Aufiquest
The Roleplaying Game

Content

**Background-Image:
Jeremy Thomas on unsplash**

Foreword

Basic idea

Aufiquest is a free Pen & Paper roleplaying game.
In this roleplaying game, players complete quests that they receive from the king or queen of the castle where they live. After completing them, they receive a reward. The players are quasi online players who play the video role play game called "Aufiquest".

The castle

The player characters live in a huge castle. There you can find almost everything. It was once created by the god of the world and is constantly changing according to his (the game masters) whim. The king or queen (depending on the game master) rules the castle and can be manipulated by the god a little bit. So he can make sure that the player characters might get a certain bonus or malus on something.

The god of the world

The "God of the world" is the game master. He can just drop people dead and resurrect them. He can shape the world the way he wants it to be.

The aim of the game

The game is finished when all players in the group have completely "high levelled" all 6 skills.

Fun Fact

The world is built in pixels and therefore looks like an old computer game.

Dice type

In Aufiquest you rarely roll the dice, but if you do, you roll d10, i.e. ten-sided dice.

**Image:
Sandra Ahn Mode on unsplash**

Other worlds

The setting of Aufiquest is based on a fantasy world. But you need not be put off by this. You can just as well play with it in a completely different world, i.e. a different setting

Classes

Before each adventure, each player chooses a class for his or her character. The points that the respective player receives through the class go into a group cash box. Afterwards they can then be tactically cleverly distributed by the players according to their abilities. Thus, theoretically, one player can have comparatively good skills and another not so good. The special special ability you get for three of the attributes is only valid for one adventure and not permanently!

Class	Points	Special abilitys
Almost-God	100	None
Battle-Gifted	40	You can split opponents when the circumstances are right.
Normal	80	On a specific ability +1
Wise being	20	Exceptionally good knowledge of the world: "Ability: Knowledge 4".

Abilitys

Skills are bought one after the other. This means for example: Someone has "Fight 1", but wants to receive "Fight 2". He must spend 20 points for this.

Ability	Impact	Costs in points
Dexterity 1	You can push down a door handle with great difficulty	0
Dexterity 2	You are clumsy	15
Dexterity 3	You are reasonably skilled	another 20
Dexterity 4	You are skilled	another 20
Dexterity 5	You can tie a tie to a fly	another 20
Combat 1	You can handle weapons	10
Combat 2	You cannot fight too well	another 20
Combat 3	You can fight reasonably well	another 20
Combat 4	You can fight well	another 20
Combat 5	You can hardly be stopped	another 30

Fertigkeit	Auswirkungen	Kosten in Punkten
Clever 1	You are very unwise	0
Clever 2	You are unwise	10
Clever 3	You are reasonably smart	another 20
Clever 4	You are smart	another 25
Clever 5	You are a genius	another 30
Power of life 1	Determines the life points	0
Power of life 2	Determines the life points	20
Power of life 3	Determines the life points	another 20
Power of life 4	Determines the life points	another 20
Power of life 5	Determines the life points	another 30
Run 1	You can jog (not only walk)	0
Run 2	You can run relatively slowly	20
Run 3	You can run relatively fast	another 20
Run 4	You can run fast	another 20
Run 5	You can run very fast	another 30
Knowledge 1	You hardly know anything	0
Knowledge 2	You know little	20
Knowledge 3	You know reasonably much	another 20
Knowledge 4	You know much	another 25
Knowledge 5	You are very wise	another 50

Life points

The life points of a being are 10 x the level in the ability "Power of Life". They regenerate after each adventure. With 0 life points you are unconscious, with less you are dead.

Movement

A creature can move 1.5 metres per round, multiplied by the level in the ability "race" (at least 1.5 metres).

Combat

In a fight the dice are thrown whether you hit or not. The damage is determined by the weapon that hit.

The dice are rolled with a d10. If you roll at least a 6, you have hit your opponent and, depending on the weapon, you will take as much or as much damage.

Rounds

The fight is divided into rounds. One round takes about 4 - 6 seconds. Each creature has one attack free per round and is allowed to move.

Combat Order

The ability "Run" determines how fast a character acts. So it also determines the initiative of a character. Run 1, for example, would be Initiative 1, etc. If two creatures have the same initiative, the dice will be rolled to determine who has the higher initiative at that particular moment.

