

# OPENQUEST GMS QUICK

## REFERENCE

### SOME BASICS

This a list of things that if you are coming from a RQ/BRP background you may need to bear in mind when running OpenQuest for the first time.

- **No hit locations**, all damage is taken to Total Hit Points, with Major Wounds being taken if Major Wound level (equal to half hit points) is taken in one hit. If you are familiar with Elric!/Stormbringer this is exactly the same system.
- **Stats aren't used directly in the game**, apart from deriving Attributes (HP, MP etc) and as a guide to role-playing. I.e. no Idea/Memory/Luck STR x 5 Con x5 rolls etc. Resistance skills (see below) take the place of old stat roll..
- **Hero Points** - each player character has 3-5 Hero Points. Make sure you and players understand the use of Hero Points esp. in Cheating Death (see below)
- **Weapons do not have Armour points or Hit Points**. They only break on a fumble, and unless they are much smaller than the attacking weapon e.g. Dagger (small) defending against a Giant's Club (Huge), block all damage on a parry.
- **Critical on 10% of skill**, e.g. for 55% the critical is 6%
- **Always Fumble on a roll of 00**, unless the character is 100%+ with the skill being rolled against - in which case they NEVER Fumble.
- **No Critical or Fumble tables**, GMs call (with Player input if uncertain) from suggested examples in rules.
- **No Resistance table**, OQ uses Opposed Rolls instead.
- **Skills system avoids small modifiers** (e.g. +- 5% or even +-10%). When a modifier is applied its big and significant from +-50% or +-25%.

### SPECIFIC AREAS

#### HERO POINTS

Remember all the accidental deaths, all the frustrating failed skill rolls in BRP/RQ? Hero Points get round that and put a bit of power back in the player's hands.

Spend 1 point to.

- Reroll any skill roll
- Avoid Major Injury, character still takes the damage but doesn't take the effect of the Major Wound.
- Cheat death. Character knocked unconscious and out of the fight, at 1 HP but still alive.

## SKILLS

### *Things to flag up to the players*

- Simple task rolls
- Critical/Fumble results
- Difficulty modifiers
- Opposed rolls
- Resistances

### *Things for the GM to remember*

- No Cumulative Difficulty modifiers - pick the highest and most important one.
- Don't ask for a skill roll for the sake of it.
- Don't ask for multiple skill rolls to empathise the difficulty of a task, assign an appropriate modifier instead.

### *SIMPLE TASK ROLLS*

Roll equal to lower to Skill being used for success. Avoid overuse.

### *DIFFICULTY MODIFIERS*

+50% easy, +25% simple, 0 Normal, -25% Difficult, -50% Hard

Non-cumulative, pick the most significant modifier and ignore the others.

### *OPPOSED ROLLS*

Both sides roll appropriate skills, consult Opposed Rolls table for result.

### *RESISTANCES*

Not D&D saving throws as some people would suggest, but a flexible skill based way

Major use in avoiding the effects of certain spells, look for the Resist trait on the spell's description  
*For example Befuddle Resist (Persistence)*

Other uses of Resistances, as skills

**Dodge** - get you out of the way of blows in combat, from falling masonry etc. Anything that was a DEX X 5 etc roll in BRP/RQ

**Resilience** - Resist poisons, falling unconscious in Combat, resist disease. Anything that was a CON X 5 etc roll in BRP/RQ.

**Persistence** - measures Will power, resisting mind control, used in opposed rolls vs. Influence. Anything that was a POW x 5 etc roll in BRP/RQ.

## COMBAT

### Things to flag up to the players

- Each character gets one Actions and one Reaction per five second combat round.
- Combat order is DEX (for physical actions) and INT (for mental actions, such as spells). Actions occur in this Order, Reactions occur when they need to.
- Use of Hero Points to avoid Major Wounds and character Death (see Hero Points above).
- Combat manoeuvres - show them the table.
- Multiple Attacks
- Mastery in Combat
- Damage
- Critical results in combat
- Major Wounds

### *Things for the GM to remember*

- Use optional Ganging up rules (p162) to handle large mobs of monsters
- Numbers really show in OQ, one-on-one combat is more fun for the players rather than being beaten senseless by a group of minions.

### *COMBAT ORDER*

Based on DEX or INT if spell casting. Start counting down from about 25 (which is where character's with Coordination spells could conceivably be). Note players may chose or change their action

### *COMBAT MANOEUVRES*

OQ Combat is no longer a case of you attack-you parry, with occasionally well matched opponents getting stuck in a attack-parry loop, there's lots of Combat manoeuvres designed to spice things up. Usually these mean losing either your attack or reaction, but gaining a skill or damage bonus. The combat manoeuvres table is pretty self-explanatory, but make sure you have a quick read and understand the Intimidation rules.

### *REACTIONS*

Dodge: On a successful roll you avoid all damage

Parry: On a successful roll avoid all damage, unless your weapon is much smaller than theirs eg. Dagger vs Giants club.

### *MULTIPLE ATTACKS*

Usually as a result of either Mastery (see below) or an All out Attack (two attacks one at normal skill, second at -25 one after another on same Combat order). Note the Combat Manoeuvres can be combined with Mastery.

### *MASTERY (SKILLS OVER 100%)*

If you have either Combat skills or Dodge over 100% you can split the skill to perform multiple attacks or reactions. Attacks happen at DEX order for the first attack, DEX-3 for the second attack, DEX-6 for the third attack and DEX-9 for the fourth attack etc.

### *DAMAGE*

If a blow connects damage is

Weapons Damage Dice + Attackers Damage Modifier – Armour Points of Armour worn or Shield used.

Criticals cause max damage and ignore armour and can only be avoided by a critical parry/dodge.

## MAGIC

### *Things to flag up to the players*

- Spells cost their Magnitude to cast in Magic Points.
- At 0 MP character falls unconscious.
- Spells take place on INT order in a Combat Round
- If cast in Combat or other tense situations both Battle and Sorcery spells require Casting skill rolls to cast successfully. Divine magic spells never need a casting roll.
- Sorcery Manipulation Effects -Sorcery Casting skill divide by 10 gives the number of points available for manipulation effects.

### *Things for the GM to be aware of*

- Spirit World rules - Spirit Combat esp if you are going to use Spirits as opponents in your games.

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