

Tiny Quest:

Basics of Tabletop RPG's:

A tabletop RPG is a roleplaying game played with other people. One of those people takes on the role of the GM, who creates the world and controls all the characters in it, and also resolves any questions about the rules. The other players make player characters (PC), special characters the GM does not control. The players each control one PC, and use them to explore the world the GM has created. Due to the GM being there to make on the fly rulings, tabletop RPGs allow you to try almost anything.

Character Creation:

If you are not the GM, you will need a PC. To make a starting PC, you need to choose the following things in order: ability scores, class skills, gear, race and details. You start at level 1 with no XP and no gold. Your max hit point total is $3+(\text{STR}/2)$, and your daily hero point total is $2+(\text{MIND}/2)$.

Ability Scores:

Three ability scores: Strength (STR), Dexterity (DEX) and Mind (MIND). Divide 5 points between the three stats; max starting score is 4. You may lower one stat to -1 to add +1 to another stat.

Skills:

There are six skills:

- * Combat : Making melee and ranged attacks
- * Communication : Social interaction
- * Knowledge : Lore and book learning
- * Physical : Climbing, swimming, etc.
- * Subterfuge : Sneaking, guile and trickery
- * Survival : Tracking, hunting, navigation, healing, etc.

Select two skills to be your "Class" skills. Your Class skills start at +4. All other skills start at +1.

Gear:

New characters are assumed to start with an adventurer's pack (backpack with rope, crowbar, torches, flint and steel, bedroll, rations and waterskin) plus a primary melee weapon and any two of the following:

- * A back-up melee weapon (Suffers -1 to-hit, +2 to checks to hide it, can use DEX to hit).
- * A ranged weapon (Range 30 feet, suffers -1 to-hit).
- * A shield (Grants a +1 to AC).
- * A caster weapon (Suffers -2 to-hit, makes magic attacks, special property explained later).
- * A divine weapon (Suffers -1 to-hit, special property explained later).

Also, choose armor for your character:

- * No armor (+0 AC; full DEX for AC; move 30 feet [fast])
- * Light armor (+3 AC; half DEX for AC; move 25 feet [moderate])
- * Heavy armor (+5 AC; no DEX for AC; move 20 feet [slow]; -3 Subterfuge)
- * Wizard armor (+0 AC; half DEX for AC; move 30 feet [fast], special property explained later)
- * Support armor (+3 AC; no DEX for AC; move 25 feet [moderate], special property explained later; -3 Subterfuge)

Races:

Choose one of the 4 races, which has the listed effect:

- * Human: Class skills +1.

- * Elf: MIND +1.
- * Dwarf: STR +1
- * Halfling: DEX +1

Details:

You also need to choose the minor details of your character, such as their name, gender and personality. These details, known as fluff, have no game effect, but help to flesh out the character.

Dice:

Some tabletop RPGs™ require a lot of dice. Tiny Quest requires only a twenty-sided die, known as a d20. Only one is required, but it is better for each player to have their own.

Skill Checks:

You roll d20 + relevant stat + relevant skill. An action is a success if the total is greater than or equal to the DC, which is set by the GM (If an NPC/monster needs to roll a skill, they roll d20 + threat). If the number rolled is a 1, the check fails regardless of the total (this is known as a natural 1). Not all actions require a check for success; the GM should only call for a check when the consequences of failure are significant, when time is a consideration or when it's™ important to determine the degree of success.

DC scale:

- * Easy: 10
- * Moderate: 15
- * Hard: 20
- * Challenging: 25

Hero Points:

Heroes possess skills above and beyond most people. This great skill is measured in hero points. Heroes have a certain number of these points per day, and new heroes have $2 + (\text{MIND}/2)$ of them. To regain your daily points, you must get 6 hours sleep.

These points can be spent in two different ways. The first is to reroll some skill checks. By spending 1 hero point, you can reroll any skill check that is based on one of your class skills, ignoring the first roll. To-hit rolls count as a Combat skill check for this purpose only. Using a hero point this way does not take any time. You can also spend hero points on hero powers, detailed in the next section.

Hero Powers:

Caster and divine weapons and wizard and support armor grant their wielder/wearer special powers, known as hero powers. If you possess a weapon/armor with a hero power, you may activate it at the cost of a hero point. Activating one of these powers uses up your attack for that turn, if used in combat. The powers are as follows:

- * Caster: Make a super magic attack. This attack is at +3 to-hit instead of -2, and has a range of 30 feet.
- * Divine: Make a Surv + MIND check at DC 15. Success removes two damage from your target, who must be within 30 feet.
- * Wizard: Make a Know + MIND check at DC 15. Success grants your target (who you must touch when activating this) +4 to their AC for 1 minute.
- * Support: Make a Comm + MIND check at DC 15. Success grants your target (who you must touch when activating this) +2 to all skill checks/to-hit rolls for 1 minute.

