QUICK QUEST

Ø GIFFYGLYPH.COM ₽ TWITCH.TV/GIFFYGLYPH



FAST-PLAY RPG RULES



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**.
- **5** Choose a **NAME** and your **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 DC 5/10/15/20/25/30

- **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** If you have 0 resolve, you are **TAKEN OUT**.
- **G** You regain 1 resolve when you **FINISH A LONG** REST
- **H** You can carry 3 **SIGNIFICANT ITEMS** at once.
- I 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.

ATTRIBUTES



STR **STRENGTH**



FIG FIGHTER

ROG

ROGUE

ARCHETYPES



RESOLVE

APPEARANCE

DEX DEXTERITY

INT

WIS

WISDOM



CON CONSTITUTION

INTELLIGENCE



EXP EXPLORER





SAG



SAGE



ART **ARTIST**



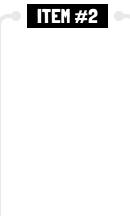


BASIC GEAR

DIP **DIPLOMAT**

I'M GREAT AT...

ITEM #1



ITEM #3

I'M BAD AT...

SUMMARY

GOAL	PRIZE	ANCESTRIES 1 2 3 4 5
LOCATIONS 1	A	
2	B	
BEGINNING	TLINE	CALLINGS 1 2 3 4 5 6
MIDDLE		
END		