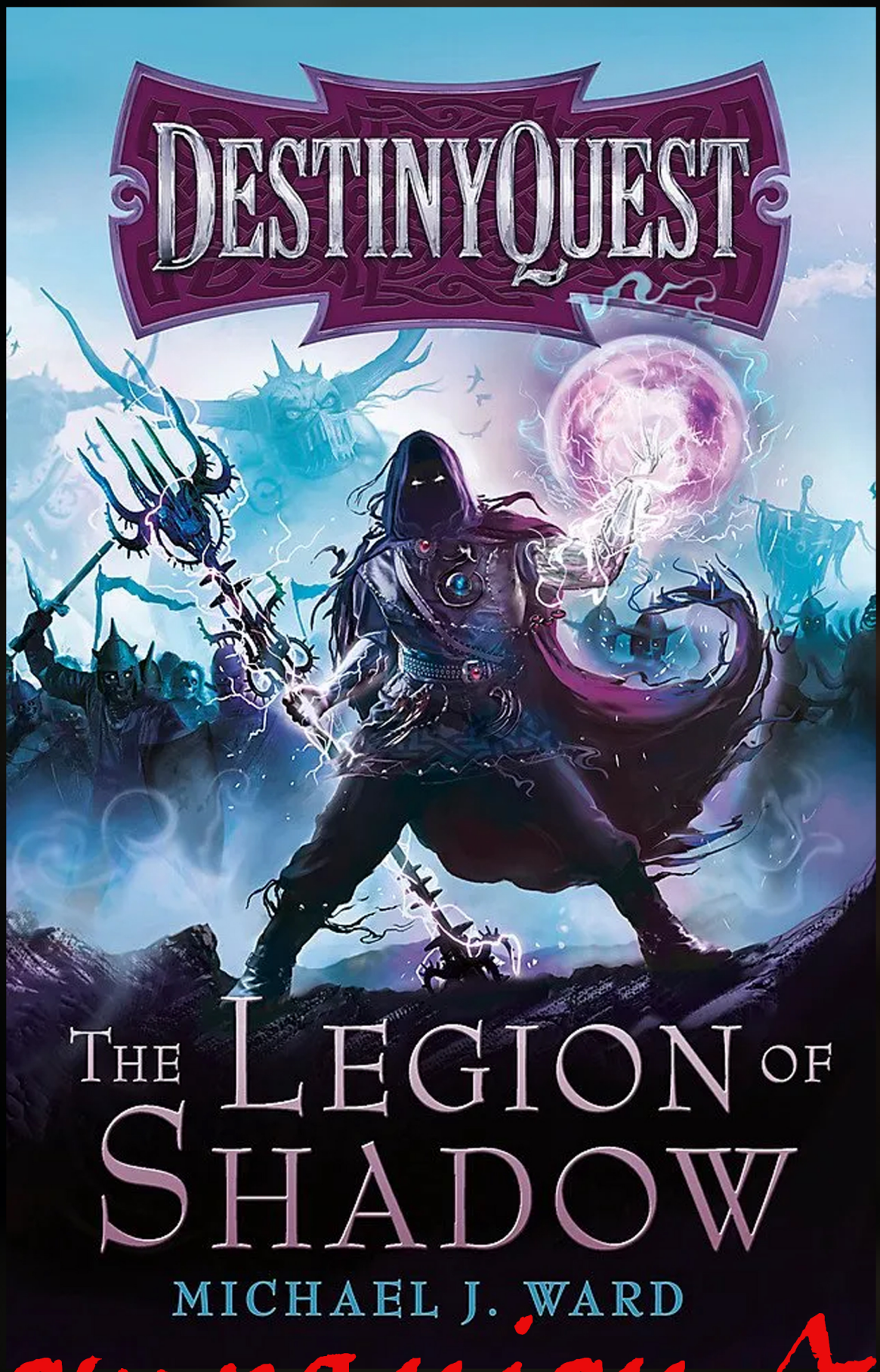

Companion App

Quick Start

Installation

To install and run the game, simply download the code from this repository and run it in a Python environment.

