



SPQR-Questworld

[Steve Perrin's Quest Rules](#) [1] are an extension of the *RuneQuest* ruleset by one of the original author's of that latter game. In addition to using the core features of *RuneQuest*, SPQR also uses a point-buy system, benefits and disadvantages (both of which are derived from the *Hero System* or *GURPS*), a degrees of success system (derived from the various White Wolf game line), and a skill system with "overskills" and specialisations with varying difficulty levels (the latter, again, from *GURPS*).



Questworld was a gateway-*RuneQuest* world released by Chaosium in 1982. It was meant to be developed by *RuneQuest* players as a gateway alternative to Glorantha with an open invitation for further development and publication - but no further releases ever came out!

Some of the features of *Questworld* included several small continents which did not interrupt ocean currents; thus allowing rapid travel. Each continent has tactically placed mountain chains allowing for a surprisingly wide variety of climates.

A combined playtest of the SPQR ruleset using the Questworld setting is being conducted at *RPGReview*. One may [join the mailing list](#) [2] for participation in both the rules and setting development.

Attachment	Size
questworld.jpg [3]	73.45 KB
skills.html [4]	95.83 KB

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Links:

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