

Questweaver RPG System

A simplified generic roleplaying game rules system that can fit into any setting or story. The emphasis is on making a fun, interactive storytelling experience that makes interactions straightforward through a robust and logical statistics system.

Attributes

Each character has a set of nine attributes. These form the basis of your character. When you begin the game you may allocate a certain number of points towards the various attributes, divided in whatever way you wish. Note that in order for your character to function, you'll want at least one point in each attribute.

	Physical	Mental	Spiritual
Power	Strength (STR)	Imagination (IMA)	Passion (PAS)
Control	Dexterity (DEX)	Intelligence (INT)	Will (WIL)
Energy	Stamina (SP)	Focus (FP)	Morale (MP)

- Physical attributes involve the use of the physical body and devices such as weapons.
- Mental attributes involve the use of the faculties of the mind in processing information.
- Spiritual attributes involves belief and motivation in both oneself and others.
- Power attributes indicate the impact of the associated action assuming a hit and also determine damage mitigation.
 - Strength is physical power, the capacity to apply the body to move things effectively.
 - Imagination is mental power, the capacity to apply the mind to create and combine ideas and thoughts.
 - Passion is spiritual power, the capacity to generate emotions and motivate oneself as well as others.
- Control attributes affect the capacity to successfully hit or avoid being hit with the associated actions.
 - Dexterity is physical control, the efficiency in coordinating body movements to achieve tasks.

- Intelligence is mental control, the efficiency in coordinating mental ideas and thoughts to achieve tasks.
- Will is spiritual control, the efficiency in coordinating oneself and others in achieving tasks.
- Energy attributes are used to calculate the maximum of resource pools that can be expended to perform actions, but also determine the state of your character. These can usually be recovered in some way during or after combat.
 - Stamina is the physical energy to continue moving and acting with the body. This can be damaged by attacks that have a physical impact.
 - Focus is the mental energy to concentrate attention in the mind. This can be damaged by attacks with a mental impact.
 - Morale is the spiritual energy to be motivated towards goals. This can be damaged by attacks with a spiritual impact.

Skills

A character can have any number of Skills. Skills allow actions on part of a character, the successfulness of which is determined by what is called a Challenge Roll. This involves rolling a d20, and multiplying together the relevant attribute as well as the Skill's current level to the resulting number. Actions that affect other characters or foes can be opposed by a relevant ability of their own.

Assuming that an action succeeds, the effect of the action is determined by an Impact Roll, which involves rolling dice according to the relevant equipment of the actors and adding the relevant attributes.

For instance, the character Darsic has the Skill: Swordsmanship. This allows him to make attacks on foes with a sword (as well as perhaps parry with it). A particular foe, Goblin, has the ability Dodge, and can attempt to challenge the effects of Swordsmanship with it. When Darsic attacks Goblin, they make opposed Challenge Rolls with their Skills. If Darsic rolls higher, then the attack deals damage, if Goblin rolls higher, then the attack misses. In the first case, Darsic and Goblin make Impact Rolls to see the resulting effects on their relevant Energy pool.

Skills generally begin at level 0. Every single use of a Skill, regardless of success or failure, increases its level by 1.

A character's Character Level is the sum total of all their skill levels combined together. When creating a new character, you may assign skill levels according to their overall Level.

Class

Character Class is a way to categorize characters rather than a limitation of possible roles and skills. A given character's Class is determined primarily by what Skills they are most proficient in, and can change accordingly. Treat it more as a label than as a restriction of options.

Equipment

The quality of equipment determines the type and number of dice to be rolled in Impact Rolls and Protection Rolls.

Quality	Dice Roll	Estimated Relative Price
Rubbish/Improvised/None	1d2	0
Mundane Common Item	1d4	1
Decent Uncommon Work	1d6	10
Rare Masterwork Good	1d8	100
Superior Magnum Opus	1d10	1000
Mythical Legendary Artifact	1d12	10000

Equipment can be fit into the following Slots for a normal humanoid. In addition when you make an attack that has a physical impact, you can attempt to target a specific area. Doing so requires an additional AP, as you must aim your attack more carefully, and the defender's Defence Roll is doubled.

