

# QUEST GUARD

## Transition Guide

# What is QuestGuard?

QuestGuard is a modern tabletop fantasy roleplaying game for the younger generation, who is more used to video games and board games, and wants a fast, rules-light and combat-focused alternative to the mainstream and older systems.

While playing QuestGuard, you will find more “gamified” elements, both for the players and for the Quest Master. There is emphasis on build variety, combos, rules to help Quest Masters have an easier time, and depth through interactions, not complexity.

We created QuestGuard out of love for tabletop roleplaying, to fit our needs and, most importantly, to fit with how the current generation *actually* plays combat RPG's.

If you've played Dungeons & Dragons or Pathfinder, you will find QuestGuard very easy to pick up!

## Is this a D&D mod or spin-off?

No, QuestGuard is its own game, completely separate from D&D.

## How to get into it?

Our website <https://questguardrpg.com> features a “Play With Us!” button. Once clicked, it will redirect you to our Discord group, where we regularly host campaigns and one-shot adventures for new and old players alike!

Feel free to say hi and show your character!





# The Dice

QuestGuard is a d12 system. Whenever you roll a Check, you roll a 12-sided die and add any modifiers to it.

A natural 12 is a Critical Success and counts as 15. Getting 0 or less on a Check would constitute a Critical Failure (through negative modifiers).

## Which dice are used

In QuestGuard, we use the standard polyhedral dice - d4, d6, d8, d10, d12 and d20 (although the d20 is rarely used).

## Combat dice

In combat, there is not rolling to hit. Whenever you attack, you roll for Damage directly - most of the time, what you see is what you get. If you rolled a total of 14 on 3d6, you deal 14 Damage.

By default, there are no critical strikes, but some weapons and Abilities can trigger bonus effects based on the rolls. If it can, it is neatly mentioned in its text box.



### Bow

 2-Handed Ranged
  Pierce
  10 meters

 170

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 1d8 + 2 \* Dexterity

Critical Strike - deal +1d8 extra Damage if you roll 8.

Most of the time, you will deal and take Damage. Be prepared!





# Characters

## Character sheet

Like in most RPG's, a Player Character needs a character sheet.

You can find it on the website at <https://questguardrpg.com> under Downloads.

The PDF version is editable. Make sure you save it!

## What makes a Character

A Player Character is made up of a Race plus a Class. Each of these has a ton of customization options.

Each Race has a Racial Ability you can choose. Each Class has a Specialization, and then, every 2 levels, gets a choice of one out of 3 Talents to pick, which are powerful Abilities that shape how your Character plays and fights.

Don't be afraid to try strange combinations! Player Characters can "respec" (only at appropriate times), changing all Talent choices and learned Abilities.

## Progression

There are 10 Levels Players can progress through with their Characters.

Levels are packed with interesting options. Every Level unlocks new Abilities, new pets or choices to make, new Talents!

The recommended way to Level-Up is through milestones or checkpoint set by the Quest Master. If using the Experience system, however, going from Level 1 to Level 10 should not take an eternity, either. QuestGuard intends campaigns to play out spanning a few months at most, but it's all up to you and your group!



## Stats

There are 5 Main Stats in QuestGuard: Might, Dexterity, Intelligence, Sense and Charisma. The Stat is directly the "modifier".

Might affects base Health and Damage with some weapons.

Dexterity affects Initiative and Damage with some weapons.

Intelligence usually affects the availability of Abilities, known non-combat Skills and other roleplaying aspects.

Charisma and Sense affect certain Abilities in combat, but have more impact outside of combat as well.

## Starting Stats

Everyone has the same stat numbers, ordered as you like: -1, 0, 1, 2, and 3. Put these numbers however you like in your 5 Stats.

Each way to distribute Stats is perfectly valid - there are builds and variations for any combination.

QuestGuard is designed so that there is no objectively best way to do anything.

## Races & Stats

Races don't increase or decrease Stats, but instead, each Race imposes some restrictions on Stats.

### Stat Distribution

Your Intelligence and Might must be at least 1.



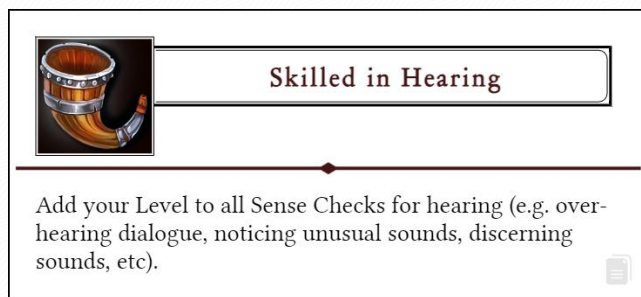
## Skills & Substats

There are no Skills listed on your Character Sheet.

When you want to do something, the Quest Master will simply call out for a “Might Check” or a “Sense Check”, for example.

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

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.



Let's keep the Character Sheets clean!