In addition, if you are wearing wizard armor and holding a caster weapon, you can engage in minor magical tricks at no cost. You have telekinesis (range of 30 feet, can move up to 5 lbs.) and the power to create small, unrealistic, useless objects (last for 1 minute after creation).

Monsters:

The basic stats of a monster are derived from their threat, which is a number. All monsters have this number; the higher the number, the more dangerous the monster. In general, the threat of a monster should be within 2 of the PC's fighting it.

Combat:

Roll d20 + DEX to determine initiative (monsters use d20 + threat). Characters take turns in combat in order of their initiative. One full set of turns, in which all characters in the combat get a turn, is called a round and takes 10 seconds. When it is your turn in combat, you may do the following two things in any order: Move your speed (based on your armor), make one attack. Instead, you may use your entire turn to switch one weapon you are holding for one you are carrying (shields are weapons for this purpose only).

When you make an attack, make a to-hit roll. To-hit rolls are as follows:

- * For melee attacks, roll d20 + STR + Combat (a backup melee weapon may use DEX if the attacker wishes).

- * For ranged attacks, roll d20 + DEX + Combat.

- * For magic attacks, roll d20 + MIND + Combat.

- * Monsters and NPCs use d20 + threat + 1.

This is the to-hit roll; if a modifier is listed as "to-hit", that modifier is applied to this roll.

An attack hits if the to-hit roll is greater than the AC of the target. As with checks, a natural 1 is an auto-failure.

AC = 10 + Armor bonus + DEX (modified by Armor worn, monsters use 10 + threat [particularly defensive monsters may add double their threat instead])

A starting PC has $3 + (\text{STR}/2)$ hit points. Damage takes away these hit points. Any PC with no hit points left is unconscious until they get some back; immediately make a DC 10 Surv + STR check to survive. If you take damage while unconscious, immediately make a DC 20 Surv + STR check to survive.

Most monsters only have 1 or 2 hit points, though particularly large or tough monsters can have hit points equal to their threat. Most monsters deal 1 damage per attack, but some powerful monsters deal 2 damage per hit.

Some intelligent monsters can have hero powers; if a monster has hero power(s), they have hero points equal to their threat. Other intelligent monsters get bonuses to some skills; monsters with these skills will take advantage, using strategies to match.

Special Combat Actions/Modifiers:

Combatants that have been attacked in melee this round lose -2 to-hit with ranged attacks.

You get +2 to-hit if your target has been attacked by an ally this round.

You get +4 to-hit if your target is unaware of your presence.

You can choose to take a -4 to-hit in exchange for +2 AC for 1 round.

When you make an attack, you may instead make two attacks (melee or ranged) against the same target, or against different targets within range. Both attacks suffer -4 to-hit.

An attack roll that exceeds the target's AC by 10 or more points is a grievous injury, inflicting double damage on the target.

Healing after battle:

By spending 5 minutes, you can try to heal wounds outside of battle. Surv + MIND DC 20 restores 1 hit point, and is rolled every 5 minutes. Someone else may attempt this roll for you, if they so wish.

6 hours sleep restores 3 hit points.

Character Advancement:

Each time a character survives a battle they gain 1 XP. If the GM determines that a battle was particularly long or tough 2 XP may be awarded. Likewise, the GM may group multiple easy battles together and count them as only a single battle for awarding XP. At the GM's discretion, additional XP may be awarded for accomplishing objectives or performing heroic deeds.

It costs 10 XP to level up. When you level up, do the following:

1: Every skill improves by +1.

2: Every even numbered level, your max hit points increases by +1.

3: Every third level (3, 6, 9, etc.), increase your class skills by +1.

4: Every fourth level (4, 8, 12, etc.), increase any one ability score by +1.

5: Every level that doesn't trigger any of rules 2-4 (5, 7, 11, etc), your daily hero point total increases by +1.

Money and Treasure:

Money is measured in gold. Whenever a character obtains a large amount of generic treasure (coins, gems, art, etc.), they gain 1 gold, 2 if it was a very large amount of treasure. Only important purchases need to be tracked; do not bother tracking inn stays, food purchases or ammunition use.

