

QUANTUM SORCERY

ONE-SHEET SWORD & SORCERY RPG RULES

By Steve Attwood

Barbarians battling fantastic creatures for untold riches. Sorcerers wielding mighty magical spells with the power of their mind. Wily thieves stealthily stealing treasures from a dragon's horde. Dark dungeons concealing creatures of the night. Quantum Sorcery is a two-page set of role-playing game rules designed to for you to run quick adventure games in fantasy. All you need to play this game are this sheet, two or more six-sided dice, and writing instruments and supplies.

THE BASIC MECHANIC

Dice are marked as "D" – all are simple six-sided dice. Throw 2D – throw two six-sided dice and add the results together, add the skill DM (Die Modifier), and compare to difficulty. If the total equals or exceeds the difficulty number, you succeed. Otherwise, you fail. Skill notation: "throw Practical 6+" = throw two dice, add them together and add the Practical skill, and if the total equals and exceeds 6, you succeed. If you lack a skill, throw at DM-3 (i.e., subtract 3 from the throw).

Task Difficulties

Task Description	Difficulty
Easy	4+
Average	6+
Difficult	8+
Formidable	10+

There are six skills: **Combat**, **Lore**, **Physical**, **Practical**, **Social**, and **Sorcery**.

Combat skill is a measure of how good at fighting or wielding weaponry an individual is.

Lore indicates how learned (through book, writings) or aware of the world around you are.

Physical shows not just how strong an individual is, but also how dexterous they are.

Practical is a demonstration in the use of making things and problem-solving.

Social demonstrates how good you are interacting and influencing others.

Sorcery is a measure of an individual's skill in the use of magic.

CHARACTER CREATION

1. Throw 2D, that is your Endurance, showing how tough you are.
2. Throw 4D; this is your Lifeblood, showing how well you resist injury.
3. Distribute 5 points between your six skills: maximum 3 points in any one skill.
4. 5. Roll 2D6 x 10 for your gold (gp).
5. For those characters that have the Sorcery skill, they can either choose or roll randomly a number of spells equal to the number of their Sorcery skill level.
6. Referee may determine if you start with any appropriate equipment.

EQUIPMENT

Armor

Armor	Cost	Protection
Hide and Fur	10gp	3
Leather	20gp	4
Scale	30gp	5
Chain	40gp	6
Plate	60gp	10

Weapons

Weapon	Cost	Damage	Range
Axe	4gp	2D	4/8
Broadsword (2-handed)	15gp	4D	-
Club	1gp	1D	-
Crossbow	30/2gp	3D	30/60
Dagger	3gp	2D	-
Long Bow	7/1gp	3D	50/100
Sabre	12gp	2D	-
Short Bow	3gp	2D	30/60
Sling	2gp/1sp	2D	15/30
Spear	3gp	2D	10/20
Sword	10gp	3D	-
Short Sword	7gp	2D	-
Unarmed	-	1D	-
Warhammer	5gp	2D	-

Ranged weapon ammunition cost is given in second value.

An **Adventurers Kit** (backpack, bedroll, crowbar, 6 torches, flint and steel, 20m rope, water skin) costs 7gp.

Thieves' tools cost 5gp.

A **week's worth of rations** costs 3gp.

A good **horse** costs 75gp.

A **mule** costs 20gp.

COMBAT

There is no initiative - everything happens simultaneously, and the results of combat actions (e.g., wounds) are applied after all combat actions are resolved.

In a combat round, you may move up to 10m and attack or move 20m without attacking.

Throw Combat 8+ to hit a target in melee or in ranged Effective range; Combat 10+ to hit beyond Effective range. Apply the target's Combat skill as a -DM to hit.

Upon a hit, throw the weapon's damage dice, subtract any armor value, and apply to the target's Endurance. If Endurance runs out, the target suffers a Minor Wound (DM-1 to all actions) and further damage applies to Lifeblood. If the target loses more than half of their Lifeblood, they suffer a Serious Wound and they are out of combat. If Lifeblood runs out, the target dies.

If only your Endurance is reduced, you recover immediately after combat. If you suffer a Minor Wound, you recover after one hour of rest or immediately upon suitable medical treatment. Severe Wounds requires 5D days of a healer's care to heal.



SORCERY!

Any character may attempt to cast a spell they know, but those without the Sorcery skill suffer a DM-3 on their success roll. Regular spells take 10 minutes to cast; to cast one in a combat round, a Focus is required beforehand.

To cast a spell, the character must roll 8+ modified by their Sorcery skill. If the sorcerer rolls a natural 2, it is potentially a mis-cast spell. The sorcerer must then make the same roll again to avoid a mishap. If the roll is failed a second time, roll on the mishap table for the effect.

