

# QUERP Cheat Sheet (ver. 1.1)

**Core Mechanic:**  $2d6 + \text{stat} \geq \text{target number}$  is a success ( $< \text{target number}$  is failure)

- Boxcars is automatic success, snake eyes is automatic failure (regardless of target number)
- Base target number is 10, +1 for each detail that hinders the PC, -1 for each detail that benefits the PC.
- Probability of rolling a certain number or higher: 2=100%, 3=97.23%, 4=91.66%, 5=83.33%, 6=72.22%, 7=58.33%, 8=41.66%, 9=27.77%, 10=16.66%, 11=8.33%, 12=2.77%

**Primary Stats:** (D&D analogues) *Note:* There are no separate "attributes" and "skills".

- *Fighting* (attack rolls): Prowess in battle. Used for both melee and ranged combat. Damage is  $1d6 \pm \text{mod}$ , so you can use 2 like-colored d6s for the "to hit" roll and 1 odd-colored d6 for damage.
- *Strength* (Athletics): Raw, physical might. Use for: swimming, running, climbing, lifting things, knocking things over, breaking things, etc. (*Does not influence hit or damage in combat.*)
- *Stealth* (Theivery, Perception, Stealth, Dexterity): Penchant for skullduggery / crime, including: sneaking, hiding, breaking & entering, finding / disabling / setting traps, searching a room, noticing things, using ropes, and for "reflex" rolls (Dex checks / Dex saves).
- *Magic* (spellcasting rolls): casting spells, using scrolls, identifying magic objects, resisting magic effects
- *Charisma* (Bluff, Diplomacy, Streetwise, Intimidate): Used for all forms of persuasion when talking with NPCs: negotiation, bribery, gathering information, lying, flirting, gambling, animal handling, etc.
- *Knowledge* (History, Arcana, Religion, Nature): Things you have learned about lands, peoples, languages, nobility, religions, plants, animals (handling, riding), monsters (strengths, weaknesses), etc.

**Derived Stats:**

- *Defense* = 10 + armor bonus, one of: light +2, medium +3, heavy +4; and possibly shield +1
- *Health* = 13 + Strength (*book says 10 + 1d6 + Strength, but random-roll character gen. has issues*)
- *Max Load* = 10 + Strength (+ 5 if you have a backpack, which does not take up a slot)
- *Mana* = Magic x 2. Every spell you cast costs 1 mana, whether the spell was successful or not. Ditto for activating some magic items like scrolls and wands.

**Combat:**

- *Initiative:* Roll 2d6 to determine order, or just go around the table to save time, or crowdsource it.
- *Duration:* Each combat round lasts 5 seconds of game time.
- You get 1 action per turn: (*Note:* If you are in melee combat, you can only make a melee attack or flee.)
  1. Draw a weapon, or change the weapon you are currently wielding
  2. Move into combat and "tie up" an opponent. Either 5 squares or your Strength, whichever is higher.
  3. Attack: (melee or ranged)  $2d6 + \text{Fighting} \geq \text{opponent's Defense}$
  4. Charge: Move + Melee Attack, but -1 to attack (Fighting roll)
  5. Flee: Escape melee combat, but opponent(s) get a free attack as you leave
  6. Cast a spell:  $2d6 + \text{Magic} \geq \text{spell difficulty}$  (opponent's Defense is not a factor). It costs 1 Mana to cast a spell. If you missed the target #, you may spend additional Mana to make up the difference.
  7. Use equipment: potion, scroll, rope, thief's tools, etc.
- *Wounds:* If attack is successful, roll weapon damage, opponent loses that from Health.
- *Healing:* Natural healing restores 1d3 HP per night of sleep, many spells will heal you faster.
- *Death:* If you reach 0 HPs, you are dead (but characters can be brought back to life).
- *Recovering Mana:* +1 point every hour of game time (up to max). 0 Mana means no spells.

**Equipment:**

- Each thing you carry counts as 1 item. (Heavy items count as 2.) Total items must be  $\leq \text{Max Load}$ .
- Sometimes a bundle of things counts as just 1 item (e.g. a quiver of 20 arrows)

**Character Advancement:** Note that QUERP is a "point buy" system, not level-based.

- Each session, you earn 1/2 to 1 experience point (XP): 1/2 for the session, 1/2 for role-playing
- Boost your Health or Mana by 1 for 1 XP each (no limit)
- Boost your pre-armor Defense by 1 for 2 XP (max 13)
- Spend 1 XP to boost a stat by 1 up to 6. Spend 2 XP to boost a stat by 1 after 6. (max 10)
- Spend an XP to get a new special skill or (if you're a spellcaster) a new spell (GM's approval)