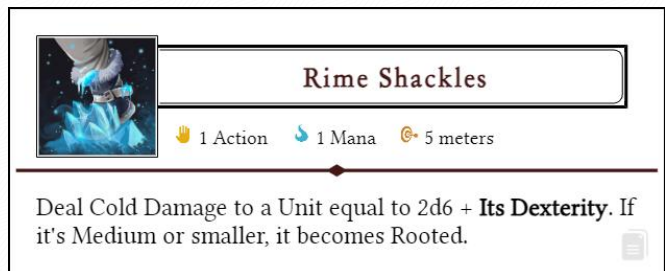
If a non-combat Skill isn't on the list, feel free to invent your own.



## Abilities

Almost **everything** you get in this game is an Ability. Skills, spells, attacks, moves, Feats, Talents, even weapons and armor!

An Ability is simply a rectangle with a clearly defined text, a little colorful icon and tags to help you identify its properties, such as the costs of using it, how often you can use it, the range, etc.



Abilities very rarely have components. Most of the time, the only thing you need to use an Ability is your hands. No need for materials, a focus, spoken words, etc.

## Nifty website trick...

On the website, click on the little document icon on the bottom-right of an Ability to copy it to your clipboard. You can then paste it in a Word document, in a drawing app, etc.





# Combat


Combat usually happens on a map, preferably on a grid, and distances are measured in meters.

The turn order for the players is determined by an Initiative roll (1d12 + Initiative). Monsters have fixed initiative and groups of monsters will take their turn simultaneously.

## Actions

Each character or monster in combat has 1 Action and can Move once, up to their speed.

Abilities that cost 0 Actions are free and can be done as many times as you like.



### Invigorate

0 Actions 1 Mana 5 meters

Heal a target for 1d4 + **Sense** Health.  
After this, if the target is at full Health, repeat this on another target.

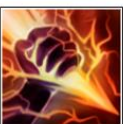
*Yes, this can chain again and again.*

There is no “minor-action”, “bonus-action”, etc. However...

## Half-Actions

**1 Action** can be split into **2 Half-Actions**. Usually, when you do something with one hand, you use a Half-Action. When you use both hands at once, it's 1 Action.

If you have a one-handed weapon like a dagger, you can attack twice with it, every turn, even if it's the same hand. It gets intuitive after a while, trust me!



### Retribution

Half-Action 3 meters Once / Adventure

Stun a Unit.

## Mana

The resource used to cast more powerful Abilities is called Mana. All Classes (except Hunters and Paladins) use Mana.

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.

## Ability lists

Each Class can know a number of *Basic Abilities* from certain Ability Lists (yes, even non-casters). These are generic Abilities to complement your Class's kit.

- 🌀 Bloodshed
- 🌀 Warfare
- 🌀 Elemental
- 🌀 Arcane
- 🌀 Mysticism
- 🌀 Nature
- 🌀 Divine
- 🌀 Eldritch




### Fire Rune

1 Action 1 Mana 1 meter  
∞ 48 hours Level 4

Place a rune on a smooth solid surface.  
A Unit touching the rune detonates it, dealing 3d10 Fire Damage to it.  
Make an Intelligence Check against that Unit's Might Check. If you pass, -also deal 50% of the Damage to all Units within 2 meters of the rune's position.

Click on the Spell Icon to select the preferred Element!

A Rooted Unit has can't move from its space (but it can attack, cast Spells, etc).  
The rune covers a 1 meter area.  
These are considered different Spells.



### Freeze Water

1 Action 10 meters  
Intelligence uses / Adventure Level 4

Choose a number of 1x1x1 cubes containing water equal to your Level.  
The water there freezes.  
If a Unit is caught in the water, pass an Intelligence Check against its Dexterity Check to make it you fail, it is expelled to a nearby space near water (it chooses, within reason).

A Rooted Unit has can't move from its space (but it can attack, cast Spells, etc).



### Chain Thunder

1 Action 2 Mana 5 meters  
Level 4



### Blaze

0 Actions 1 Mana  
Level 4



### Frostfall

Half-Action 2 Mana 10 meters  
Level 5



### Level 5

All Units in 6 Damage.

## Resting & regeneration

There are no *rests* like *short rests* or *long rests*.

You regenerate Health equal to your Health Regen after every Combat. your Health Regen is defined by your Race.

You regenerate **all** resources (Health, Mana, etc) at the end of every *Adventure*.

## Adventures

An Adventure is a time period defined by the Quest Master. It could be a full dungeon, a play session, completing a quest, etc.

An Adventure that makes will have you use everything in your will to survive you will typically contain 3 medium-difficulty combat.

## Using the Website

All information on QuestGuard can be found for free online at <https://questguardrpg.com>

All Races, Classes, Abilities, etc are found under Databases.

## What's next?

You should build a Character and show it to us on Discord! We're happy to have you here and play with you and your new Character!

Go to the **Learn To Play** section of the website, and click on the **Character Creation** guide. It will walk you through everything you need to create your first Character!

Feel free to also contact me (Dave) directly over there, I'll gladly talk to you about the game, and answer any question you might have.

Enjoy adventuring!

# GOOD LUCK



