



QUICK QUEST

A one-page fantasy RPG expanding on the original by
GIFFYGLYPH.COM.

MAKE A CHARACTER

- 1 Choose your **ANCESTRY** (race) and **CALLING** (class / profession).
- 2 Rank your **ATTRIBUTES**: +3, +2, +1, 0, -1, -2.



Strength



Dexterity



Constitution



Intelligence



Wisdom



Charisma

- 3 Rank your **ARCHETYPES**: +3, +2, +1, 0, -1, -2.



Fighter



Rogue



Explorer



Sage



Artist



Diplomat

- 4 Get 10 points of **RESOLVE** (± bonuses).
- 5 Choose a **NAME** and **APPEARANCE**.
- 6 Start with whatever **BASIC GEAR** makes sense for your ancestry and calling.

PLAY THE GAME

- A Start a quest!
- B Want to make an action? Describe what you're trying to do and then—if the GM asks—make a **SUCCESS CHECK**. If you fail, the GM can **MAKE A REACTION** against you.



1d20

+ **ATTRIBUTE** + **ARCHETYPE**

VS.

DIFFICULTY: 5/10/15/20/25/30

SUCCESS CHECK

- C If something attacks or acts against you, make a **SUCCESS CHECK** to defend.
- D If you suffer harm, you **LOSE 1 RESOLVE** If you deal harm, your target loses 1 resolve.
- E You can **SPEND 1 RESOLVE** to:
 - Make a success check with **ADVANTAGE** (roll twice and pick the highest number).
 - Attempt something **EXTRAORDINARY**.
- F You gain 1 resolve when you **REST** (8hrs).
- G You can carry **3 SIGNIFICANT ITEMS** at once.
- H When the quest is resolved, the game ends! If you survived, **GAIN A PERK**. Choose either (a) +1 attribute point, (b) +1 archetype point, or (c) +1 maximum resolve.

ANCESTRIES

Elf: +1 WIS / -1 CON

Halfling: +1 DEX / -1 STR

Human: No bonus

Dwarf: +1 CON / -1 CHA

CALLINGS

Wizard A spellcaster who gets their powers from scholarly study or innate ability.

- You can cast spells (with WIS)
- -2 maximum resolve

SPELLCASTING: Describe a magical effect you want to produce. The GM will tell you a difficulty and archetype; then make a **SUCCESS CHECK**. Attempting any but the simplest spells drains 1 resolve.

Priest A spellcaster who gets their powers from a god, demon, or divinite patron.

- You can cast spells (with CHA) but with **DISADVANTAGE** if not serving your patron.
- You can spend 1 resolve to heal an ally (+2 resolve or remove ailment).
- -2 maximum resolve

Thief A cunning and stealthy operator

- You can pick locks and disarm traps
- +2 to any roll involving stealth or hiding

Warrior A trained soldier or experienced fighter

- Choose one:
You can use heavy armor/shields (+2 CON) *or*
You can use two-handed weapons (+2 STR)
- +2 maximum resolve

Ranger A savvy survivalist and woodsman

- You can follow tracks
- You cannot get lost outdoors
- You can heal an ally 1 additional resolve when resting

NAME

PERKS

RESOLVE

ANCESTRY

CALLING

CURRENT / MAXIMUM

NAME

PERKS

RESOLVE

ANCESTRY

CALLING

CURRENT / MAXIMUM

ATTRIBUTES



STR
STRENGTH



DEX
DEXTERITY



CON
CONSTITUTION



INT
INTELLIGENCE



WIS
WISDOM



CHA
CHARISMA

ARCHETYPES



FIG
FIGHTER



ROG
ROGUE



EXP
EXPLORER



SAG
SAGE



ART
ARTIST



DIP
DIPLOMAT

ATTRIBUTES



STR
STRENGTH



DEX
DEXTERITY



CON
CONSTITUTION



INT
INTELLIGENCE



WIS
WISDOM



CHA
CHARISMA

ARCHETYPES



FIG
FIGHTER



ROG
ROGUE



EXP
EXPLORER



SAG
SAGE



ART
ARTIST



DIP
DIPLOMAT

Basic Gear

Item #1

Item #2

Item #3

Basic Gear

Item #1

Item #2

Item #3

SPELL REFERENCE

When you cast a spell, you can describe any effect you want to produce. It's up to the GM to assign a reasonable **DIFFICULTY** and **ARCHETYPE** based on the effect, the situation, and your character. The following list of spells is intended to be used as a source of ideas for spellcasters and a difficulty reference for GMs.

TRIVIAL

FREE

DIFFICULTY 5

Thaumaturgy (ROG or ART) Cause a tiny supernatural effect to happen somewhere nearby. Cause a small object to move, a gust to blow, or a flame to brighten or dim. Conjure a sound or make your own voice louder.

Dancing lights (EXP, ROG, or ART) You create up to four glowing orbs that give off the light of a small flame. The orbs follow your commands until you dismiss them or they get too far away.

EASY

-1 RESOLVE

DIFFICULTY 10

Bless (SAG) You or one of your allies gets advantage on their next 2 rolls.

Detect magic (SAG) Become aware of any nearby magical effects or items.

Remove curse (SAG or FIG) Stop the effects of a curse or magical drug.

MEDIUM

-1 RESOLVE

DIFFICULTY 15

Cure wounds (SAG) Restore 2 resolve on one of your allies.

Death ward (SAG or ROG) Cast a blessing on one of your allies. The next time they would die, they gain 1 resolve.

Dispel (FIG) Remove all existing spells and magical effects from a target or counter another magic user's spell.

Bind person (ROG) Cause roots and vines to grow out of the ground, entangling a target's legs until they can break free.

HARD

-1 RESOLVE

DIFFICULTY 20

Bonfire (SAG or ART) Conjure a roaring bonfire at any point you can see.

Powerful illusion (ART) Conjure a large immaterial illusion of sight and/or sound, which you control.

Charm (ART or DIP) You attempt to beguile the mind of your target, implanting a thought or opinion in its head.

VARIANT: HARMLESS SPELLS

Optional rule: the effect of a spell can't be to directly cause harm to an enemy. Spells can still indirectly cause harm (like by magically removing the pin from a trap or lighting a building on fire).

BONUS RULES

VARIANT: INITIATIVE

Optional rule: In a fight or action sequence, sometimes the order of operations is obvious. If you attack someone, they will react. If you and an ally both sneak up on an enemy, you will both get to act before they have a chance to react. But, sometimes it's not clear who has an opportunity to act.

At the beginning of an encounter, the GM will ask each player (and NPC) to calculate their **INITIATIVE**. Make a **SUCCESS CHECK** using DEX and FIG (or other archetype). Players and NPCs take actions in initiative order, with surprised characters skipping the first round.

VARIANT: CONCORDANCE

Optional rule: A priest can call upon their patron for help or guidance. If their behavior has been **CONCORDANT** with their patron, (they have been serving their patron and not doing things they don't like) their prayers may be answered.

They are more likely to have success if they have not prayed lately or if the favor they are asking is small.