

# Questers of the Middle Realms

## Character Assistant



This short PDF gives help with the very open character creation of **Questers of the Middle Realms**, in the form of lists of Qualities for inspiration or random rolling.

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The **Prose Descriptive Qualities (PDQ) System** has been designed for evocative simplicity, speed, and flexibility in play. Three levels of resolution, suitable for any type of situation.

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# Help!

*Questers of the Middle Realms* leaves character creation very open for players to model whatever concept they like, using the setting as a framework and inventing Qualities to suit. That's great if you have a clear concept and a decent understanding of the system, but new players often find the lack of guidance daunting - and even the most creative of us has off-days.

So, this Character Assistant is designed to help you along the way. It's mostly laid out as lists of different character aspects that you can use in two ways.

- † You can **skim the entries** to see if something kicks off some inspiration.
- † Alternatively, you can just **roll randomly**. Most of the sections number the entries, but in a slightly odd-looking way so that you don't need any funky dice types, just your trusty six-siders. Roll two dice and read one as tens and one as units. If you get a result that doesn't make sense for some reason, roll again.

Don't be afraid to change bits, or leave gaps to revisit later, in pursuit of a picture that finally hangs together.

## The Golden Rule

If you can come up with a character entirely from your own imagination (and the GM's OK with it for your game), then do it. There's no intention to make standard QMR character creation less, well, creative; just to give it a bit of a prod when needed.

## Cookie-cutter characters

- 1 Come up with **occupation** and **race**. Take the occupation as a Good Quality and handle race in the normal way.
- 2 Sort out the other compulsory Qualities: **homeland** and **organisation** at Good.
- 3 You now have 4 Ranks to allocate as you like, and a decent framework to hang them on. Take one **personality trait** and one **talent**, both at Good.
- 4 Use the final 2 ranks to customise funky stuff, buying **possessions** or **magic** or **skills**.
- 5 Identify a **Weakness** at Poor using the talents and personality traits boxes.
- 6 Identify a **Virtue** and a **Vice** using the personality traits.

## Occupation

What the character was spending their time doing before they started adventuring is a key choice - lots of other things can hang on this, like skills, organisation, maybe even homeland and personality.

- |    |   |
|----|---|
| 11 | Animal Handler  |
| 12 | Beggar/Vagrant  |
| 13 | Crafter - Smith, Mason, Carpenter                               |
| 14 | Crafter - Shoemaker, Tailor, Weaver, Dyer                       |
| 15 | Crafter - Baker, Brewer, Butcher, Cook                          |
| 16 | Crafter - Tanner, Thatcher, Cooper, Ropemaker                   |
| 21 | Crafter - Jeweller, Instrument Maker, Glassblower               |
| 22 | Doctor  |
| 23 | Entertainer - Musician, Singer, Minstrel, Storyteller, Actor    |
| 24 | Entertainer - Acrobat, Dancer, Juggler, Knife Thrower, Conjuror |
| 25 | Farmer  |
| 26 | Fisher  |
| 31 | Haulier/Wagoner/Boatman   |
| 32 | Herder  |
| 33 | Hunter/Guide  |
| 34 | Innkeeper/Bar staff   |
| 35 | Magus   |
| 36 | Merchant/Trader   |
| 41 | Miner   |
| 42 | Mountebank/Con Artist/Gambler                                   |
| 43 | Mystic  |
| 44 | Noble   |
| 45 | Official/Clerk  |
| 46 | Pirate/Smuggler   |
| 51 | Priest  |
| 52 | Prospector/Beachcomber/Scavenger                                |
| 53 | Sailor  |
| 54 | Scholar   |
| 55 | Servant   |
| 56 | Soldier   |
| 61 | Spy/Assassin  |
| 62 | Thief/Burglar/Pickpocket  |
| 63 | Thug/Enforcer   |
| 64 | Tinker  |
| 65 | Warrior/Knight  |
| 66 | Watch Officer   |

## Race

11-36	Human
41-44	Elf
45-52	Dwarf
53-56	Orc
61-64	Hobling
65-66	Halfbreed (roll twice, re-roll duplicates, count Dwarf as Human)



## Homeland

Pick a land your character's from. (The summary sheet on p5 of QMR has a one-sentence blurb for each.) The list is biased toward characters being residents of the area where adventuring starts.

