

Rules for “Quick-Weristan”



Website of the game

Quick-Weristan (“Quickistan”) is the simple and quick version of Weristan. More about the game and the game world can be found on www.quickistan.com and www.weristan.com.

Roles for players

PC = Player Character = a “star role” of the game action, is being played by a player.

GM = Game Master = a “host” or “moderator”, knows the story, riddles and Non-Player Characters (NPCs).

The GM illustrate a situation which starts a story (or “adventure”). Players can now announce actions and (depending on success or failure) the story will change accordingly. Diplomacy, problem-solving and combat against monsters/enemies are typical game elements.

Character sheet (Quicksheet)

Half a page of paper with all stats (properties) of a game character in the form of numbers and text. The most common stats are the five attributes INT (intelligence), CHA (charisma), DEX (dexterity), STR (strength) and LVL (level). But there are also some basic informations like “age”, “hair color”, “eye color” and so on. The website provides the “Quicksheet” and 20 sample characters – you can find those here:

www.quickistan.com/de/quickblatt and www.quickistan.com/de/charaktere.

Rule: Checks

For every stat which is represented by numbers you can perform a check on that stat. When, for instance, a PC wants to push a heavy object aside, a STR-check (check on strength) will be performed. That will be done by using a d20 (20-sided die). When a magician wants to cast a spell, an INT-check (check on intelligence) will be due. When a thief wants to climb a wall, then the thief's DEX will be checked. When someone wants to influence a person from the story, a CHA-check (check on charisma) is needed. When someone wants to prove his/her wisdom/experience, a LVL-check will be performed.

In Quickistan there are also the "resources" ("wealth", "relations", "recipes", "spells"), on which you can also make a check.

The stat "scars" (another number between 0 and 20) changes the charisma: In civilized regions the charisma is being reduced by that number. When dealing with barbaric warrior-cultures, the charisma rises by that number (instead of being reduced). In enlightened/intellectual circles, "scars" usually don't have any effect on the charisma.

How a check is done: A 20-sided die (d20) is roled. If the resulting number on the die is smaller than or equal to the value (e.g. in the property STR, strength), that will count as a success. If the roled number is higher than the value, that will count as a failure. A roled 20 is always a failure. A 1 counts as a special success (critical success) with grand effects. A 20 counts as a terrible failure, but only if the value is smaller than 20 (whoever roles a 20 on a stat value of 23 just has a normal failure).

Many times there are especially difficult checks. These will get a subtraction on the check. So a "STR-check minus 5" is a check on STR but for this check the stat value will be reduced by 5. A "DEX-check plus 3", on the other hand, is a check on DEX(+3), so it's a raised value. This raised value represents a check under especially fortunate circumstances.

INT, CHA, DEX or STR can be improved by +1 for every point in LVL, but only up to the double the value!

Rule: Luck

Characters that are being played by players and also some powerful villains have a special pool called LUCK. This pool can be invested to cause certain effects:

- repeat a check for the first / second / third / ... time: -1 / -2 / -3 / ... LUCK
- find an item that is needed: -1 to -20 LUCK (depending on the "power" of the object)
- escape a perilous/critical situation in a miraculous fashion: all remaining LUCK (at least 1)

Regeneration of LUCK: complete replenishment at the beginning of a new "chapter" or due to a fairy/source

Rule: Inventory

Every character can own up to 20 things. Among those could also be "beasts of burden and vehicles", that then carry more equipment, if 20 things don't suffice. It's 20 positions in the inventory so that in certain situations an item can be chosen randomly (barter trade and gifts are a core component of most cultures in the lands of Weristan).

Important: It doesn't matter how many items are stored in the inventory – backpacks, pouces, barrels, bottles, belts – we assume that sufficient containers are available.

The composition of the inventory should at most correspond to the value in "wealth". Those who have plenty of owned items but do not behave like a "real rich person" will get into the focus of town guards very quickly.

Rule: Specials

Depending on race, culture and career of a character, the character can have certain "specials". That also is noted on the character sheet (Quicksheet). In the more complex system of "Weristan" (not "Quick") there is a list of "advantages and disadvantages" instead of the "specials".

Rule: Combat

It might happen that monsters, predators, robbers/pirates and hostile warriors get in the way of our "heros". Our "heros" might possibly be pirates or robbers themselves – in any case, these situations might result in combat. The following rules will present the necessary procedure.

For an attack you need an "attack value". That value will be computed from the DEX (dexterity) and the attack-bonus or attack-reduction of the weapon. If a combatant has a DEX of 19 and uses a sword (attack +1) then the combatant has an attack value of 20. Furthermore, it may be that due to the specials of the character the value is even higher. An archer, for example, gains a bonus of the kind "+4 on bows" (another +4 if any bow is being used by the character). There might possibly be more boni and reductions, e.g. -10 for a "combat in total darkness". On the final attack value a check is performed – a success counts as a "possible hit". A critical success (which means a 1 was roled) automatically counts as a blow to the head.

In order to defend against an attack, a "defense value" must be determined. Usually the base for the calculation is the DEX again (this time it's only half the DEX, rounded down). On that value boni due to weapons/shields will be added. There are also weapons that bring a reduction on defense. There are two ways to defend against an attack: It's either "block" or "evasion". For a "block" a shield or weapon is used. For the "evasion" enough room is needed (especially for stepping back, also sideways against thrusting attacks) and the combatant must be able to move around (who is sitting in a saddle or chair will get high reductions). The check is roled like a normal check – a success will deflect the attack. If a 1 was roled during defense, a free counter-attack may be performed which the other combatant can't defend against.

