

Generic Fantasy Quest Game

(Because I can't think of a better title)

By: Nicholas Fletcher

What is this? (Story)

You and a few of your friends have decided to become adventurers. Why? I don't know. Ask yourselves! You know better than I. So where will you go? What will you do? Who will you find or fight along the way? And why? I don't know. Ask your GM! He has all the answers. Or just read on and all will be answered.

Who are you? (Character Creation)

Start with the character sheet on the final pages of this book. Put your name at the top. You start at level 1 (duh). First choose a class. Your class determines the skills you gain as you level up. Classes can be anything the GM allows but here are some suggestions...

- Warrior
- Mage
- Ranger
- Cleric
- Thief

Next select a race. Races can determine many things depending on the GM. Once again, you can be any race the Gm allows. Some ideas...

- Human (duh)
- Elf
- Gnome
- Orc

Next you must set your stats. You have 6 stat points to distribute between...

- Str: Strength. Also determines max Stamina
- Dex: Dexterity.
- Int: Intelligence. Also determines max Energy
- Cha: Charisma.

No stat may receive more than 3 points.

Lastly you must choose your starting Items. Choose two items. These can be anything the GM allows, but try to stick with things your character would have at level 1. I won't bother with examples here (there are too many to list)

Examples:

<p>Dana the Elf Ranger (Level 1) Str:1 Dex:3 Int:1 Cha:1 Items: Bow Leather Armor</p>	<p>Steve the Orc Warrior (Level 1) Str:3 Dex:1 Int: 0 Cha:1 Items: Chainmail Armor Battle Axe</p>
<p>Bob the Human Mage (Level 1) Str:1 Dex:1 Int:3 Cha:1 Items: Spell book Robes</p>	<p>Dana the Gnome Thief (Level 1) Str: 0 Dex:2 Int:1 Cha:3 Items: Dagger Lock pick</p>

There is the issue of stamina and energy. The base maxes are listed below

Stamina: Str+2 (Give Melee classes +3 instead)

Energy: Int+1 (Give Magic classes +2 instead)

Where are you? (Setting)

The setting is a generic fantasy world of the GMs invention. It is up to the players to decide how they wish to cross the GMs world.

What will you do? (Quests)

All quests can be divided into 3 main categories. They are...

- Arc Quests (the over-arching goals of the party)
- Main Quests (invented by the GM to push the plot along)
- Side Quests (not needed but can serve to build story)

It is important that all 4 types be present. An arc quest may be the plot, but without the main quests to push them along the players may never find it. Without side quests, players might not explore the world you have constructed, or worse, degenerate into level grinding, while waiting for the next main quest.

Who will you find? (NPCs)

Not much to say here. NPC's can be anything really. But here are some examples...

- The tender of the local bar
- The traveling sales person
- A fellow adventurer
- A monster (see next section)
- Or anything else!

Who will you fight? (Foes)

Enemies can come in many forms, from rivals who seek to prove they are better than you to villains who seek to cause your demise. How to put up with them is detailed in the combat section later in this text. Enemies have the following stats as set by the GM...

- Stamina
- Dexterity
- Armor

In addition foes can have powers like healing and flight.

What will you find? (Loot)

Loot can come in many forms including gold, equipment or parts of a slain monster (why do adventurers pick that stuff up anyway?). It can come for many reasons (Slain foes, Quest rewards, randomly lying around). But it all has one thing in common. It isn't yours, so go earn or take it.

What will you carry into battle? (Weapons)

Weapons have 3 major stats

- To hit (H)
- Damage (D)
- Range (R)
- Some may also have other powers

These can be written as three numbers In the order (H)(D)(R)(Powers if needed)

Here are some examples.

- Wood Sword. (1)(2)(1)
- Staff (0)(1)(1)(+1 bonus to all spells)
- Bow (1)(1)(3)

What will protect you on the battlefield? (Armor)

Armor gives you Armor points, which take damage before you do. The better the Armor, the more Armor Points. Not much to say here.

What will you learn? (Advancement)

Every time you slay a monster or finish a quest, the GM (hopefully) will give you experience points. When you have experience points equal to your level

times 20, you gain a level. Reduce your experience points to 0 and increase your level by 1. Then add 1 point to 1 of your stats.