- Head
 - Equipment that protects the head can also be used to make a head butt, but doing so provokes an opportunity, and the attack is considered Improvised.
 - Attacking the head will also inflict the damage to Focus.
- Body
 - Equipment that protects the body can also be used to make a body slam, but doing so provokes an opportunity, and the attack is considered Improvised.
 - By default, attacks that are not targeted will aim here.
- Dominant Hand
 - Equipment in the dominant hand are usually used to make attacks, such as strikes with.

- A successful attack against a hand that deals damage will not deal Stamina damage, but instead disable the hand. The disabled hand drops any equipment in it, and is unable to equip anything until healed.
- Other Hand
 - Equipment in the other hand are often more defensive in nature, but can still be used for attacks.
 - A successful attack against a hand that deals damage will not deal Stamina damage, but instead disable the hand. The disabled hand drops any equipment in it, and is unable to equip anything until healed.
- Feet
 - Equipment on the feet often provide movement or damage avoidance benefits, and can also be used to make the melee attack known as a kick, which while still an Improvised attack, does not provoke an opportunity.
 - A successful attack against the feet that deals damage will not deal Stamina damage, but instead cripples the character. A crippled character is made prone and unable to take any movement steps until healed.
 - A successful attack against the feet that does not deal damage, trips the character, rendering them prone.

Actions

To quantify turn-based actions, we use an Action Point Cost system where different actions have values assigned to them. Each turn, your Action Point pool is set at the lowest of your three energy point attributes: Stamina Points (SP), Focus Points (FP), and Morale Points (MP). Thus, when one of these reaches zero, you can no longer take actions.

Any discrete motion that takes less than a second is considered to cost one action point. For instance, taking a step forward or backwards costs 1 AP. Attacking with a drawn weapon also costs 1 AP. Thus the combined motion of stepping forward, attacking, and then stepping backward to avoid the threat range of a still standing opponent is a total of 3 AP. Similarly, flipping to a page of a spellbook, concentrating on the spell, and casting it should cost 3 AP.

Thus, most standard actions such as attacking cost 3 points. This can allow unique situations if you manage to for instance get more than the average of 5 points. For instance, with 6 points you can attack twice a round if you don't move, or you could move, attack, and then leave 1 point to block or parry. A few spells cost so many points they can effectively take multiple turns to cast.

Counters are made in response to attacks to a character, and are designed to disrupt them.

Opportunities are made in response to any adjacent movement, ranged attack or magic cast.

0 AP (No Action)

- Move
 - o Drop Item

1 AP (Quick Action)

- Magic
 - o Instant <Spell Name>
- Move
 - o Step: Move one step
 - o Draw Item
 - o Fall Prone
- Counter
 - o Dodge: Chance to evade attack.
 - o Block: Chance to avoid damage with shield.
 - o Parry: Chance to avoid melee attack.
 - o Counterattack: Strike back.
 - o Instant Magic Barrier: Chance to avoid damage with magic.
- Opportunity
 - o Interrupting Strike: Hit enemy with quick melee response to action.

2 AP (Two-Beat Action)

- Attack
 - o Quick <Attack Type>: A quick attack with less accuracy/damage.
 - o Feint: Misdirect to increase accuracy on next attack.
- Move
 - o Rush: Move twice as far as normal.

- Shift: Move half as far as normal. Do not provoke opportunity.
- Use Item
- Pick Up Item
- Stand Up
- Counter
 - Parry Riposte: Chance to avoid melee attack and make attack in response.
 - Negate Spell: Chance to negate enemy attacking spell completely.
- Opportunity
 - Strike Out: Hit enemy with calculated melee response to action.