11-12	Ar-Karap
13	Arrganarr
14-15	League of Groth
16-21	Helongor
22-23	Kadink
24-26	Ko-Sha
31-32	Logrin
33-35	Orthedia
36	Plains of Plap
41-42	Plunder Port
43-45	Scata
46	The Snaggles
51-53	Tek Wei
54-55	Valharia
56-62	Wochilat
63	Yirisriel Forest
64	Racial homeland (start region for humans)
65-66	Adventure start region

## Organisation

Here's a handy list of the sample organisation write-ups in the QMR rulebook. If you're stuck you could pick one of these.

- † The Tinkers' Guild (p38, dodgy traders, menders and news carriers)
- † Draymar's Dregs (p39, mercenary company)
- † The Houses of Finance (p39, temples of the god of wealth and trade)
- † The Phlogiston Symposium (p39, fire magi)
- † Shiny Gate Watch (p42, policing human/monster trade town)
- † The Dark Candle Guild (p42, gothy mediums and seers)
- † Weasel Riders (p43, warriors with fierce steeds)
- † The Kadinkian Intelligence Service (p43, canny spies)
- † The Logrin Navy (p44, sailors and officers)
- † Chartered Magi of Logrin (p45, state-approved thaumaturgy school and order)
- † The Knights of the Argent Cube (p45, upper class armoured cavalry)
- † The Zar-Riy's Bogateers (p46, tough monster-hunting agents)
- † The Hidden Hand (p47, eastern stealthy assassins)
- † Valhar Rangers (p47, young women teamed with large animals to guard the northern wilds)
- † The Ancient and Dedicated Order of Custodians (p48, staff of the Great Library in Wochilat)

### Other obvious possibilities:

- † Temple of (greater god)
- † Military of (country)
- † (Profession) Guild

## Talents

These are some possible innate abilities for characters; Qualities that make them naturally good at doing certain kinds of things. (Remember, these aren't limited to Good at character creation.)

Some have obvious opposites, and some don't. In any case you can take a positive Quality at Poor to show that you're particularly bad at that thing or to show that it goes wrong for you, like being so strong that you break things by accident. Conversely, an apparently "negative" trait could actually be a Strength - maybe Cowardly helps you to flee from danger. You can certainly take a paired Strength and Weakness in the same thing, showing that it helps and hinders in different situations. Just be sure, as usual, that you and the GM are clear about your intent for your Qualities.

11	Agile	Clumsy	41
12	Attractive	Ugly	42
13	Brave	Cowardly	43
14	Calm	Nervous	44
15	Charismatic	Insignificant	45
16	Charming	Obnoxious	46
21	Cunning	Guileless	51
22	Eloquent	Tongue-tied	52
23	Intelligent	Stupid	53
24	Knowledgeable	Uneducated	54
25	Nimble-fingered	All Thumbs	55
26	Perceptive	Oblivious	56
31	Quick	Slow	61
32	Rugged	Sickly	62
33	Shrewd	Gullible	63
34	Strong	Weak	64
35	Strong-willed	Weak-willed	65
36	Tough	Fragile	66



## Skills

Here's a list of learned areas of expertise. It's not exhaustive, but it does cover most of the staples of fantasy gaming. The skills are loosely organised into thematic groups (so you could pick a group and just roll the units die).

11	Etiquette
12	Music (specify)
13	Oratory
14	Persuasion
15	Socialising
16	Trickery
21	Alchemy
22	Arcane Lore
23	Herbalism
24	History
25	Medicine
26	Natural History
31	Archery
32	Athletics
33	Brawling
34	(weapon) Fighting
35	Intimidation
36	Martial Arts
41	Forgery
42	Locks and Traps
43	Sleight of Hand
44	Stealth
45	Streetwise
46	Theft
51	Animal Handling
52	Climbing
53	Seamanship
54	Survival
55	Swimming
56	Tracking
61	Carousing
62	Craft (specify)
63	Gaming
64	Language (specify)
65	Notice
66	Riding

## Personality traits

These are about what the character is inclined to do, not what they're able to do, but they can still give a bonus or penalty to actions. You could use these as a springboard for Strengths and Weaknesses, and for Virtue and Vice.

