

RAGE PRECOGNITION GRACE

Rage - Test to Hit with a Sword /
Add to Sword Damage

Precognition - Test to Cast a Spell /
Add to Initiative

Grace - Test to Hit with a Bow /
Add to Armor Defense

Name	_____
Race/Class	_____
Weapon	_____
Damage	_____
Armor	_____
Defense	_____
Adjusted Precog	_____
Speed	_____
Black Magic	_____ spells per day
White Magic	_____ spells per day
Wounds	_____
Gold	_____

RPQ is the simple one-page fantasy Role-Playing Game by Jeff Moore

Copyright 2006 by Jeff Moore

Character Creation

Divide 4 points between the 3 Aspects. Min. 0 / Max. 3.

Equipment Package

Select an equipment package for your new character.

Warrior: Chain Armor and Sword.

Archer: Leather Armor and Bow.

Wizard: Cloth Armor, Staff and Magic Tome (Black or White.)

Weapon

Sword (also Axe, Mace, Staff, etc.) Damage is 1d6 + Rage.

Bow (also Crossbow, Sling, Throwing Stars, etc.) Damage is 1d6.

Armor

Cloth, Defense is 0 + Grace; +1 to Precognition. *Speed is 6.*

Leather, Defense is 1 + Grace; +1 to Bow Damage. *Speed is 6.*

Chain, Defense is 2 + Grace; -1 to Precognition. *Speed is 4.*

Wounds

All Characters have Wounds equal to the sum total of all Aspects times two.

Wounds = (R + P + G) x2.

Wounds represents how much damage you can take before falling unconscious (0 Wounds) or dead (-10 Wounds.)

A new character will have a Rage, Precognition, and Grace with a sum of 4. So all new characters begin play with (4 x 2) or 8 Wounds.

Gold

You start with 1d6 gold.

Black Magic

Roll a "Cast a Spell" test. If successful, roll 2d6. Then choose one of the dice as "how many targets are hit," and the other for "how much damage is done to each target." If the spell would hit more targets that are actually available, then the caster must choose player characters to hit in order to make up the difference. Precognition is added as a bonus to the damage done, but not to the number of targets. If the "Cast a Spell" test is unsuccessful the spell usage is not lost and can be attempted again on the caster's next turn.

White Magic

Roll a "Cast a Spell" test. If successful, Heal 2d6 + Precognition in lost Wounds to one target. The caster must be adjacent to the target in order to heal them. If the "Cast a Spell" test is unsuccessful the spell usage is not lost and can be attempted again on the caster's next turn.

Magic Tomes

Read a magic tome to gain the ability to cast a spell. Once a tome is read its magic is absorbed and an empty book is all that remains. The left over book shell seems ancient and fragile and crumbles to dust. Reading a tome grants the ability to cast the spell within the tome +1 times per day.

Elixirs

Elixirs are magical potions that will improve your Aspects. Red Elixirs improve Rage, Purple Elixirs improve Precognition, and Golden Elixirs improve Grace.

The effects of Tomes and Elixirs are permanent and represent an everlasting improvement to a character's abilities.

Staying at the Inn

When resting at an Inn recover 1d6 in lost wounds over night. (When staying out under the stars or in a dank dungeon only get 1 wound back each night.)

Tests

Roll 2d6, add the appropriate Aspect to the roll. **If total is 8+ the test is successful.**

Testing Aspects

Rage - Roll dice and add your Rage to do things like break open a lock, break down a door or intimidate a prisoner.

Precognition - Roll dice and add your Precognition to do things like find a hidden trap, detect an ambush or listen for noise at a door.

Grace - Roll dice and add your Grace to do things like pick a lock or move quietly. Grace can also be used to charm or flirt.

Combat

Roll Initiative (1d6+ Precognition) This determines who goes first.

On your turn, Move up to your Speed and then attack, or move 2x your Speed.

To Attack roll 2d6+ Rage for Swords or other close combat weapons if you are next to an enemy.

Roll 2d6+ Grace for Bows or other ranged combat weapons if you are not next to any enemies.

If you did not move or attack you can cast a spell. Roll 2d6+ Precognition to Cast a Spell.

If your 2d6 roll plus your Aspect equals 8 or more, you succeed.

Damage is based on the Weapon or Spell. Damage is reduced by the Defense of the Target.

Critical Damage

When rolling the damage die, if the die comes up as a six (including the damage die for Black Magic,) there is a possibility that the attack will cause critical damage. Roll the combat test again, (Rage Test for Close Combat, Grace Test for Ranged Combat, or Precognition Test for Black Magic) if the second test indicates a successful hit, roll the damage die again. If this roll is also 6 go ahead and roll the damage die again (there is no need to make a combat test a third time.) Continue to roll the damage die for as long as the die result shows a 6. Sum the results and add any damage modifiers to determine the final damage of the attack.

Snake-Eyes

When making a test roll, a roll of 2 (snake-eyes) always fails the test no matter how high an Aspect has become.

Treasures

(Treasures might be found in the dungeon or bought for 100 gold each)

Plate Armor, Defense is 3 + Grace; -2 to Precognition. *Speed is 4.*

Shield, +1 Defense (combines with armor); -1 Precognition.

Magic Weapon, Roll 2 damage dice; keep one; discard the other.

Red Elixir, gain Rage +1

Purple Elixir, gain Precog. +1

Golden Elixir, gain Grace +1

Black Tome, cast Black Magic +1 time per day.

White Tome, cast White Magic +1 time per day.