3 AP (Three-Beat Action)

- Attack
 - Aimed <Attack Type>: A basic attack.
 - Double Quick <Attack Type>: Two quick attacks in succession.
 - Triple Flurry <Attack Type>: Three attacks at much less accuracy/damage.
 - Charge: Move your speed. Strike at end of move. Lose remaining TP.
- Magic
 - <Spell Name>: Basic spell cast.
- Move
 - Sprint: Move twice your speed. Lose remaining TP.
- Opportunity
 - Counter Spell: Chance to negate enemy spell cast.
 - Readied Interrupt: Choose an Attack or Magic costing 3 TP or less.

4 AP (Major Action)

- Attack
 - Power <Attack Type>: Single solid attack with more damage.

- Double <Attack Type>: Two coordinated attacks.
- Feint and Strike: Distract then hit with greater accuracy.
- Precise Shot: A ranged attack with greater accuracy. Lose remaining TP.
- Magic
 - Complex <Spell Name>: Slower spell cast.

5 AP (Full-Round Action)

- Attack
 - Triple <Attack Type>: Three coordinated attacks.
- Magic
 - Intricate <Spell Name>: Very slow spell cast.

Combat

Combat is essentially dealt with by making Challenge and Impact Rolls with relevant Skills. When initially creating a Skill that can be used for combat, make sure to indicate what form and function they take.

Attack Roll = $d20 \times \text{accuracy attribute} \times \text{skill level}$

Defence Roll = $d20 \times \text{evasion attribute} \times \text{skill level}$

If the attack roll equals or exceeds the defence roll, the attack hits, otherwise it misses. If the attack hits, proceed to the Impact Rolls.

Impact Roll = $\text{damage dice} + \text{impact attribute}$

Resistance Roll = $\text{protection dice} + \text{resistance attribute}$

The amount of damage dealt is the difference between the impact and resistance rolls, or zero if damage would be less than zero.

A critical hit occurs on when the attack roll is a natural 20 or the defence roll is a natural 1. On a critical hit the attacker makes a damage roll as normal, but the defender does not make a resistance roll, and damage is calculated as if the resistance roll was zero. This should better reflect the idea of critical hits as hitting weak points (chinks in armour, holes in defenses) as well as allowing a chance for characters to damage even high defence opponents.

A critical miss occurs when the attack roll is a natural 1, or the defence roll is a natural 20. This is an automatic miss that does no damage. If the attacker is in a position vulnerable to an opportunity, they automatically provoke one.

Attack	Form	Function	Accuracy	Evasion	Impact	Resistance	Damage
Strike	Weapon	Physical	DEX	DEX	STR	STR	SP
Feint	Weapon	Mental	DEX	INT	STR	IMA	FP
Intimidate	Weapon	Spiritual	DEX	WIL	STR	PAS	MP
Blast	Spell	Physical	INT	DEX	IMA	STR	SP
Sleep	Spell	Mental	INT	INT	IMA	IMA	FP
Fear	Spell	Spiritual	INT	WIL	IMA	PAS	MP
Smite	Prayer	Physical	WIL	DEX	PAS	STR	SP
Bind	Prayer	Mental	WIL	INT	PAS	IMA	FP
Rebuke	Prayer	Spiritual	WIL	WIL	PAS	PAS	MP

Balance

The nature of the system is that Skill levels between balanced characters will tend to cancel each other out. However, unlike other systems, effective HP does not increase with level. This means that the impact of equipment quality remains consistent throughout a campaign. If we assume that the average attribute point is a 5, a perfectly average character should have 45 attribute points in total. Note also that increasing or decreasing this average and therefore the total as well will impact how the game plays. It is also recommended that Player Characters, for the sake of fun, have significantly more attribute points than the average NPC, for instance say 60 points for each player. Doubling all these so that the average is 10 would place NPCs at 90 and PCs at 120. The main effect of this increase in stats would be an overall reduction in the variance or influence of luck, as well as an increase in the number of actions per turn.