How will you do great things? (Actions)

Simple things are automatic. However if there is a chance of failure you must roll for it. Find your base score using the following:

$$\text{Dice} + \text{Skill} + \text{Bonus} - \text{Task} = \text{Score}$$

Where:

- Dice: the result of a d6 roll
- Skill: the stat the GM deems relevant to the task
- Bonus: any bonuses from items, the environment, ect.
- Task: The difficulty of the task on a scale of 1-10

If the Score is positive (zero counts here), you have successfully completed your task and can move on.

If it is negative, you have failed. If reasonable you can try again with a -1 penalty to your score (this stacks with every failure).

If someone is trying to stop you from completing your task, then you both roll. Highest score wins. Please note that the two do not need to roll on the same stat (or difficulty of task). For example, if you are trying to break down a door and Bob is trying to get there to stop you before the door breaks, then you roll a Str test and Bob rolls a Dex test.

How will you deal with those in your way? (Combat)

Combat is fought in rounds on a grid. In each round players can move and/or attack. Their foes will do the same.

Combat is resolved in the order below. (Highest Dex/Speed go first in each stage)

1. Items
2. Movement

3. Ranged attacks
4. Spells
5. Melee attacks
6. Effects activate
7. Recharge Armor

1: Items. Any units that use an item activate first. (If you use an item, it is your whole turn)

2: Movement: You can move a distance equal to your Dex+1

3: Ranged attacks: Range is on the item. (If you moved this round you cannot use ranged attacks unless otherwise noted) Trick shots can be attempted here.

4: Spells: See spells for more information

5: Melee attacks: Need no explaining. Combat maneuvers are used here

6: Effects activate: Any lingering effects activate at this time

7: Recharge armor: All armor points are restored

Attacks are resolved by first determining if the attack hit.

$d6 + \text{to Hit bonus of weapon} - \text{Dex of target}$

The attack hits if positive. (A 6 counts as a critical hit and never misses)

Remove the weapon's Damage (if critical then use Damage+1) from Armor points (if critical then skip armor) and then from stamina. If stamina reaches 0, the target is killed.

What enchantments will you weave? (Magic)

Players with access to magic may use it to cast spells. Anything the GM feels is possible can be attempted, but may need to be rolled for. If a spell fails it still costs energy. Some sample spells... (Attack spells use weapon notation [Brackets are energy cost])

- Magic bolt: The most basic of all spells (1)(2)(2)[1]
- Heal: Restore d4 Stamina (5-6 is a failed spell) [1]

What thoughts will you show? (Combat maneuvers and trick shots)

As with spells, combat maneuvers and trick shots can be anything the GM lets you try. Also like spells, they use Energy. Some examples...

- Maneuvers
 - Cleave: +1 to damage. Critical on 5-6 [1]
 - Spin: Hit all adjacent foes. +1 on to hit [1]
- Trick Shots
 - Pierce: Roll a d6. 1-4 makes this attack skip armor. [1]
 - Double shot: Roll a d6: 1-3 attack twice, 4-5 attack once, 6 fumble a fail to attack. [1]

What legacy will you leave behind? (Character death)

If your character reaches 0 stamina, he/she is dead. If the body is intact, resurrection via spells can be attempted. If it succeeds, you lose one level and 1 stat point from your highest stat. If it fails, you still lost the level and the point, but you stay dead. If you are level 1 and dead, make a new character, because the old one is gone forever. You may decide how your remaining possessions are divided among the other players.

Who am I? (Developer Bio)

I am Nicholas Fletcher. I made this for the 24 hour RPG challenge. The idea here was to take that which has been done to death by RPGs (Medieval Fantasy) and try to make it as generic as possible. With any luck this can be shifted to other genres with ease. This has been a challenge and I hope it works for you all.

Can you tell me more? (Data)

Sure

- Started at 8:00 PM 4/2/10
- Finished at 5:34 PM 4/3/10.
- Title font: *Blackadder ITC* (Blackadder ITC)
- Body font: Calibri
- For those who don't feel like checking, this was started on Good Friday 2010
- No, there is no reason why. Just felt like taking it.
- Word count: 1738 words. Just a random fact
- Spaces count: 2123. Another random fact

What can I do with this? (License Information)

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Name: _____

Items:

Race: _____

Class: _____

Str: _____

Dex: _____

Int: _____

Cha: _____

Sta: ____/____

Eng: ____/____

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Name: _____

Items:

Race: _____

Class: _____

Str: _____

Dex: _____

Int: _____

Cha: _____

Sta: ____/____

Eng: ____/____