



Aufiquest **The Roleplaying Game**

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Jeremy Thomas on unsplash

Foreword

Basic idea

Aufiquest is a free pen & paper role-playing game. It involves players completing quests given to them by the king or queen of the castle they live in. After completing them, they receive rewards. In a way, the players are online players who play the video role-playing game called "Aufiquest".

The castle

The player characters live in a huge castle. There is practically everything there. It was once created by the god of the world and changes constantly depending on the mood of the game master. The king or queen rules the castle and can be manipulated by the god. He can therefore ensure that the player characters receive a certain bonus or malus for certain actions.

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 in any way he wants. He can do almost anything. The only really important restrictions are that he is not allowed to take violent or mean actions against players. He may tease and tease them a bit, but **that's it!**

The aim of the game

There is a game goal. This is fulfilled when all players in the group have totally "levelled up" all 6 skills.

Fun Fact

The world is built in pixels. It therefore looks similar to an old computer game. A little tip: Imagine the world in 2D rather than 3D. That should be easier.

Dice type

In Aufiquest, dice are rarely rolled. But when it is, it is with d10, i.e. ten-sided dice.



Image:
Sandra Ahn Mode on unsplash

Other worlds

The setting of Aufiquest is generally based on a fantasy world. But don't let that put you off! You can just as easily play Aufiquest in a completely different world, i.e. a different setting.

Classes

Before each adventure, the players each choose a class for their player characters. The points that the respective player receives from the chosen class go into a group treasury. Afterwards, the players can distribute those points tactically and wisely among their abilities. Thus, one player can have comparatively very good skills and another rather bad ones. The special ability that one receives with three of the attributes is only valid for one adventure, never permanently!

Class	Points	Special abilities
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".

Abilities

Skills are bought one after the other.

Example: *The player Aufibblue has "Combat 1" but wants "Combat 2". For this he must spend 20 points.*

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

Ability	Impact	Costs in points
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 creature are 10 x the level in the ability "Power of Life". They regenerate completely 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". Even if a creature does not have level one, it can move 1.5 metres in one round.

Combat

In a fight, a dice is rolled to determine whether a hit is made or not. The damage is determined by the respective weapon.

The dice are rolled with a 10. At least on a 6, you hit the opponent and do damage depending on the weapon.

Rounds

The fight is divided into rounds. A round lasts approx. 4 - 6 seconds. Each creature has one attack free per round and may move.

Combat Order

The ability "Run" not only determines how far a character can walk or run in a combat round. It also determines how fast a character acts, i.e. the initiative. For example, "Race 1" would be an initiative of 1. If two creatures have the same initiative, a die is rolled to see who has the higher initiative at that moment.

Damage

The damage is calculated by adding the damage of the weapon to the level in the ability "Combat" and multiplying it by 1.5. The formula for this is therefore: Damage of the weapon + level in the ability "Combat" x1.5.

Being surprised

You can be surprised. For example, if you are attacked from ambush. In such a moment, the attackers receive 2 attacks each in the first round of combat. Those who are surprised receive one attack in the first round. In addition, the attackers always attack first for the whole fight.

Change of weapons in combat

Changing weapons in combat is usually not a problem. The weapon you select can easily be exchanged with the weapon you had selected before. It is the same with all other items, including armour.

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 in Aufiquet is called "Castle Coins" (CC). You can carry as much money as you like.

Seed capital

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

Weight

Weight plays no role in Aufiquet. You can carry an infinite amount of weight with you.



Place

You can hold one item in your right hand and one in your left. In addition, you may wear armour and clothing and basically have an infinite number of free inventory spaces.

Monsters (Pixel-creatures)

The God of the world cannot keep an eye on everything. Therefore, there can be gaps in the world at times from which monsters suddenly come out. Other, unintentional things can also happen.

Pixelprellionus/-a

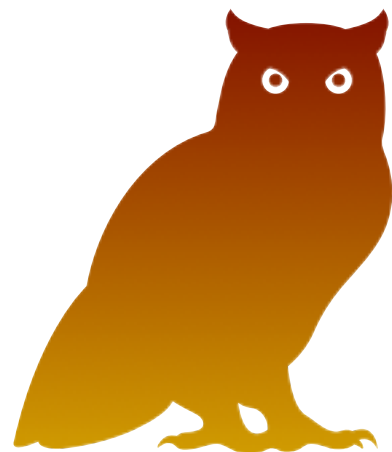
A pixelprellionus / a pixelprelliona is a creature created from programming errors that is about 8 metres tall. In addition, it almost always looks different and is completely covered with black paint, through which it can normally hide very well.

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 creature that looks like a key. If you touch it, you get a strong electric shock that drains 9 life points.

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



Virus

A virus is a being that has a form like a human being. It wants to destroy everything around it and is very strong. A virus is more or less a player who has "hacked" everything. Such a player usually wears an all-black sword and all-black armour. This makes it difficult to recognise.

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, the players choose a new class. Thus they also receive new points. They can also choose their previous class again.

Rewards for good role play

The game master is allowed to give the players a bonus in the form of extra points at the end of an adventure as a reward for playing their roles well and having excellent ideas, in addition to the points 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", "Combat-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 starting capital, i.e. 60 Castle Coins and a set of clothes.

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