QUICK QUEST

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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

r Rogue

е

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
vs

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).
 - $\circ \ \ \text{Attempt something } \textbf{EXTRAORDINARY}.$
- 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.
- 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**



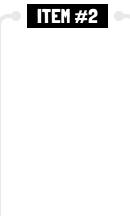


BASIC GEAR

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		