There are two types of treasure in this game. Normal treasure and greater treasure. The various normal treasure is as follows:

* Adventurer's pack (full backpack, counts as 1 item)

* Primary melee weapon (sword, axe)

* Back-up melee weapon (dagger)

* Ranged weapon (bow)

* Caster weapon (staff, wand)

* Divine weapon (blessed mace)

* No armor (clothes)

* Light armor (leather, chain)

* Heavy armor (plate)

* Wizard armor (robes)

* Support armor (tabard)

* Shield (shield)

* Health potion (red liquid, if drunk restores 5 hit points, one use)

* Hero potion (blue liquid, if drunk restores 2 hero points, one use)

Normal treasure can be bought in any town for 1 gold per item. Normal

treasure can be sold in any town for 1 gold per 2 items.

The greater treasure available is as follows:

* Magic weapon: Gets +1 to-hit. Applies to all weapons.

* Magic armor: Gives +1 to AC. Applies to all armor (including shields).

* Gloves of Rage: Gives +1 to STR.

* Headband of Precognition: Gives +1 to MIND.

* Boots of Grace: Gives +1 to DEX.

* Dust of Enchantment: When applied to one of the above greater treasures, improves the number to +2, one use.
* Amulet of Life: If worn by a dead body that died within the last 2 weeks, brings wearer back from the dead at max hit points, one use.
* Ring of Warping: Allows to wearer to teleport up to 300 miles with up to five other people, one use.
Greater treasure can be bought in any large city for 4 gold per item. Greater treasure can be sold in any large city for 2 gold per item.

Items listed as "one use" vanish after used.

Someone who would rather make their own treasure can do so. To make an item of normal treasure costs 2 XP but no gold. Making an item of greater treasure costs 2 gold and 5 XP. Both types of items take 1 month to make.

In addition to treasure, some players may feel the urge to own property. This can be done. The prices are as follows:

- * House: 2 gold.
- * Farm: 4 gold.
- * Shop: 4 gold.
- * Inn: 4 gold.
- * Castle: 8 gold.

If they later choose to sell their property, they may sell it for half the amount they paid. If a character owns an income property (farm, shop or inn), and wants to earn money, they can earn 1 gold by spending 1 year working and running the property. If they want to pay NPC's to run the property instead, they get 1 gold every 2 years.

As a guideline, each PC who is actively exploring should, over the course of 1 level, find 2 gold and 2 items of normal treasure. As a group, the PC's should find 1 item of greater treasure over the course of 1 level.

Sample Hazards:

- * Falling: 1 damage per 10', half damage on Phys + DEX check. DC=depth fallen in feet
- * Extreme Heat & Cold: If not protected, Phys + STR check once every 10 minutes (DC 15, +1 per check), taking 1 damage on each failure.
- * Starvation & Thirst: Each day missed after the first deals 1 damage. This damage can only be healed after an unmissed day.

Sample Monsters:

All listed as Threat, AC, Hit Points, Damage, and Hero powers/skills (if any)

- * Orc Grunt: Thr 1, AC 11, HP 1, Da 1, +2 Phys
- * Orc Leader: Thr 2, AC 14, HP 2, Da 1, support, +2 Comm
- * Goblin Striker: Thr 1, AC 11, HP 1, Da 1, +2 Subt
- * Goblin Warlock: Thr 2, AC 12, HP 1, Da 1, caster
- * Human Wizard: Thr 2, AC 12, HP 1, Da 1, caster/wizard, +2 Know
- * Dragon: Thr 4, AC 18, HP 4, Da 2, caster
- * Troll: Thr 3, AC 13, HP 2, Da 1, +2 Phys
- * Elven Cleric: Thr 1, AC 12, HP 1, Da 1, divine, +2 Surv
- * Halfling Thief: Thr 2, AC 12, HP 1, Da 1, +2 Subt
- * Dwarf Barbarian: Thr 3, AC 13, HP 2, Da 2, +2 Surv

Sample Traps:

- * Basic Arrow Trap: Atk +10 (1, arrow); Search DC 20, Disable DC 20.
- * Pit Trap: 20 ft. deep (2, fall); Phys + DEX check DC 20 to avoid; Search DC 20, Disable DC 20.

* Boulder Trap: 5 ft. wide (1, rock); Phys + DEX check DC 20 to avoid; Search DC 20, Disable DC 20.

Duties of the GM:

If you are the GM, you are responsible for making the world and controlling the characters in it. Your primary goal should be the fun of all players, yourself included. You have the power to make on the fly rulings about the game, and to make up new stuff as you see fit.