How to Use this App

1. Extract the file to an easy to find location
2. Run the DestinyQuestApp.py
3. Build your character
5. Adventure!

The Hero Sheet

Let's start with one of the most important things in the game - your hero sheet. This is a visual record of your hero's abilities and equipment. You will be constantly updating this sheet throughout the game, as you train new abilities and find better armour and weapons for your hero.

Attributes

Every hero has five key attributes that determine their strengths and weaknesses. These are speed, brawn, magic, armour and health.

The goal

of Destiny Quest is to advance your hero from an inexperienced novice into a powerful champion- someone who can stand up to the biggest and baddest of foes and triumph!

Your five attributes

Speed: The higher a hero's speed score, the more likely they are to score a hit against their opponent. A hero who puts points into speed can easily bring down stronger enemies thanks to their lightning-fast reflexes Speed is the main attribute of the rogue.

Speed

Brawn: As its name suggests, this score represents your hero's strength and muscle power. A hero with high brawn will be able to hit harder in combat, striking through their opponent's armour and dealing fatal blows.Brawn is the main attribute of the warrior.

Brawn

Magic: By mastering the arcane schools of fire, lightning, frost and shadow, a hero can command devastating spells and summon fiendish monsters. Heroes that choose this path should seek out the staffs, wands and arcane charms that will boost their magic score, granting them even deadlier powers to smite their foes.

Magic

Armour: Whenever a hero is hit in combat, by weapons or spells, they take damage. Wearing armour can help your hero to survive longer by absorbing some of this damage. Warriors will always have a high armour score, thanks to the heavy armour and shields that they can equip. Rogues and mages will typically have lower scores, relying instead on their powerful attacks to win the day.

Armor

Health: This is your hero's most important attribute as it represents
their life force. When health reaches zero,
your hero is dead - so,
it goes without saying that you should
keep a very close
eye on it!

Health

Equipment Boxes

The hero sheet displays a number of important boxes. These boxes each represent a location on your hero where they can equip an item. Whenever your hero comes across a new item in the game, you will be told which box or boxes on the sheet you can place it in.

Cloak	Head	Gloves	Necklace
Main Hand	Chest	Left Hand	LeftRing
Talisman	Feet	Money Pouch	RightRing

Backpack

Your hero also has a backpack that can hold five single items. On your travels you will come across many backpack items, including useful potions and quest items. Each backpack item you come across takes up on slot in your backpack even if you have multiple of the same item (example, health potions)

Backpack				
Slot 1	Slot 2	Slot 3	Slot 4	Slot 4

Special abilities

The special abilities box, on the right of your sheet, is where you can record notes on your hero's special abilities. Every hero has two special abilities, which they learn when they train a career. Some items of equipment can also grant special abilities for your hero. All special abilities are explained in the glossary at the back of the book.

Special Abilities

Speed

Combat

Passive

Modifier

Paths and careers

Your hero starts their adventure as a simple traveller, with no remarkable skills or abilities. Once your hero has gained some experience however, three paths will become available to you - the paths of the warrior, the rogue and the mage. Your hero can only choose one of these paths, and once that decision is made, it can't be changed - so choose wisely. The chosen path will determine the careers and abilities that your hero can learn throughout their adventures. the

Your hero's path and current career should always be recorded at top of your hero sheet, and its special abilities should be recorded in the special abilities box on the right of your sheet. A hero can only be trained in one career at a time, but they can swap careers any time they wish, providing you have found the relevant trainer or reward item. When your hero trains for a new career, all abilities and bonuses from the old career are lost.

Name	Career	Path

Combat Sheet

Included in the applicationis a handy d6 dice roller. Destiny Quest is built around using 2D6 for combat and NPC interactions. If one die is needed you can just use either the top or bottom die.

Rounds of combat

Rolling for attack speed

Both opponents roll two dice and add their speed to the total. The winner is the combatant with the highest score.

Rolling for damage

The winner rolls one dice and adds their brawn or magic to the total (whichever is highest). This gives them a damage score.

Applying damage

The loser of the round deducts their armour value from the damage score. Any remaining damage is then deducted from their health.

Applying passive damage

Some abilities inflict damage at the end of a combat round. Both combatants should update their health before starting a new combat round.