If a hit gets through the defense, only the armor stands between weapon and skin. For an armor there are details given like this one: "armor 5, for 1 to 18". This means: that armor will reduce the damage from the weapon by 5, with a probability of 1 to 18 on a d20. To directly aim at a gap in that armor a -18 on attack is needed in this particular situation. An armor with 1 to 20 provides complete protection (no gaps available). Multiple amors can be worn and for each piece of armor a separate check is roled. Typical are combinations of gambeson and chainmail or chainmail and plate armor. You should also consider that (especially during summer) a combatant with many layers will sweat easily and then will become unconscious.

A helmet is only needed on a head hit (a success with a 1 on attack or -10 on attack to hit the head). Hits in the head area can create visible scars (GM determines by how much "scars" is increased). In addition, headaches can lead to memory lapses (very annoying for magicians).

In any case, the supply of LIFE may decrease if damage either hits a gap or is so high that the armor could not ward off all the damage. If someone is down to zero, the combat is over for this combatant. If a combatant were killed by hitting "minus LIFE", his soul goes straight to the afterlife or the intermediate world (return as a ghost possible). Normally, however, the death of a combatant requires a "death blow" (someone bends over the defeated fighter and ends his/her life with the weapon - "defeated" is thus "killed").

Particularly strong/large opponents can cause special situations (many blows of a giant are so powerful that a dwarf flies several meters as soon as an STR-check -10 fails). It can happen that shields or lances or armor break - GM decides if and when.

For some attacks, armor can provide little or no protection: a rush of water can cause drowning and only an air bubble or a dwarven diving suit can provide protection. On the other hand, it is also possible for armor to be completely protective: A tournament armor in combination with a frog-mouth helmet can prevent a lightning strike because it is made of a completely enclosed metal shell.

Even if an armor is not penetrated, damage can occur: A combatant, who marches with a thick armor through a fire, will take damage by heat after only a few seconds. Armor does not protect even when falling from a high altitude or falling into a body of water.

Most races (and also many animals/monsters) also have "natural weapons". In the character sheet there is a section that describes the combat values of the character when fighting unarmed.

Regeneration of lost LIFE: +1 per 8 hours of sleep (possibly more in luxurious dormitories)

Rule: Magic

If a magical effect is to be triggered, the player / GM must first explain what this magical effect should do and what kind of spell it is.

Then the character has to rummage in his/her/its memory to see if he/she/it knows that particular spell. For this purpose, a check is performed on the resource "spells". Certain books or professions can bring bonuses for this check (for example, a book of fire magic gives +8 for fire magic).

To speak a spell always requires an INT-check. Depending on the level of the spell: -1 to -20 on the INT-check. Costs are paid in the form of MAGIC. Making a spell ready-to-use usually takes 3 rounds (quick spells: only 1 round). You can have several spells kept ready for later use.

Here are a few examples of spells and their costs:

- elemental damaging spells: air blast, water jet, meteor or stone fist, fire lance
cost: 1 MAGIC = 3 damage (may be reduced by certain armor)
- anti-elemental damaging spells: lightning, poison cloud, iron rust, ice-smoke
cost: 1 MAGIC = 3 damage, with Iron Rust: 1/2/3 MAGIC for Dagger / Sword / Two-Handed
- transformation: self (no problem) or opponent (may make STR-check for defense)
cost: 1/2 MAGIC for 1 minute / 1 hour
cost x2, if a particularly small or large form was chosen (may not be too big / small)
cost halved if only certain body parts are to be enchanted
make STR-check (the defense) harder: -1 / -2 / -3 / ... MAGIC for -1 / -2 / -3 / ... on STR-check
- other effects: GM decides
Example: Air magic to fly or dive (-1 / -2 MAGIC for 1 minute / 1 hour)
Example: Buff "nimble foot" (Air Magic / Lightning Magic), -1 / -2 MAGIC for 1 minute / 1 hour
Example: De-buff "Heavy Arm" (Metal Magic / Earth Magic), -X MAGIC for -X DEX, about 1 minute
Example: Raise undead as a bone marionette: -1 / -2 MAGIC per 1 minute / 1 hour

Mighty magic, also called "rituals", takes days, weeks, months until the magic begins to work. Rituals cost large amounts of MAGIC, which can be integrated over time. The triggered effects can be huge (the longer the ritual lasts, the more MAGIC invested, the more powerful the effect).

Effects that are impossible with magic: (direct) thought manipulation, buffs on stats/properties

Regeneration of spent MAGIC: +1 per 8 hours of sleep (possibly more on magical springs/sources)

Rule: Gods

Priests need so-called "principle energy". This must fit their god. The energy of the principle is mainly stored in believers, but in a weaker form also in all living beings who engage in a certain activity. A person who works according to the principle for a day brings +1 to the respective principle energy of the group (+2 for believers). Also, places that used to be places of occult power and cemeteries may still have principle-energies.

The special feature are buffs on INT, CHA, DEX, STR, LVL, combat values (depending on the deity):

A buff costs 1, 2, 3, 4 for +1, +2, +3, +4 if the god is "specialized" (just one of the principles).

A buff costs 2, 4, 6, 8 for +1, +2, +3, +4 if the god is "all-embracing" (covers all principles).

The buff stays active until the current activity (e.g. a build, fight, speech) ends or the wearer of the buff falls asleep.

For each (INT) point of consumed principle energy, the INT of the priest is decreased by 1. The healing occurs naturally (+1 back on INT per day). As long as INT is below normal, the priest / priestess has fallen into a mild delusion (hallucinations / Messiahs syndrome).

For activities that exactly correspond to the "essence of the deity", the cost is halved. For activities that contradict the nature of the deity (and its dogmas), the cost is generally twice as high and fate may find strange ways to take revenge.

Rule: GM decides

GM basically has the last word. GM can introduce rules at any time. GM can interpret rules differently.