wielding or shooting this weapon.

Close: This weapon suffers no penalty when used in close combat.

Ranged Weapon Ammunition

Ammunition	ENC	Cost
Arrows (10)	—	1 SP
Blowgun darts (10)	—	2 SP
Crossbow bolts (10)	—	2 SP
Sling bullets (10)	—	5 CP

Using Ranged Weapons in Close Combat

If used in close combat, a ranged weapon is treated as an improvised weapon, doing damage equal to its closest hand-to-hand equivalent if that is less than its ranged weapon damage.



ARMOUR

The following qualities characterise a set of armour:

AP: The armour point value of the armour.

ENC: The armour's encumbrance. The weight and bulk of the armour.

Cost: The cost of the armour in silver pieces.

EFFECTS OF SIZ ON ARMOUR

Armour made for a character of SIZ 1 to 5 will have its cost and ENC halved from that shown on the Armour table. Characters of SIZ 21 or higher will double the cost and ENC for armour made for them.

Plate Armour: Characters may try using plate armour not designed for them, but at double ENC.

Layering Armour: Characters may not wear more than one type of armour, i.e. layer armour, to get increased Armour Points.

Armour

Armour	AP	ENC	Cost	Description
Leather	2	3	500 SP	Either padded leather or boiled and stiffened leather or linen armour.
Ringmail	3	5	1000 SP	Metal rings sown onto a padded leather suit.
Scalemail	4	7	1500 SP	Metal scales sewn on to a padded leather suit.
Chainmail	5	8	3000 SP	Links of chain made into a suit.
Platemail	6	12	9000 SP	Steel plates that cover the body, over a chain mail backing.



ANIMALS

Item	Cost
Bison	200 SP
Bull	250 SP
Cart	75 SP
Cat	2 SP
Chariot	600 SP
Cow	150 SP
Dog, Domestic	2 SP
Dog, Hunting	25 SP
Fowl	1 SP
Goat	50 SP
Hawk	400 SP
Horse, Draft	400 SP
Horse, Riding	350 SP
Horse, Combat Trained	500 SP
Mule	125 SP
Ox	200 SP
Pig	50 SP
Rhino	3,000 SP
Saddle & Bridle	75 SP
Sheep	30 SP

FOOD AND LODGING

Item	Cost
Lodging, Poor	2 CP
Lodging, Average	1 SP
Lodging, Superior	5 SP
Food & Drink, Poor, 1 Day	1 CP
Food & Drink, Average, 1 Day	5 CP
Food & Drink, Superior, 1 day	2 SP
Trail Rations, 1 Day	5 CP

GENERAL ITEMS

Item	ENC	Cost
Backpack	1	5 SP
Bedroll	1	1 SP
Block & Tackle	1	15 SP
Bottle, glass	—	2 SP
Candle, 1 hour	—	1 CP
Chain, 2 metres	2	40 SP
Climbing kit	1	25 SP
Codex	1	60 SP
Craft Tools	2	75 SP
Crowbar	1	25 SP
First Aid Kit	—	25 SP
Fish Hook	—	2 LB
Fishing Kit	1	15 SP
Flint & Tinder	—	5 CP
Grappling Hook	—	5 SP
Hammer	—	1 SP
Healer's Kit	1	150 SP
Ladder, 3m	4	2 SP
Lantern	1	10 SP
Lock Picks	—	75 SP
Mining Pick	1	35 SP
Musical Instrument	2	70 SP
Oil, Flask	1	1 SP
Papyrus, Sheet	—	5 CP
Pole, 3m	1	1 SP
Quiver	—	2 SP
Rope, 10m	2	10 SP
Sack, Large	1	5 CP
Sack, Small	—	2 CP
Scythe	2	30 SP
Slingbag	1	5 CP
Spade	1	25 SP
Torch / Flaming Brand	—	4 CP
Waterskin	1	5 CP

Backpack: It can hold 20 ENC of equipment.

Block & Tackle: Adds +20% to Mechanisms tests to make or disarm large traps and makes Engineering tests possible in some circumstances. It requires at least 10m of rope to function.

Candle, 1 Hour: A candle illuminates a one-metre radius. Any wind stronger than a slight breeze will extinguish a candle.

Climbing Kit: A climbing kit provides a bonus of +20% to any Athletics skill tests made to climb.

Crowbar: Adds +20% to brute force Athletics tests. If used as a weapon, it is considered a club (wielded with a -20% penalty).

First Aid Kit: A first aid kit is good for five uses (whether the skill test succeeds or fails).

Fish Hook: This item allows a character to use their Natural Lore skill to catch a fish without suffering a penalty on the test.

