

QUERP:

QUICK EASY ROLE PLAYING

INTRODUCTION

Welcome to QUERP, the game of QUick Easy Role Playing.

What you hold in your hands is not just a book, but a gateway to worlds of imagination. Worlds where dragons fly through the sky, knights save maidens from evil monsters, wizards practice powerful magic and adventurers quest in search of fame and fortune.

So, what is role playing, you ask? Think of it like a novel or story. The players take on the roles of the heroes in the story, controlling their own actions and doing whatever they want to. One player, known as the Gamesmaster, doesn't play as a hero; instead, he or she takes on the roll of all the other characters the heroes meet, and all the monsters they must fight.

Usually, before the game, the Gamesmaster develops a quest or mission for the other players to undertake. The goal of the game is to complete the mission successfully. There are no winners or losers; instead, the players work together to try to complete whatever the Gamesmaster puts in front of them. In return, the Gamesmaster enforces the

rules in a fair manner, not trying to work against the players, but rather challenge them to complete their goals. The Gamesmaster neither wins nor loses; although, if everyone is having fun, the Gamesmaster can consider that a win.

This book is divided into sections. *For the Players* provides all of the rules the players need to create a character and play the game. *For the Gamesmaster* offers advice and further rules for Gamesmasters, so that they may create a fun and engaging game. *Fantasy Monsters* provides a small list and description of common monsters the players and their characters will encounter throughout the course of a game. *Treasure* provides a convenient way for Gamesmasters to hand out treasure, magic items and gems.

Finally we come to two sample adventures. *Solo Adventure: Min's Pearls* is a specially designed adventure that can be played by yourself, with the book acting as the Gamesmaster. *Group Adventure: Tomb of the Warlord* is a typical adventure designed to be run by a Gamesmaster with a small group of players, generally three to five.

WHAT DO I NEED TO PLAY?

In order to play a game of QUERP you will need some items of equipment. First and foremost is a copy of this book. You will need at least one copy; however, it never hurts for players to have their own copies.

Speaking of players, you will need at least one person willing to be the Gamesmaster, and at least one other player. However, the game works best when you have one Gamesmaster and three to six other players.

You will also need some pens and pencils, some paper, a table and some chairs to sit at, and some dice. The types of dice needed are just ordinary six-sided dice, found in most traditional games. At least two of these are needed to play, though it is much better if each player has two of them.

So sit back, relax, and get ready to explore infinite worlds of imagination and adventure!

FOR THE PLAYERS

If you are going to be playing, rather than Gamesmastering, a game of QUERP, then this section is for you.

As a player, you will be responsible for creating and maintaining a player character (PC for short). From the first time you write his or her name down a piece of paper and through all of his or her adventures, you get to decide how he or she reacts

and decide his or her destiny. You will be responsible for maintaining the health, equipment and life of your player character.

But do not despair! Although that sounds intimidating, it really isn't; in fact, it is actually quite fun and rewarding to see your character grow as they go on adventures and gain more and more experience and more and more treasure.

CHARACTERISTICS

Every PC has what are known as characteristics. There are six of these, and they are described below.

Fighting: This score represents how well your character fights in hand-to-hand or ranged combat. The higher the score the more likely it is your character will hit an opponent in a fight.

Magic: The Magic score represents how well your character can use spells or magical items. A low score means you will struggle to do anything magical, while a high score will allow you to cast spells with relative ease.

Strength: Your Strength score is a measure of your physical power. The higher your Strength is, the more physically strong you are. Those with high Strength are able to perform amazing feats of power.

Charisma: The Charisma score represents how persuasive and likeable you are. Those with high Charisma scores are more likely to make friends and are able to use smooth talking to get what they want.

Stealth: This score is a representation of how sneaky a PC is. It is the ability to move without being heard or seen, pick locks, disable traps and



so on. Stealth is also used to measure a character's general agility and reflexes, as well as their perception skills.

Knowledge: Your Knowledge score shows how intelligent your character is. The higher this score, the more your character knows.

Each of these scores is rated with a numerical value between 0 and 10. Beginning characters will generally have a score between 1 and 6. These can and will change over time as your character gets

injured or gains experience, but they can never go below 0 or above 10. How to use your characteristics will be explained later.

CHARACTER TYPES

Now that you know what the six characteristics are and what they represent, it is time to work out what type of character you want to play as. The six character types listed below will set what scores

your characteristics are, plus provide you with some special rules related to that character type. Pick one of them and write down the information presented.

WARRIOR

A warrior is a specialist fighter. They are trained in all manner of hand-to-hand and ranged combat techniques and styles. As adventurers their main role is to stand in front of the weaker group members and do the brunt of the fighting, shielding those behind them. They have the greatest chance of slaying the enemies the encounter and thus should be the first into any fight.

Characteristics: Fighting 6, Magic 2, Strength 5, Charisma 1, Stealth 4, Knowledge 3

Special Rules: In hand-to-hand combat, any damage a warrior inflicts is increased by 1 point. Warriors can use any weapons and armour they find.



