



*(a PDQ campaign in actual play)*

by Chad Underkoffler

**PROSE DESCRIPTIVE QUALITIES (PDQ) SYSTEM**

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[1st Printing]

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## ABOUT THE PDQ SYSTEM

The rules inside this book build upon the Prose Descriptive Qualities (PDQ) System, suitably modified for fairytale play (the “Good Parts” version). PDQ Core is available as a free download from the following URLs:

- <http://www.atomicsockmonkey.com/freebies/di/pdq-core.pdf>
- [http://www.rpgnow.com/product\\_info.php?products\\_id=4175&http://e23.sjgames.com/item.html?id=ASM-000](http://www.rpgnow.com/product_info.php?products_id=4175&http://e23.sjgames.com/item.html?id=ASM-000)

PDQ has been designed for evocative simplicity, speed, and flexibility. It currently serves as the core game mechanics for *Dead Inside: the Roleplaying Game of Loss & Redemption (DI)*; *Monkey, Ninja, Pirate, Robot: the Roleplaying Game (MNPR:RPG)*; *Truth & Justice (T&J)*; and *The Zorcerer of Zo (ZoZ)*.

Rules and concepts from all Atomic Sock Monkey Press games easily interconnect. For example, if one chooses to, the Soul Point mechanics of *DI* could be used to steal the soul of a *ZoZ* Princess, and the Powers rules in *T&J* could be used for ideas on how to interpret *ZoZ* magical Gifts into even more sharply-defined game mechanics.

## ABOUT ATOMIC SOCK MONKEY PRESS

<http://www.atomicsockmonkey.com/>

Atomic Sock Monkey Press is dedicated to high-quality, off-kilter, imaginative fun. That means tabletop games of both the “beer & pretzels” and roleplaying game (RPG) varieties. Check out the following webpages on the site for *ZoZ* resources and downloads:

- <http://www.atomicsockmonkey.com/products/zoz.asp>
- <http://www.atomicsockmonkey.com/freebies.asp>

## ABOUT THE AUTHOR

Chad Underkoffler is an editor for a telecommunications standards body by day and a freelance game writer by night. He’s been gaming since 1981, to the confusion of his family. His column “Campaign in a Box” appears in Pyramid Online at < <http://www.sjgames.com/pyramid> >; he has written material for *Gamma World* (Sword & Sorcery), *GURPS* (Steve Jackson Games), and *Unknown Armies* (Atlas Games); and he is the author and publisher of *Dead Inside: the Roleplaying Game of Loss & Redemption*; *Monkey, Ninja, Pirate, Robot: the RPG*; and *Truth & Justice*. Chad currently lives in Alexandria, VA, with his wife Beth and their two black cats.