

SimpleQuest Vs. OpenQuest

PHYSICAL DIFFERENCES

This table sums up the physical differences.

Feature / Game	OpenQuest	SimpleQuest
Size	8.5 inch x 11 inch	6 inch x 9 inch
Page count	267	155
Internal art and Layout	Black and White	Colour throughout

WHAT'S NEW?

SimpleQuest is 90% OpenQuest with some bits from the OpenQuest Companion. There are some new sections of content to help hold the game together, which are listed below.

- Character Focus
- Social Contests
- Simplified Initiates and Priests
- Patronage

These are the new bits as covered below in detail.

DIFFERENCES IN DETAIL

Characters

- *No Ready Made Concepts*, allowing new players to choose a package of skills, magic and equipment. But instead, it has "*Character Focus.*", alternative ways of allocating starting skills and magic with a pre-set equipment package. Warrior, Magician and Expert focuses are covered, with the standard method of allocation being the Jack of All Trades.
- No character creation example.
- There is no skills chapter which takes a deeper look at how skills work. Instead, there are tables in the character chapter which give quick summaries.

Equipment

- None of the preamble about how the economy works in the game.

The Rules

- This chapter combines both the Basic Skill Test and Opposed Skill Test rules from OpenQuest's Skill chapter and Spot Rules from the Quest chapter.
- A new section on Social Contests presents a straightforward way of doing social combat as a straightforward Opposed skill test (attacker's Influence vs defender's Influence or Persistence).

Magic

- SimpleQuest uses the One Magic System as presented in OpenQuest Companion in its entirety. There is no use or mention of magic points in the entire book

Creatures

- This chapter Incorporates the Loot chapter and a quick section about magic items, brought over from OpenQuest – without the lists of example magic items (which are tied to OpenQuest's three magic systems).
- Pretty much all of OpenQuest's monsters are in the Creatures chapter, and I did this by using a simplified profile, basically ditching creatures' characteristics.

For example

Goblin

HP: 9 AV: Leather (AP 2) DM: 0 MR: 15m Loot: 1

Resistances: Dodge 50%, Persistence 20%, Resilience 35%.

Skills: Athletics 50%, Perception 35%, Deception 75%, Mechanisms 50%, Natural lore 50%.

Combat

- Close Combat 40%: Short spear (1D6), Buckler (1D4).
- Ranged Combat 50%: Sling (1D6, 1 CR, 50m).

Magic: None

Special Rules

Night Sight. Goblins can see at night as if it was day.

For adventures, this can be collapsed even further

Goblin, HP: 9 AV: Leather (AP 2) DM: 0 MR: 15m Resistances: Dodge 50%, Persistence 20%, Resilience 35%. Skills: Athletics 50%, Perception 35%, Deception 75%, Mechanisms 50%, Natural lore 50%. Close Combat 40%: Short spear (1D6), Buckler (1D4) Ranged Combat 50%: Sling (1D6, 1 CR, 50m). Magic: None Special Rules: Night Sight.

Combat

- *SimpleQuest only features Physical Combat.* The sections for Social and Magical combat have been dropped. Social Combat is covered by the opposed skill tests using the Influence skill, which is covered as in the Spot Rules. There are no spirits in SimpleQuest, so no need for Spirit combat.
- *Combat Manoeuvres.* A slightly cut-down list of special combat actions. There's no Athletic Attack, All out Attack, or Great Attack in SimpleQuest. The reason is that they require a bit of understanding of how combat works to use effectively. They are easy to bring back from OpenQuest, and don't upset the game's balance if players bring them in.

Gods and Goddesses

- This new section to SimpleQuest replaces the Divine Magic chapter in OpenQuest.
- It pulls in the deity list from the OpenQuest Companion, tidies it up slightly, and gives one system magic spells. It introduces simplified rules for Lay, Initiates, and Priests.
- There's a new section on *Patronage*, where a character has a deity as their patron, who looks over them and gives them non-reusable magic spells for acting according to their wishes.