Mishaps and Mutations

1D	Mishap
1	Cloudy mind: suffer DM-1 to all Lore rolls.
2	Become a creature of the night: DM-1 to all throws when in sunlight.
3	Body degenerates: reduce movement rate by 1m.
4	Debilitating vigor: permanently lose 1 point of Lifeblood. If you lose all Lifeblood, you die gruesomely.
5	Your skin thickens; gain DM+1 to your overall armor score.
6	Gain an additional arm or leg. An extra leg allows double move rate. An additional arm allows 3 weapons or 2-handed weapon and another without penalty. Can only happen once for a leg and once for an arm; reroll afterwards.

A Focus allows a sorcerer to prepare a spell ahead of time and cast it in one round. Each Focus is specific to a single spell, is disposable, and costs 15gp.

Spells

2D	Spell
2	Kindle Flame: cause a flammable object to burst into flame, range 5m, size 1.5m, 2D damage/round for 1D rounds or until put out.
3	Protection from Chaos: creates a magic barrier protecting all within 3m radius of the sorcerer. Summoned monsters such as demons cannot enter this radius. Lasts for as long as sorcerer concentrates.
4	Mind Probe: sorcerer can read thoughts of on target for 12 rounds, range 20m.
5	Resist Element: grants single creature 1 hour of immunity from a chosen naturally occurring element (cold, fire or electricity). DM +2 against attack forms of this element (Dragon cold breath, call lightning spell).
6	Choking Grip: sorcerer has a telekinetic grip of a target's throat. Target rolls Physical 8+ each round or take 1D damage and cannot do anything except speak in choked voice. Once the Physical roll is made, the spell is broken.
7	Purify Food and Water: makes enough spoiled or diseased food or water safe for consumption for 12 people.
8	Cure Wounds: immediately heals one target as if they have rested for one hour.
9	Cure Disease: instantaneous curing of all diseases in one target by touch, including magical ones.
10	Dispel Magic: ends all ongoing spells or magical effects cast on creatures or objects in a 5m space, range 40m.
11	Call Lightning: sorcerer calls a bolt of lightning; area of effect 6m, range 120m, 6D damage; victims can throw Physical 8+ to take half damage. Requires stormy weather.
12	Unseen Servant: range 10m, duration 1 hour + 10 minutes per Sorcery skill level. Summons invisible force to perform simple tasks. Applies 10kg of force, move 20m/round.

MONSTERS!

Monsters defend treasures and guard ancient tombs. Monster statistics are represented with the following: Endurance/Lifeblood, Move Rate per Round, Armor, Damage, and any skill levels. Special abilities may also be included. Note that undead monsters are immune to cold damage and mind-affecting magic.

SAMPLE MONSTERS

Black Ooze: 10/13, Move 5m/round, Armour 0, Special attack, Combat-0. Immune to magic, cold, and lightning. Not immune to fire. Acid – any creature in contact with the Black Ooze suffers 2D damage. Corrodes metal in 1D rounds.

Ghoul: 11/22, Move 10m/round, Armor 1, Claws and Bite (melee 1D and 2D damage) and Paralysis. Physical-1, Combat-2.

Lich: 12/30, Move 10m/round, Armor 3, Claws (melee 3D damage or by weapon). Physical-1, Combat-2, Sorcery-2. Undead, may only be harmed by magical weapons. Knows 3D spells.

Rat, Giant: 5/10, Move 20m/round, Armor 1, Bite (melee 1D damage). Physical-0, Combat-0.

Skeleton: 7/10, Move 10m/round, Armor 1 or by worn armour, Claws (melee 1D damage) or by weapon. Physical-0, Combat-0. Undead, takes half damage from non-bludgeoning weapons.

Spider, Giant: 5/10, Move 10m/round, Armour 1, Bite (melee 1D damage) with venom. Combat-1, Physical-1. Victim bitten by a giant spider must throw Physical 6+ or die from the venom within 3D hours.

Zombie: 7/14, Move 5m/round, Armour 0, Claws (melee 2D damage). Physical-1, Combat-1. Undead.

TREASURE!

The prize that every adventurer seeks; two tables are presented depending on the nature of the opponent defeated or trap dodged.

Minor Treasure

1D	Treasure
1	2D gold coins
2	A precious stone worth 2Dx10 gold coins
3	A gold ring worth 4Dx10 gold coins
4	A precious stone worth 5Dx10 gold coins
5	6Dx10 gold coins
6	An ornate knife worth 2D6x10 gold coins, 2D damage.

Major Treasure

1D	Treasure
1	A vial containing a liquid which when applied to a bladed weapon adds +2 to all damage rolls.
2	A necklace when worn adds +1 to a preferred skill. Effect only lasts whilst worn, cannot be used twice by the same person.
3	A treasure chest containing 5D x 100 gold pieces.
4	Cloak of stealth, enemies suffer DM-2 to hit the wearer.
5	1D foci for randomly-chosen spells.
6	Magic sword glowing blue when enemies are 25m away. 3D damage; 4D damage vs. undead.



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