FOR THE GAMESMASTER

If you are going to be the Gamesmaster for a game of QUERP, then this section is for you. However, it should be noted that you should at least make yourself familiar with this whole document; it is one of the key points in becoming a great Gamesmaster.

Gamesmastering a game of QUERP is both rewarding and challenging at the same time. It requires a good imagination, good communication and good storytelling skills. The following sections should provide you with some advice in dealing with common situations that arise during a game.

DIFFICULTY ROLLS

As the Gamesmaster it is your job to assign the number needed for a Difficulty roll. This can sound like a daunting task, but it is really very easy.

The average score in a characteristic is 3. The average roll on 2 dice is 7. Therefore, an average task that could be completed 50% of the time by an average person has a Difficulty of 10. By using this as a base Difficulty, you can begin to work out how easy or hard something is to accomplish and assign an appropriate Difficulty score.

The easiest way to do this is to look at each situation in question. Start with a score of 10. If the task should be harder than normal for whatever reason, add 1 or 2 to the Difficulty for each circumstance that makes the task harder. Similarly, if there is some circumstance that makes the task easier, subtract 1 or 2 from the Difficulty for each situation that makes it easier.

Let's look at an example. A PC wants to climb a cliff face to escape a horde of goblins. It is currently raining, making the rock face slippery; the Gamesmaster decides to add 1 to the Difficulty to accommodate this. In addition, the PC is in a hurry, adding a further 1 to the Difficulty. Not only that, but the goblins have bows and are shooting at him! The Gamesmaster decides to add another 2 points to the Difficulty, making the total 14.

Looking at his notes, the Gamesmaster sees that there are a lot of dead tree roots jutting out from the side of the cliff. This will make climbing a lot easier, so the Gamesmaster deducts 2 from the Difficulty. This is the only thing making the climb easier, so the final Difficulty the player needs to beat is 12.

By using this method you should be able to quickly and easily work out the Difficulty score in any given situation.

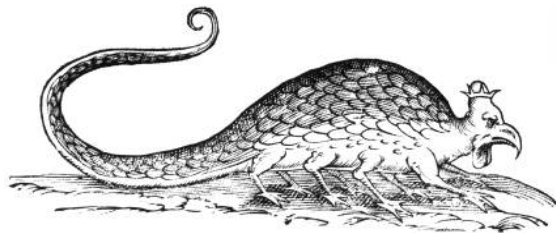


FANTASY MONSTERS

This appendix presents a small list of common fantasy monsters. You will find a description of each monster along with pertinent stats and special rules in order to run them in your QUERP

games. The list is by no means complete, and you should feel free to modify these monsters or even make up your own for your own games.

BASILISK



A basilisk is a reptilian creature that grows up to 2 metres long. They are born when a lizard or snake egg is hatched by a cockerel. The baby basilisk cracks out of its egg and devours its mother, before going on a feeding orgy.

Basilisks look like large lizards with green-grey scales and eight legs. Their heads are very un-lizard like, resembling that of a bird instead. They are usually found in wild areas but occasionally

stray close to civilization, where they are a great concern to those living there; the gaze of a basilisk is deadly, as is its venomous bite.

Stats: Fighting 4, Defence 13, Health 23, Damage 1-6 (1 die)

Special Rules: Anyone damaged by a basilisk must make a Strength roll with a Difficulty of 11. If they fail they have fallen victim to its venom and must lose an additional 1-6 Health (roll 1 die). In addition, anyone fighting a basilisk must make sure not to meet its gaze. Unless a PC specifically closes their eyes they have a 2 in 6 chance of meeting the basilisk's gaze each turn. If this happens, they must make a Magic check (Difficulty 10) or die from the effects if it's baleful glare.

CENTAUR

Part human and part horse, centaurs are creatures caught between two worlds. They have the body, legs and tail of a horse, but where their necks would begin there is a human torso, arms and head. Most centaurs are nomadic creatures, wandering the plains or forests of the world with their tribes, where they hunt game. However, some centaur tribes are warlike and aggressive, raiding merchant caravans and small towns.

Stats: Fighting 4, Defence 11, Health 16, Damage by weapon or 1-6 (1 die)

Special Rules: Centaurs can speak with horses.



DRAGON

Powerful, mighty and terrifying; these three words and more can be used to describe the ancient race of dragons. They are huge winged serpents, growing to over thirty metres in length. They have four legs that end in powerful talons, and huge fang-filled mouths. They are highly intelligent and are able to converse in many languages.

Dragons come in many different species, each with different attributes. The most common, the fire dragon, has scales of red or orange and can breathe a mighty gout of flame from its mouth. They live in mountainous areas or near volcanoes, in immense caves often dug by the dragon itself. These caves often contain a massive treasure horde gathered by the dragon over its thousand year life. Of course this leads many adventurers to attempt to slay the dragon in order to claim the treasure for themselves; sadly, but not surprisingly, most of these souls do not return.

