

My *Querent* Resources

Jigme Datse Yli-Rasku

2024 March 15 to April 25, 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.

We license this with CC-BY-SA, meaning you can distribute this freely.

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.

Contents

Dedication	ii
Copyleft	iii
About Querent	iv
I Querent Background	1
1 How we Querent	2
2 What it is	3
3 What we started wanting from it	4
4 Where we're currently going with it	5
II Setting up a campaign	6
5 Cartomancer	7
5.1 Story Outline Spread	7
6 Players	8
7 Characters	9
8 Campaign	10
A No idea what we're putting here	11
Bibliography	12
Other Titles	13

List of Figures

5.1	Story Outline Spread	7
-----	--------------------------------	---

List of Tables

Part I

Querent Background

Chapter 1

How we Querent

Can't really remember the details, but we started by funding the Kick-starter 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 representative of when it was actually released.

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

Chapter 2

What it is

Chapter 3

What we started wanting from it

Chapter 4

**Where we're currently
going with it**

Part II

Setting up a campaign

Chapter 5

Cartomancer

This is probably the part that ends up being the most involved (though that may be largely due to my focus on that). The game itself is supposed to be once the Cartomancer (CM) has set things up, a reasonable single session game.

That said, I'm not expecting it to end up being such.

5.1 Story Outline Spread

This spread in 5.1, outlines the story.

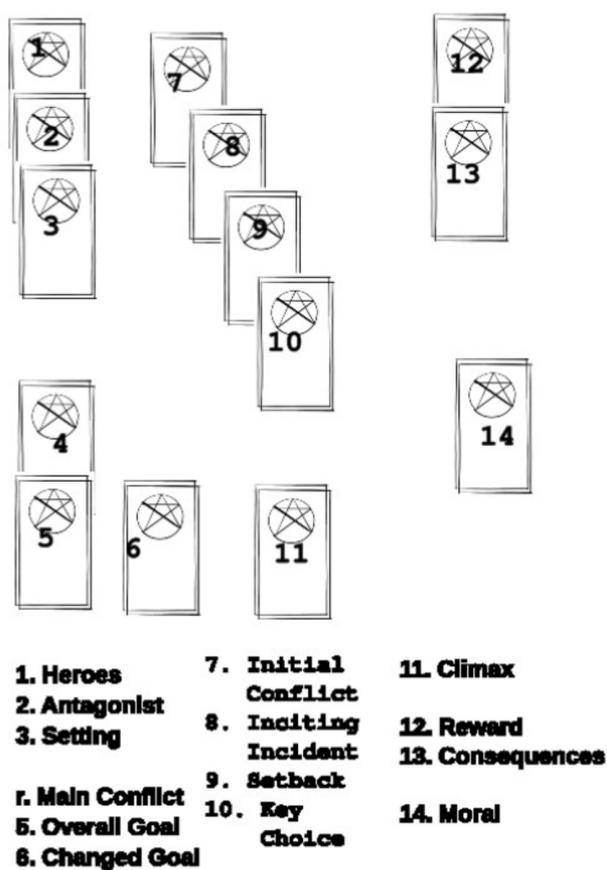


Figure 5.1: Story Outline Spread

Chapter 6

Players

Chapter 7

Characters

Chapter 8

Campaign

Appendix A

No idea what we're
putting here

Bibliography

Other Titles