

OpenQuest 3 Changes

The following changes were made from 1st Printing (Jul 2021) to 2nd Printing (March 2023).

The new printing, on the whole, involves fixing errors and changing small amounts of text to improve the clarity of rules. None of which invalidates the previous printing.

The big changes are as follows.

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- *Legal Appendix at the end of the book in the 1st printing, has been removed* and Divine and Sorcery spell lists have been added to the Quick Reference chapter in its place.
- *Equipment Chapter Weapons Tables:* Both Close and Ranged Combat weapons no longer have weapon traits, and a column has been added to the tables, which shows how many hands it requires to use the weapon.

You can tell which printing you have by checking the second page at the front of the book.

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Characters

Page 19 Delete this old wording.

"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.'

Reword to

"Characters with skills at 100% are Masters of their skills, and always automatically succeed with a critical effect (see page 42)."

Growth

p32 Perception 20 old score, new score 25%

Equipment

p44. Delete First Aid kit from table + descriptions. Call it "Healers Kit" (alternative delete and delete from skill description)

Reorganised Close & Ranged weapons tables to remove notes, and add Hands column.

p52 Ranged Weapons.

The paragraph for range should be changed to text on page 69 (which is the correct ruling)

"Within the weapon's range, the Attacker shoots without penalty. If the target is within double the weapon's range, the attacker's Ranged Combat skill is modified by -20%. Attacks cannot be made at a distance beyond twice/double the weapon's range."

Combat

Page 66 Combat round length is five seconds not six.

P67 Combat actions summary table

Charge add lose ALL defensive reactions.

Page 67 Great Attack change summary from

“The character makes one attack at +20% at maximum damage. The character gives up all defensive reactions for the round.”

To

“The character makes one attack at +20% and deals their maximum damage bonus if they hit. Weapon damage is rolled normally. The character gives up all defensive reactions for the round.”

Page 68 Great Attack. second line should read "The attacker gains +20% to attack and automatically does the their maximum damage bonus possible for the attack. Weapon damage is rolled normally. They lose all their defensive reactions for that round."

Page 70. Charge add that “character losses all defensive reactions.”

Personal Magic

p98 Firearrow, remove trigger spell trait.

p99 Ignite.

Add at end of spell description:

"Damage is dependent on the size of the Target (see page 86) but for a typical human-sized creature is 1D6 per round. "

p100 Multimissile, , remove trigger spell trait.

p101 Slip "an Dodge" to "a Dodge"

p101 Speeddart, remove trigger spell trait.

Divine Magic

P114 Added religious skill requirements to table.

P117 Both Call Elemental and Call Undead should be Variable, NOT Magnitude 1.

P109 Added clarity about what happens when a character who is already an Initiate of a Pantheon joins a Dedicated religion, which is part of the pantheon.

When a character becomes a dedicated follower of a deity they are already familiar with from worshipping them as part of a pantheon. It only costs one growth to become an Initiate, with a starting Religion skill at INT+10.

p127 Ward camp

Change "This spell protects a camp with an area of 10 square meters". to "This spell protects a camp with an area of 50 meters squared".

Sorcery

p137 Create Godform (Deity)

The third line should read.

"+20% in all the skills that the deity teaches."

Creatures

p161. Dragon Breath. It should read, "-20%" not "-25%".

p163 Manticore no armour, added "Hide (1 pt)".

P 163 Satyr: added Skills: Influence 75%.

p167. Slime INT should be 1 in the second row, not 12.

P169. Werewolf: Shapechange, changed "two combat actions" to "one combat rounds"

Empire of Gatan

p210. The last line should read.

"When cast, this spell gives a +20% bonus to any combat skill while fighting against enemies of the Empire."

p211. 1st column

Under Heading: Holy Arms and Armour

"Sword of Righteous Might: +20% to Close Combat skill and double damage vs. Imperial Enemies."

p215. The sixth paragraph, the modifier should be +20%, not +25%.

Seventh paragraph, the modifier should be +20%, not +25%.

p216. 2nd column, third paragraph, the modifier should be +20%, not +25%.

The Road Less Travelled

p245. 1st column, 1st paragraph, the modifier should be +20%, not +25%.

Quick Reference

Weapon Tables updated in line with changes in Equipment chapter.

Combat Actions table, description for Great Attack updated in line which changes made in Combat chapter.

Divine Spells are listed by magnitude.

Sorcery Manipulation table added.

Listing of Sorcery spells added.