QUEST GUARD

Character Creation Guide

Character Creation

This guide explains how to quickly create a QuestGuard Character and fill your Character Sheet. It will also gloss over some game rules to bring you up to speed with the system.

Character Sheet

To store info about your Character, you need a Character Sheet - a sheet of paper with fields to complete, either digitally or on paper.

You can download a Character Sheet from the website at https://questguardrpg.com under Downloads.

For the digital version, get **Character Sheet (PDF)**. Using a PDF software, you can edit the form fields (don't forget to save it).

For the print & pen version, get **Character Sheet (PNG)**.

What makes a Character

Every Character is a combination of a Race and a Class.

You can find all official Races and Classes on the website under Databases.

Every combination is viable - you can't make a bad choice, so choose what you think sounds fun to start with.

Once you've decided, complete the Race and Class field on the Character Sheet (e.g. Dwarf Cleric) and give it a good name.

Main Stats

There are 5 main stats in QuestGuard: Might, Dexterity, Intelligence, Sense and Charisma.

To complete them, put the following numbers, in any order, each into one of the 5 Main Stats:

$$-1 \quad 0 \quad 1 \quad 2 \quad 3$$

However, note that your Race might impose some small restrictions on your Main Stats.
For example, here are the restrictions for a Dwarf:

Stat Distribution

Your Might must be at least 1. Your lowest stat must be either Dexterity or Charisma.

For example, 3 Might, -1 Dexterity, 1 Intelligence, 2 Sense, 0 Charisma is a valid way to fill in Stats.
0 Might, 1 Dexterity, -1 Intelligence, 2 Sense, 3 Charisma is not valid for the Dwarf.

Race Fill-Ins

First, go through each of a Race's numbers and fill them in. Most should be self-explanatory.

Health	22 + Might ♥
Health Regen	5 🪴
Speed	4 meters

Fill in your Health (the heart), Health Regen (the small field on the bottom-right of the heart) and the Speed (the circle) to be exactly how the Race points.

Languages

Each Race will let you speak a number of languages. Follow the guideline of the Language box, and put them in the Languages field on the Character Sheet.

Language

You speak Common, Dwarvish and if your Intelligence is at least 1, you speak one more language of choice.

There are many language options, and you should consult with your Quest Master to see which could be useful. Languages vary from world to world, but here is a comprehensive list of *standard* ones:

- *Common*
- *Dwarvish*
- *Elvish*
- *Orcish*
- *Goblan*
- *Sylvan (spoken by fae creatures)*
- *Gian*
- *Undran (spoken in underground societies)*
- *Infernal (spoken by demons)*
- *Celestial (spoken by angels)*
- *Ancian (old Common)*
- *Abyssal (non-spoken eldritch language)*
- *Thieves' Cant*
- *Gomerish (camouflage whistles, claps, etc)*
- *Draconic (shouts and breath-work)*
- *Sign language*
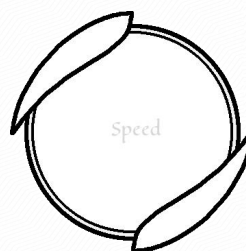
Race Abilities

Each Race will give you a set of Abilities. You can note these down on the Character Sheet under Ability Notes.

Keeping track of Abilities

You might not have enough space on your Character Sheet to track all your Abilities.
However, there exist several ways to keep track of your Abilities!

The easiest way is using the online Ability Sheet Maker.
Go to Database, under Other, and open up the Ability Sheet Maker. Then simply select each of your Abilities and hit Add.
You can save the complete URL to save your Ability Sheet, then open it again in the browser to preview your Abilities. The URL updates automatically when you add or remove Abilities.

As another alternative, we recommend you open MS Paint or Photopea.com, create a blank image, and click on the small document icon on the bottom-right of an Ability to copy it to your clipboard. Then simply right-click in Paint and hit Paste.
Save the new image to have your Abilities ready!

Race Ability Choice

Finally, each Race gives you one option Ability to choose from. Simply choose one of those and add it to your Character Sheet or Ability Sheet.

Dwarf Resting

✋ Passive

As a Dwarf, you sleep in one single 8 hour cycle, without dreaming or moving in your sleep. You can also choose to hibernate for up to 48 hours without needing to eat or drink. If you do, you cure all normal diseases and poisons on you.

Loud noises and movement still wake you up as they normally would.

Thick Feet

✋ Passive

Your movement speed can't be reduced below 4 meters by Armor and you are immune to being Slowed.

You are not immune to Roots.
Hard Terrain still takes 2 meters of movement for 1 meter of Hard Terrain.

Dwarven Resilience

✋ Free Reaction or 0 Actions   🕑 Once / Adventure

Reroll a Resist Check.

Stone-Like Bones

✋ Passive

Your bones are tough as rock.
You only take 50% Pulse Damage, from falling and from traps that deal physical Damage.

Class Fill-Ins

On your Class's page, go through each box and add them to your Character Sheet, one by one.

Initiative	Your Dexterity + Your Charisma

Weapon Training

You are Trained in 2 Weapon Categories of choice (e.g. 1-Handed Melee, 2-Handed Ranged, Shields, etc).

Skills

You have the Religion Skill and a number of extra non-combat Skills equal to your Intelligence.

Initiative is the number you roll at the start of Combat to determine the order in which Units take turns (1d12 + Initiative). Put it in the Initiative field on the Character Sheet.

There are 5 Weapon Categories in the game:

- ❧ *1-Handed Melee*
- ❧ *2-Handed Melee*
- ❧ *1-Handed Ranged*
- ❧ *2-Handed Ranged*
- ❧ *Shields*

If you can wield 1-Handed Melee weapons, you know how to use all of them, from Punching to Swords to Hand Axes.
If you use a weapon you're not Trained in, you just do *Improvised Attacks* (1d4 + Stat) instead.