Damage

The calculation of the damage works like this: damage of the weapon + level in ability "combat" x1.5.

Being surprised

You can be surprised. For example, when you are jumped at from an ambush. In such a moment, the attackers have 2 attacks in the first round. The surprised in the first round have one each. In addition, the attackers always attack first for the rest of the fight.

Change of weapons in combat

Changing weapons is no problem in combat. The weapon you choose can be easily exchanged with the weapon you selected before. The same is true for everything else, including armor.

Items

Item	Function	Costs in Castle Coins
Bow	Range 25 m, Causes damage of 4 HP when hit, infinite arrows (when shooting)	120
Gods-Guild-Goldmouse (GGG)	Heals by taking 10 HP per round (30 in total)	100
Armor (leather)	A complete leather armor appears around the body (total HP +10), movement rate per round reduced by 1m	100

Item	Function	Costs in Castle Coins
Armor (chainmail)	A complete chain armor appears around the body (total HP +20), movement rate per round reduced by 2	200
Armor (Iron)	A complete iron armor appears around the body (total HP +30), movement rate per round reduced by 3	300
Shield	A 1 metre sign (when using total HP +10)	25
Sword	Causes 6 HP damage if hit	50
Spear	Causes 4 HP damage when hit (when used thanks to the length of the spear total HP +2)	30

Money

The money is called "Castle Coins" (CC) in this role playing game. You can carry as much money with you as you like.

Seed capital

The starting capital of a player character consists of a set of clothes and 60 CC.

Weight

Weight is not an issue in this role play. You can carry as much with you as you like.

Image:
Cederic Vandenberghe on unsplash

Place

You can always hold an object in your right hand and one in your left. You are also allowed to wear armor or clothing. You generally have an infinite number of free inventory slots.

Monster (Pixel creatures)

The god of the world cannot keep everything in view. Therefore, there may be gaps in the world at times from which monsters appear. Other things, unwanted things, can also happen then.

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Pixelprellionus/-a

A Pixelprellionus or a Pixelprelliona is a creature created by programming errors, which has a size of about 8 meters, always looks different, and is completely covered with black paint, so it can hide itself very well.

Category	Value
Name	Pixelprellionus/-a
Dexterity	1
Combat	2
Clever	1
Power of life	5
Run	4
Knowledge	2

Mellinio Perigrates

A Mellinio Perigrates is a being that looks like a key. If you touch it, you get a strong electric shock. This will take 9 HP from you.

Category	Value
Name	Mellinio Perigrates
Dexterity	1
Combat	-
Clever	1
Power of life	1
Run	1
Knowledge	1

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Will Turner on unsplash**

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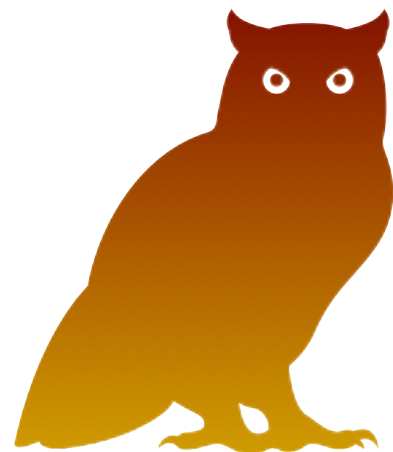
Virus

A virus is a being that has a form like a human being. It wants to destroy everything around it, especially all living things. It is also extremely strong. A virus is like a player who has "hacked" everything. Such a player usually wears a completely black sword and a completely black knight's armor. This makes it difficult to detect.

Category	Value
Name	Virus
Dexterity	5
Combat	5
Clever	5
Power of life	5
Run	5
Knowledge	5

Reward for passed adventures

In principle

Before each new adventure, players choose their class anew. Thus they also receive new points.

Rewards for good role play

The game master may give the players a bonus in the form of extra points at the end of an adventure as a reward for good play of their roles or excellent ideas in addition to the points that the players receive anyway.

Character creation in a nutshell

Part 1 - The character

Create the name, appearance, background story etc. of the character you want to play.

Part 2 - Select class

Choose one of the four classes "Almost-God", "Battle-Gifted", "Normal" and "Wise Being".

Part 3 - Develop skills

Agree with the group who will receive how many points and which skills will be trained.

Part 4 - Writing up seed capital

Write down the seed capital, i.e. 60 CC.

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