Stats: Fighting 11, Defence 17, Health 85, Damage 3-18 (3 dice)

Special Rules: The following rules apply to fire dragons. Once per turn a fire dragon can breathe fire at an opponent; they can do this even if they attack. The dragon makes a Fighting roll and, if it hits, inflicts 2-12 damage upon the victim (roll 2 dice).

Fire dragons are immune to any damage inflicted by fire.

Dragons are also accomplished spell casters and may cast any spell available to characters. They have an effective Magic score of 9.



SOLO ADVENTURE: MIN'S PEARLS

To introduce you to the rules of QUERP, here is a special solo adventure called *Min's Pearls*. It is designed to be played by just one person: you. There is no need for any other players or even a Gamesmaster; the text acts as the Gamesmaster instead.

It is very simple to play. Simply make a character as normal, using the rules given earlier in the book. Then simply begin reading at section 1. When you are given a choice simply turn to the section indicated by the text.

1

The rain is coming down rather heavily as you enter the city of Port Bannon. The cobblestoned streets are slick with the water, so you tread carefully. It has been a while since you have been to Port Bannon, but it seems like nothing has changed. The ramshackle buildings, the city guard upon the walls, the peddlers trying to get you to sample their merchandise; it all has a very familiar feel to it.

You are walking along one of the main roads through Port Bannon, seeking a tavern in which to shelter from the storm. You are thoroughly soaked and the quicker you can find a dry place, the better. As you pass by a narrow alley between two buildings you hear a scream. Peering down the alleyway you have trouble making anything out due to the intensity of the storm. The scream comes again, and you deduce that it sounds like a woman in trouble.

Do you want to investigate? If so, turn to 46. If you want to ignore it and continue your search for a tavern, turn to 25.

2

The temple of Lournia is located on a hill overlooking the harbour. A great shell sits over the entrance to the temple, signifying that this is the temple of the sea goddess. If you have the codeword 'bishop', turn immediately to 125.

Otherwise, you can look around the temple.

If you want to talk to some of the priests and priestesses, turn to 120.

If you want to take a look around, turn to 63.

If you want to leave, turn to 30.

3

The temple of Lachlan is a small building located down a back alley. The temple's symbol, a curved dagger, is emblazoned upon the door, which stands open. You enter and are immediately approached two men in masks.

"Can we help you?" they say, both at the same time.

If you want to make a donation to the temple, turn to 20.

If you want to ask about the necklace, turn to 91.

If you want to leave, turn to 30.

4

You spend a day wandering the docks, talking to people and listening in on conversations. However, you are unable to find out anything about Min's pearl necklace. Turn to 34.

5

You are at a four-way junction.

If you want to go north, turn to 90.

If you want to go east, turn to 6.

If you want to go south, turn to 61.

If you want to go west, turn to 89.

GROUP ADVENTURE: TOMB OF THE WARLORD

Tomb of the Warlord is a short adventure for three to six characters and one Gamesmaster. If you are playing in the adventure, you should **stop reading now!** It will lessen your enjoyment of the adventure if you know what is going to happen.

If you are the Gamesmaster, make sure you have your players, some dice, some paper and pens handy and of course a copy of this book.

Boxed text (which is also *written in italics like this*) is designed for you to read aloud to your players; all other text is for your eyes only.

When all is in readiness, read the following to your players:

For months you had been hearing rumours of long-lost treasure. Apparently the treasure is located in the forgotten tomb of a warlord from ages past. Being new and keen adventurers, you had investigated these tales but had turned up very little evidence – until one day in the city of Port Bannon.

You had agreed to meet a merchant who claimed to have a map leading to the treasure. The map looked genuine – even if the merchant didn't – so you agreed to purchase it from him in the hope that you would finally find something.

To your great relief, the map turned out to be real. It led you into the forests north of the village of Pinebridge, where you have found the entrance to the tomb. Peering in, you can see it is awfully dark...

This should be a hint to the players that they need a light source of some kind. If they don't have any torches or lanterns, encourage them to return to Pinebridge and buy some. You should note if they light a lantern or torch; if they don't they will not be able to see inside the tomb.

You should also ask for a 'marching order'; in effect, the order that the party will travel in while in the tomb.

Some monsters have found the tomb before the characters and are, at this moment, searching around inside for treasure. They have left some tracks in the ground outside the entrance, which may be noticed by the party. Have everyone make a Stealth roll (Difficulty 10); if they succeed, tell them they notice some tracks leading into the tomb.

When you are ready, proceed to area 1.

NOTES ON DOORS, SECRET DOORS, AND WANDERING MONSTERS.

All doors in the tomb are unlocked, unless otherwise noted in the individual room descriptions. However, due to the age of the tomb, many of them have rusted hinges and are hard to

open; when the adventurers try to open a door, roll 1 dice. On a roll of 1-4, the door is stuck and requires a Strength roll to open (Difficulty 10).