My Querent Resources

Jigme Datse Yli-Rasku

2024 March 15 to March 15, 2024

Dedication

This is dedicated to all those who have gone before me, and all those who remain after I am no longer here.

Copyleft

Well, copyleft is probably not quite the right thing for this, but we'll call it that for now.

This document is created by Jigme Datse Yli-Rasku, for personal use, with some intention that it be something to be distributable.

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If you distribute it, you would include the "By" portion as to who this which may change from what is currently here (there will be a section for that).

If you wish to modify that, you can do so, sharing with the same license.

This isn't *currently*, correctly listed, but it has the basic information as it stands.

About Querent

This is a storytelling RPG based on using a Tarot deck which guides the story. It is very much focused on just telling stories with the random factor of the cards.

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Part I Querent Background

How we Querent

Can't really remember the details, but we started by funding the Kickstarter for the game, but how we ran into it, I don't know.

It was a long time ago, quite possibly in the BCE (Before Covid Era).

The copyright is 2019, and that indicates likely it was, at least if that is representitive of when it was actually released.

It appealed as a storytelling system which is based on Tarot.

What it is

What we started wanting from it

Where we're currently going with it

Part II

Setting up a campaign

Game Master

Players

Characters

Campaign

Appendix A

No idea what we're putting here

Bibliography

Other Titles