

Quique is a simple, universal, diceless system. It is designed to be played anywhere, online, in a car, or just replace your usual Saturday night game. It is a bare bones system and can be learned in minutes.

Character Creation

All characters have 3 Elements and 9 Traits. Players have 4 points to assign to any Element they like and 25 points they can assign to any Trait they like. Both Elements and Traits can rise as high as 5.

All characters have starting Hits equal to Stamina X 2 or a minimum of 2 and a base movement of 30ft per turn

The GM's List

Before the game the GM creates a list of 20 random numbers from 1 to 20 to use as Target Numbers during the game. The GM just writes them down as he or she thinks them up, multiples are ok. Everytime the GM needs a TN they take the next one on the list. This is to keep things fair. The GM should make a note each time he or she uses one. When the GM has used about half of the list add 10 more to it.

The Scene and the Turn

The scene is where the focus of the group currently is. All characters either controlled by the GM or players have a turn within a scene. On a character's turn they may either do nothing or perform one action. The order in which the characters have their turns maybe important. Only the GM may decide if it is. If so it is determined by Initiative. To determine Initiative order the GM takes a number from their list. Each player then picks a number. If there are any NPCs or monsters the GM ask a player for several more numbers, 1 to 20. The GM should write these numbers down and assign one to each NPC or monster in the order they were given. If the number of NPCs or monsters is a secret the GM may ask for more numbers than is required, but still use them in order.

Once all numbers are given the GM compares them to the Target Number. Characters go in order by whose number is closest to the TN. All ties are broken by comparing Agility scores, further ties go to the player.

Basic Task

The player declares a task attempt then picks a number between 1 and 20. The closer the player's number is to the TN the more successful the task is. To do this the player applies their character's Reach to their chosen number. A character's Reach for a given task is the appropriate Element/Trait for the task. If the character had the Element 1 and Trait 3, that

character's Reach would be 4 for this task. The Reach is applied plus and minus the player's chosen number. If the player had a Reach of 4 and chose 10, that character could reach as low as 6 and as high as 14. This means if the GM's Target Number was between 6 and 14 the character would be successful at the task.

If the player is successful, how close the player's actual chosen number is to the TN determines how good that success is, this is called the margin of success. The wider the margin, or the farther away from each other the chosen number and the TN are, the slimmer the success.

Difficulty

Some tasks are easier than others, to reflect this the GM assigns each task a Difficulty from 0 to 7. 0 is the easiest while 7 is the absolute hardest. The Difficulty subtracts from a character's Reach. If the Difficulty is 2 and the character initially has a Reach of 6. Their Reach with the Difficulty is now 4.

Elements and Traits

Body- Overall physique and prowess.
Agility- General speed and reflexes.
Deftness- Aiming, lockpicking, and general eye to hand coordination.
Strength- Raw muscular power.

Mind- General intelligence and aptitude.
Awareness- Senses, alertness, and the ability to notice things.
Knowledge- Actual known facts.
Reasoning- Problem solving and investigation.

Spirit- Personality and Creativity.
Influence- Charm, the arts, and the ability to effect someones mood or opinion.
Stamina- Physical endurance.
Willpower- Mental endurance, and the ability to use supernatural powers.

Bull's Eye

A Bull's Eye occurs when a player's chosen number equals the TN. Players get an immediate success. In combat it also gives a +2 to damage.

Opposed Tasks

These are tasks were two or more characters are competing to complete the same task at the same time. There is no need for Initiative in an opposed task. All characters involved use the same Element/Trait for Reach. As well they all use the same Difficulty. The character closest to the TN wins.

Combat Tasks

These are handled just like basic tasks. The only exception here is the Difficulty is determined by Agility modified by certain situational factors and armor worn or carried by the defender.

Damage

With a success look at the attacker's weapon's damage value then subtract that from the Defender's Hits. If the attacker's sword had Dmg:3 and the defender had 6 Hits then the defender has 3 Hits remaining.

Item	Short/Long(ft.)	Dmg/Long Dmg	Def Mod
Dagger	—	2	—
Sword	—	3	—
Short Bow	60/120	2/1	—
.45 Pistol	60/120	2/1	—
Chainmail	—	—	+2
Flak Vest	—	—	+2
Shield	—	—	#1

Wound Modifiers

A character has an accumulative +1 to the Difficulty of all tasks for every 25% increment of Hits they have lost, rounded up. If a character has 9 Hits in total and loses 3. Then the character has a +1 Dif to all future tasks. This modifier remains and is only reduced when Hits are regained.

Recovering from Damage

A character regains Hits with rest and care. To recover 1 Hit it takes a number of days equal to the total remaining lost Hits minus the character's Stamina. If a character lost 6 Hits and had a Stamina 2, it will take 4 days to recover the first Hit. Without rest and care the time is doubled.

Advancement

Characters advance by spending Experience Points (XP). XP are earned in game by doing something creative to either propel the story forward or make it more exciting. The GM determines when something is worthy of an XP award. For a good rule of thumb a character should never earn more than 15 XPs in a single game session. Experience points are accumulative. A player may spend any amount of their character's XP between game sessions to increase their character's Hits, Traits, or Elements. They may be increased multiple times in between sessions but must be done so in increments of 1. Hits or Movement does not increase with Traits.

All other rules are to be interpreted by the players.

Increase	XP Cost
An Element by 1	Current level X 50
A Trait by 1	Current level X 20
Max. Hits by 1	Current Hits X 10

Written by: Bobby R. Wallen Jr.
 c. 2005 Bobby R. Wallen Jr./ Oversoul Games.
<http://www.oversoul-games.com>