The list is a set of pairs of opposites or complementaries, each representing a scale of one aspect of personality. Go for middle ground, renaming and tangents if you like, and remember that any of these could be a Strength or a Weakness.

11	Addicted	Ascetic	41
12	Ambitious	Retiring	42
13	Authoritative	Submissive	43
14	Compassionate	Self-centred	44
15	Conventional	Eccentric	45
16	Disciplined	Disorderly	46
21	Fierce	Timid	51
22	Generous	Greedy	52
23	Honest	Deceitful	53
24	Honourable	Self-serving	54
25	Jolly	Gloomy	55
26	Logical	Passionate	56
31	Loyal	Independent	61
32	Prudent	Impulsive	62
33	Serious	Easygoing	63
34	Sociable	Reserved	64
35	Subtle	Forthright	65
36	Trusting	Suspicious	66



## Possessions

Here's a quick and dirty guide to items you might have as a character Quality. If it's something magical you can look at the magic section following for inspiration.

- 1 Weapon
  - 2 Armour
  - 3 Clothing
  - 4 Jewellery
  - 5 Tool or utility item
  - 6 Creature
- 
- 1-2 High quality (e.g. Good Sword)
  - 3 Magically enhanced (e.g. Good Sword\*)
  - 4 Magical property (e.g. Flaming Sword)
  - 5 Magical power (e.g. Flamethrower Sword)
  - 6 Mechanical or alchemical property



## Divisions of Magic

When faced with the possibility of inventing almost any Arcane power, it might be helpful to have some sort of structure to suggest ideas.

Categorising magic, of course, is an endeavour fraught with difficulties. There are a multitude of competing schemes fiercely championed by groups of scholars, at one time leading to the Mage Wars and eventually to most countries making it a matter of law that magic cannot be definitively and comprehensively defined. However, one of the more popular ones is that created by Krikamet of Kangura, presented here. (Of course priests are less happy with attempts to fit their powers into this scheme, but it works reasonably well.)

The scheme consists of six main “divisions” of magic. They’re listed here with some of the most important constituent disciplines.

**1. Artifice** - the study of the mechanics of magic itself, and its use relating to crafted objects. Specialists converse in complicated theories and spend a lot of time in laboratories.

- † Dweomancy. Detecting and analysing magical fields.
- † Dweomurgy. Manipulating magical fields, including creating, disrupting and concealing them.
- † Enchantment. Creating magical objects.

**2. Cosmurgy** - the study of the invisible forces of the universe, like time and chance, and of other dimensions. Specialists tend to be spaced out even by magi standards.

- † Summoning creatures from other planes.
- † Teleurgy is the study of overcoming the barrier of distance for communication or instant travel. Some of it is rather experimental, and there have been cases of embarrassing fusions with insects.
- † Transmortalism is the polite term for the study of overcoming death, such as calling up spirits and reanimating dead bodies. Most localities allow its practice only under a strict licence.
- † Warding creates invisible barriers to block particular kinds of creature or harm.

**3. Domination** - controlling the thoughts and behaviour of living beings. Specialists often take on a rather casual view of the rights of others.

- † Deception is the specialised study of deceiving the senses and mind, notably through illusions. There is sneaky overlap with Elementalism for producing real phenomena.
- † Internal Alchemy is the art of controlling one’s own mind, and through it the body.

**4. Elementalism** - manipulating the inanimate forces and substances of the ordinary physical world to call them up, change them or put them down. Examples include fire, water, wind, earth, light, darkness, cold, sound and motion. Specialists have a tendency toward power trips.

**5. Inquisition** - gaining information, like learning secrets, finding hidden things, sensing things far off and predicting the future. Specialists suffer from the burden of too much knowledge, and the lure of just a little more...

**6. Mutation** - altering the shape, substance or properties of something. It’s one of the most popular divisions, and specialists tend to be relatively normal apart from a tendency to fiddle with things.

- † Augmenting a living creature’s faculties.
- † Healing living creatures.
- † Shape-changing - altering size, form or appearance.
- † Craft-magic - a body of very practical spells working with objects for everyday domestic uses, e.g. mending, sharpening, cleaning.