Fishing Kit: The fishing kit grants a character a +20% bonus to their Natural Lore test to catch fish.

Flint & Tinder: A character with flint and tinder can build a fire in one minute under normal conditions without having to roll his Lore (Natural World) skill.

Hammer: If used as a weapon, it is treated as a club (wielded with a -20% penalty). Hammers may be used on inanimate objects without being destroyed.

Lantern: A lantern provides bright illumination out to a three-metre radius. It will burn for two hours on a flask of oil.

Mining Pick: If used as a weapon, it is considered a club (wielded with a -20% penalty). Mining picks may be used on inanimate objects without being destroyed.

Oil, Flask: A flask of oil is enough to fuel a lantern for two hours or, if broken on the ground and ignited, enough to sustain a small fire for one minute.

Quiver: Quivers can hold up to 30 arrows or crossbow bolts.

Sack, Large: Able to hold 10 ENC of equipment.

Sack, Small: A small sack can hold 5 ENC of equipment.

Scythe: If used as a weapon, it is considered a bill (wielded with a -20% penalty).

Slingbag: It can carry 15 ENC of equipment.

Spade: If used as a weapon, it is considered a club (wielded with a -20% penalty).

Torch, 1 Hour: It will burn for one hour. A torch illuminates within a three metre radius. If used as a weapon, it is considered a club (wielded with a -20% penalty), except that it does not inflict normal damage – instead, it inflicts 1D4 fire damage and a fumble, or critical hit will also extinguish the brand.

Waterskin: A waterskin can hold enough water to sustain an adventurer for two days.

TRANSPORTATION

Animal	Cost
Travel (by Coach)	1 SP per kilometre
Travel (by Post-Horse)	2 SP per kilometre
Travel (by Ship)	1 SP per kilometre
Travel (by Wagon)	5 SP per kilometre
Wagon	300 SP
Zebra	300 SP



Rules

SKILL TESTS

Characters use skills to get things done in the game. When the outcome of an action is in doubt, the Referee will ask the player to make a skill test against the relevant skill to see if their character is successful.

For example:

John: Evading the bloodthirsty bandits who are still after him, Ethelred comes to a broad and seemingly bottomless ravine. Far below, he can hear water rushing along the bottom of the abyss, and in front of him are the remains of a deliberately broken rope bridge.

Rob: How far across is it?

John: About four metres.

Rob: Ok, Ethelred is going to take a running jump across the ravine.

John: Give me an Athletics skill test, since that covers Jumping. Do you realise that if Ethelred fails, he's facing a very nasty fall?

Rob: Yeah, Ethelred works that out, but decides to worry about that when and if it happens. Ethelred's Athletics is 60%.

Rob rolls a D100, his red dice (tens) comes up 3, and his white dice (units) comes up 4.

Rob: 34, a success. Ethelred takes a running jump across the ravine and is now on the other side. What's there?

This section describes when and how to make skill tests, how to modify skills depending upon the conditions, and how to judge tests where two characters are competing against each other.

Finally, the chapter ends with a section containing instances of the rules for specific situations, known as Spot Rules.



THE BASIC SKILL TEST

The basic skill test is the unifying rules mechanic that does everything in SimpleQuest. Roll a D100 and compare the result against a skill and depending on the result, apply the effect of success or failure.

To make a skill test, the player first describes what their character is doing. Then they roll a d100 and compare this to the relevant skill's score. If the dice roll is equal to or less than the skill's score, the attempt is successful. The player then describes the character's success. If the total is higher than the skill's score, then it has failed. The Referee then describes the result of the character's failure.

Under normal conditions, a skill test is asked for when the character is placed on the spot and must make a successful action under pressure.

Unstressed Skill Tests

If the character has lots of time, has the tools of their trade and is in a sufficiently relaxed environment and state of mind, they complete the task to the best of their ability.

For example, an apprentice potter (Craft 20%) will, day in day out, produce a couple of pots of passable quality if working at their Master's workshop. Of course, work beyond the skill of the character is still out of their reach, unless the player decides to take the chance with the dice and ask for a skill test.

A local noble wants an artistic piece of pottery for a grand celebration later in the month. The noble's servant comes to the potter's workshop, looking for the Master, who is out. The apprentice seeing a chance to gain a good reputation and takes the commission. Knowing that their regular work will not be up to scratch, the player decides to roll the dice in the chance that he can produce something of the standard the noble expects.

