

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.



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:
 - o Make a success check with **ADVANTAGE** (roll twice and pick the highest number).
 - o 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