

# 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:
  - 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