If the Outcome is Hazardous

BEFORE THE SKILL TEST IS MADE, the Referee should also outline what any potential hazards there are if the character should fail. Players should be allowed to choose an alternative course of action. Also, the Referee should not apply extra penalties if the skill test is failed, or even fumbled (see below).

THE BASIC SKILL TEST PROCEDURE

Overall, the procedure is as follows:

1. The Referee calls for a skill test and asks the player to roll against a specific skill to resolve the current situation.
2. The player describes how their character is tackling the task at hand.
3. If there are any hazards or penalties for failing the task, the Referee should declare them, and the player should be allowed the option to plot an alternative route for their character, which may allow them to change the skill being used.
4. If the character has any active magic from spells or items that gives them a bonus or penalty, apply this to the skill now.
5. The Referee decides if the situation modifies the difficulty of the skill roll. Whether there is a bonus or a penalty (but not both and not multiple modifiers) to be applied to the skill before the player rolls the dice. See Difficulty below (page 40).
6. The player rolls D100 dice and compares it against their skill, which may be modified.
 - If the roll is lower or equal to the skill's value, they succeed. The player describes how the character succeeds.
 - If it is higher, they fail. The Referee describes how they fail.
 - If they succeed and both dice are the same number, then the result is a critical success.
 - If they fail and both dice are the same number, then the result is a fumble.

Success

If you roll equal to or lower than your modified skill total, you are successful.

You can now describe what the character does as they succeed.

The character gets an automatic success if the modified skill is over 100%, but you still roll to see if you get a critical success.

Critical Successes

If the dice roll on a skill test is successful and both dice are the same (i.e. '11', '22', '33', etc.), then a critical success is achieved.

Critical success has an outcome that far exceeds the expectation of the player. It's the best possible result based upon what skill the character used to perform the test.

The actual result of a critical success during a skill test is up to the player. It usually achieves one of the following results:

- Quicker.
- The result is to a higher standard.
- With more style, impressing any audience they may have.
- The character gains additional information or insight from the task thanks to their brilliance.
- If the character is causing damage because of the skill test, they cause maximum damage and ignore any armour or protection that their opponent may have.

The Referee can moderate the critical result, vetoing or suggesting more reasonable outcomes if the player tries to narrate more success than is reasonable, but the player always suggests the effect.

For example, when Ethelred is jumping the chasm, his Athletics skill is 60%, and Rob rolls a 4 and a 4, which is a success (44) and therefore a critical success. As a result, Ethelred's player rules that Ethelred easily jumps the chasm with a grace that allows him to carry on running without having to pause to catch his breath.

Failure

If the dice roll on a skill test is higher than the modified skill, then a failure occurs. The Referee narrates the failure and its effect.

For example, if the dice had come up 78 vs Ethelred's Athletics' skill of 60%, Ethelred would have failed to make the jump. As the Referee had already stated the results of failure, since it was a potential hazard, they rule Ethelred tried to jump the chasm and having failed, has fallen into it, suffering damage as he hits the bottom.

Note: The Referee should take care not to penalise the character with multiple effects for failing. The result of failing should be straightforward and as a direct result of the character's actions.

For example, the Referee would be harsh to rule that not only did Ethelred fall down the gorge and take damage from the fall, but they also lost their weapons in the fall.

If the Referee has previously outlined the risks of failure, then they should implement that as a result. They should not suddenly change their mind.

Name:		
Gender:	Age:	Culture:
Concept:		



Characteristics

STR	CON	DEX	SIZ	INT	POW	CHA

Attributes

DM	Hit Points	MR	Armour
		15m	

Character Portrait

Skills

Resistances	
Dodge	(DEX+10)
Persistence	(POW+10)
Resilience	(CON+POW)

Combat Skills	
Close Combat	(DEX+STR)
Ranged Combat	(DEX+INT)
Unarmed Combat	(DEX+STR)

Knowledge	
Culture (Own)	(INT+10)
Language (Own)	(INT+50)
Natural Lore	(INT+10)
Culture (Other)	(INT)
Language (Other)	(INT)
Lore ()	(INT)

Magic	
Magic Casting	(POW X 3)
Religion (Own)	(INT+10)
Religion (Other)	(INT)

Practical	
Athletics	(DEX+STR)
Craft	(INT+10)
Deception	(DEX+INT)
Driving	(DEX+INT)
Engineering	(INT+10)
Healing	(INT+10)
Influence	(CHA +10)
Mechanisms	(DEX+INT)
Perception	(INT+POW)
Performance	(CHA+10)
Riding	(DEX+POW)
Sailing	(DEX+INT)
Streetwise	(CHA+POW)
Trade	(INT+10)

Motives

Saga	
Quest	

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