

**Disadvantage** - Roll 2 keep the lowest.  
**Advantage** - Roll 2 keep the highest.

AC 13

Good persuasion. Strong will.

Hides in brush or shadows. Foraging.

Resists to poison. Makes friends easily.

Attacks with any weapon but cannot use a long bow or long sword. D20 plus level to hit. 1d6 for damage.

Attacks with any weapon but cannot use a long bow or long sword. D20 plus level to hit. 1d6 for damage.

AC 16

Night vision. AC 16

Hard headed. Dwarves are loyal to family, clan, and party.

Weapon lore. Mining lore. Offers of ale.

Attacks with any melee weapon. prefers ranged weapons.

Dwarf

AC 16

Immediatly aware of magic in the presence. Elves are tricksters.

Elves are every 2 levels attainted.

Can call Fey powers 1 additional time per day for every 2 levels attainted.

Use Fey powers once a day at level 1 and can call Fey powers 1 additional time per day for every 2 levels attainted.

Dwarf

**Disadvantage** - Roll 2 keep the highest.

Fey opposed to attack or defense. An elf can teleportation, and transmutation as

deities. Fey powers lean towards illusion, are immune, without physical trapplings or

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D20+level to hit. 1d6 for damage.

With hands as a rogue is with a dagger,

trained in hand to hand combat. As deadly

attacks with any blunt weapon. Also

spells book. All clerics detect evil and turn

his deity. Ask and you shall receive. No

perform 1 spell per day on prayers to

Cleric

every two levels attained.

Performs 1 additional spell per day for

cleric trip to spell book per level.

Additional cantrip. Adds one spell and one

spell book starts with 3 spells and 1

hit. 1d6 with disadvantage for damage.

Attacks with staff or dagger. D20+level to

book.

Perform casts cantrips anytime. Read magic,

detect magic, plus others from the spell

from a spell book in the morning.

Performs 2 spells per day memorized

admirisstered immediatly can also reduce

damage.

Human Characters

Just Quest is an extremely simple old school role playing game based on Carl Heyl's Wizards and Heroes requiring only d6 and d20 dice to play. It is rules light relying on DM adjudication. Any OSR source books may be used and spells, modules, monsters, and characters are easily adapted to this system. The players always try to roll high.

### Character Creation

The standard 6 stats are simplified to 4, STR, INT, DEX, and CHA where rolls against WIS go against INT and rolls against CON go against STR.

Rolling up a character should take less than 5 minutes. Seriously, the hardest part is the character's name.

When a character's hit points reach zero that character is dead unless healing is administered immediately. Roll another character and start at first level.

There are two ways to do the character creation stat rolls.

1. Roll 3d6 4 times and write the stats in order. Then look at the stats and fill out the character information.

2. Fill out some character info first. Roll

Save vs. Poison

Your STR is less than 10 roll against 10. A

roll against STR to save vs. poison. If

equal to or higher than that to succeed.

The DM can just state a difficulty like

"That's nearly impossible".

The Player describes the desired action.

Subtract the damage from the hit points.

Roll damage as described below.

the armor class or higher to hit.

DM may award pluses. Compare that to

but the DM can use any initiative system.

Initiative once per combat, not every round

call down the numbers from 6 to 1, I roll

players leave their die in front of them as I

I use a d6 for initiative and let the

Combat

3d6 4 times and write the stats down on scratch paper. Then decide where you want to place them and finish the sheet.

Each character also has two traits. These can be anything. If a character attempts to perform an action the DM can take the traits into account to give a plus to a dice roll or to just grant success.

There is no alignment. All characters are good. The characters work together to reach their goal. Splitting the party is discouraged. NPCs and monsters can be good or evil.

Every character starts at level 1 with 6 hit points. When characters level up they roll a 1d6 to add to their hit points. Wizards gain at least 2 hit points. Clerics, Rogues, and Halflings gain at least 3 hit points. Fighters, Elves, and Dwarves gain at least 4 hit points.

The characters level up on successful completion of a quest.

### Equipment

Characters are assumed to have standard equipment. If there is equipment the player definitely wants he should ask the DM and write it down.



Just Quest RPG  
Character Sheets,  
Maps, Stats, and Modules  
at [minizines.cc](http://minizines.cc)  
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