

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



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.



$$\mathbf{1d20 + ATTRIBUTE + ARCHETYPE}$$

vs

$$\mathbf{DC\ 5/10/15/20/25/30}$$

- 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.

QUICK QUEST CHARACTER

NAME

PERKS

ANCESTRY

CALLING

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

RESOLVE

CURRENT

MAXIMUM

APPEARANCE

BASIC GEAR

I'M GREAT AT...

ITEM #1

ITEM #2

ITEM #3

I'M BAD AT...

QUICK QUEST QUESTBOARD

NAME

AUTHOR

SUMMARY

GOAL

PRIZE

ANCESTRIES

LOCATIONS

THREATS

1

A

2

B

1
2
3
4
5
6
7
8
9
10
11
12
13
14
15
16
17
18
19
20

OUTLINE

BEGINNING

MIDDLE

END

CALLINGS

1
2
3
4
5
6
7
8
9
10
11
12
13
14
15
16
17
18
19
20