Each Character will have non-combat Skills they can **add themselves to a d12 Check if appropriate**. If you have a Skill, you add your Level to the roll.

Skilled in Hearing

Add your Level to all Sense Checks for hearing (e.g. over-hearing dialogue, noticing unusual sounds, discerning sounds, etc).

The Quest Master might call for a Sense Check, and, if you are Skilled in Sight, you can say "I am Skilled in Hearing, can I add my Level to the roll?", to which the Quest Master might say yes or no, depending on the situation.

If a non-combat Skill isn't on the list, feel free to invent your own.

Starting Abilities

Each Class gives you access to certain starting Abilities.
These should be self-explanatory - you get them all!

Put these on your Ability Sheet (on the Ability Sheet Maker online, or on your chosen drawing app).

Mana & Spellcasting

Mana

Mana is the resource used by most classes to cast more powerful Abilities.

Mana	2💧

You have a number of Mana Points you can use on Abilities.
If you have 5 Mana Points and an Ability requires 2 Mana, you spend 2 Mana and use the Ability. Then, you are left with 3 Mana.

Usually, Mana regenerates in the downtime between *adventures*.

On your Character Sheet, tick a number of orbs equal to your Mana. You can track your Mana Points on paper with a pencil, a die, or covering an orb with something.
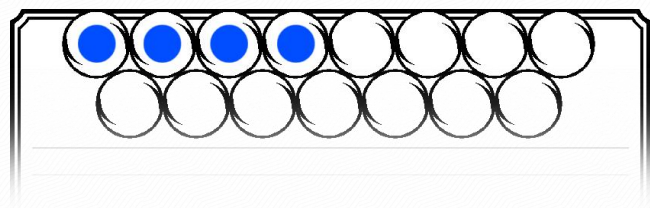
Known Basic Abilities

Your Character can *prepare* a number of Abilities from the Basic Ability Lists.

Known Abilities (from Basic Ability Lists)
2 + Your Intelligence

Basic Ability Lists
Mysticism
Divine

So, go to Database and Basic Ability Lists, and select that many Abilities as it says in the **Known Abilities (from Basic Ability Lists)** box. You may only choose Abilities from the possible Basic Ability Lists.

You are free to put these on your Ability Sheet (on the Ability Sheet Maker online, or on your chosen drawing app).

Don't worry about making bad choices - you can change these choices between *Adventures*.

Note: many Abilities require you to be a certain Level!

For example...

For example, if I have 1 Intelligence, as a Cleric, I can know a total of 3 Basic Abilities, from the Mysticism and Divine Lists.

I choose Guidance from Mysticism, and Mending and Solace Wave from Divine.

Equipment & Gold

You begin with 800 gold, which you can spend right now to get equipment for your Character.

Armor

Your Character (probably) needs armor. Look through the Armors page (under Database, Items). Choose one that suits your Character (and that you can afford).

Robes	
200	
+5 Initiative	
Robes vary in purpose and design. They can symbolize a wizard's robes, a priest's apparel or a noble's dress.	

If it gives you any Stats, add them to your Character Sheet.

Weapons

Look through the Weapons page (under Database, Items). If your Character needs a weapon, choose one (or more) that suits you (if you can afford it).

Dagger	
🖐 1-Handed Melee ⚔ Pierce 🟡 60	
💥 1d4 + Dexterity	
Critical Strike - if you roll 3 or more the base weapon roll, add another 1d6 Damage.	
Alternatives: Kunai	

You can write your weapon's effect in any of the **Weapons, Attacks and Other Quick Combat Notes** boxes.

Dagger (1-Handed)	1d4 + Dexterity
Critical Strike - if you roll 3 or more on the base weapon roll, add another 1d6 Damage.	

Other Items

From your remaining Gold, feel free to buy anything on the Prices page (under Database, Items).

General Goods	Price
Food for 1 Day	5
Basket	15
Barrel	30
Blanket	15
Book (blank) (100p)	100
Bottle (1 liter)	50
Candle	2
Chalk (1 piece)	2
Chest	100
Mess Kit	10
Mirror (steel)	50
Oil (500ml)	25
Pot (iron)	15

Leveling Up

Whenever you Level Up, the Level Up table will tell you exactly what you get.

Every Level Above 1 You Get...
5 ♥ Health
1 Known Spell
1 Extra 💧 Mana

Level	You Get...
Level 1	-
Level 2	Class Specialization
Level 3	Class Talent (Tier 1)
Level 4	+1 in any Stat (up to +4)
Level 5	Class Talent (Tier 2)
Level 6	1 Proficiency 1 Weapon Training
Level 7	Class Talent (Tier 3)
Level 8	+1 in any Stat (up to +5)
Level 9	Class Talent (Tier 4)
Level 10	Ultimate Class Ability

You will also unlock more powerful Basic Abilities (e.g from the. Mysticism or Divine lists).

Specialization (Level 2)

At Level 2, you pick your Class's Specialization. Each Class can pick between (usually) 3 Specializations. Your Specialization simply gives you some extra Abilities that shape how you play and fight.

Specialization (Level 3+)

At Level 3, and every 2 Levels, you pick Class Talent, which is one powerful Ability, usually from 3 or more options.

You can change all your chosen Talents between *Adventures*, so don't worry about making a bad choice. Try them all out!

Feats

There exist an extra set of Abilities called Feats, which you can find on the Feats page (under Database, Abilities).

Magic Initiate
✋ Passive   💧 -1 Max Mana
Choose one more Basic Ability List to gain access to.
You can only get this if your Character has Mana.

You can get any number of Feats, but each Feat has a cost and is permanent. Choose wisely!