

# QUESTIONABLE CHARACTERS

UNTEAKER

GREETINGS, CAPTIVES! I AM TALAR, ARCHMAGE AND ARCH-TORMENTOR.

PER MY WISHES, HE HAS STRAPPED EACH OF YOU INTO MY DREADED INVENTION.

AT THE CONTROLS IS MY INIQUITOUS FAMILIAR, SKETCH.



YOUR ONLY ESCAPE IS TO PLAY MY GAME... UNTIL ONE OF YOU DIES!

IN THIS GAME, YOU TAKE TURNS AS THE INQUISITOR BY SECRETLY ANSWERING A QUESTION ABOUT THE PARTY.

THE OTHER PLAYERS GUESS THE INQUISITOR'S ANSWER. EACH INCORRECT IDIOT IS ZAPPED FOR ONE POINT OF DAMAGE!



SINCE I'VE DRAINED YOU DOWN TO FIVE HIT POINTS, YOU ARE NEAR DEATH ALREADY!  
**MWAHAHAHAH!!**

SOME OF YOU LOOK QUITE UNTRUSTWORTHY, SO I'VE MADE THE NEXT RULE JUST FOR YOU.

IF THE INQUISITOR ANSWERS DISHONESTLY, SKETCH IS PERMITTED TO SMITE THEM WITH ANY WEAPON HE CHOOSES... FOR 1D4 DAMAGE!



BEFORE YOU START CRYING, LET ME REMIND YOU, THE GAME ENDS WHEN THE FIRST PLAYER DIES.

THIS MEANS THE REST OF YOU WILL BE DECLARED WINNERS!

SO, WHO'S FIRST?

# Questionable Characters

## Contents

- 200 PC cards
- 90 GM cards
- 10 Number cards

## Introduction

*Questionable Characters* is a party game for your role-playing table, played before, after, or between RPG sessions.

Players assume the role of their RPG characters, answering insightful or pointed questions about themselves and their adventuring companions.

If the Game Master (GM) is playing, they act as an NPC of their choice. They get to answer questions about the other characters or about the players!

## Objective

*Don't die.* Characters start with five hit points. Wrong answers deal a point of damage. The first player to reach zero hit points loses, and everyone else wins!

## Setup

### 1. Characters

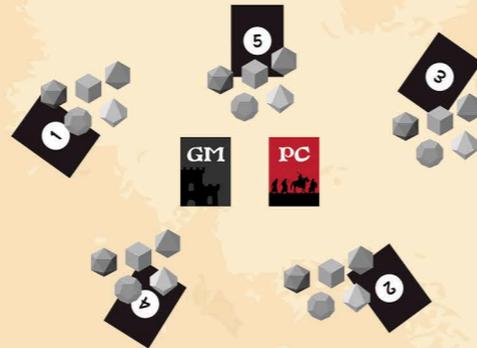
Players state the name of their character and place a face-up **Number card** in front of them. *This becomes their character's number.*

### 2. Dice

Players place **five dice** in front of them. *Each die represents 1 hit point. Dice are also used to declare answers.*

### 3. Decks

Shuffle the **PC deck** and the **GM deck** separately and place them face-down in the center of the table.



### 4. Inquisitor

The lowest-numbered character becomes the first *Inquisitor*.

## Turn Sequence

### 1. Inquisitor Draws & Answers

- The *Inquisitor* draws the top card from the PC deck and reads the question silently. The GM may draw from the GM deck instead.

*Note: Cards offer multiple choice answers, or ask the Inquisitor to pick a character's number.*

- The *Inquisitor* sets the face of one of their dice to the answer, *keeping it concealed from the other players.*

### 2. Question Revealed & Players Guess

- The *Inquisitor* reads the question aloud. Discussion is encouraged, with *Inquisitor* remaining quiet.
- Players do not answer the question themselves. They try to guess what the *Inquisitor* picked, concealing one of their dice, set to that answer.

### 3. Reveal & Discuss

- Once everyone has answered, all dice are revealed.

### 4. Take Damage

- Dice that do not match the *Inquisitor's* answer are removed.

### 5. End of Game or Repeat

- If a player reaches 0 hit points (*they have no dice remaining*), the game ends. The remaining players win, *and there is much rejoicing!*
- Otherwise, pass the *Inquisitor* role clockwise and start another turn.

## Inquisitor Honesty Rule

The *Inquisitor* is required to answer honestly. If any player suspects the *Inquisitor* was deceptive (*i.e., choosing a false answer in order to trick others*), they may demand justice! After the *Inquisitor* defends themselves, if all players decide the answer was dishonest, d4 of the *Inquisitor's* dice are removed.

## Fast Game (Optional Rule)

At the end of each turn, if everyone answered correctly, then the last person to answer loses a die. *Brutal.*

Game Designer: Marcus Pascall

Graphic Designer: Emma Johnson

Comic Artist: Jeffrey N Baker

Consultant: Jason Exum

Proofreader: Julie Pascall

Copyright 2025 Deck & Dice Games LLC

P.O. Box 15004, San Diego, CA 92175

deckanddicegames.com