QUICK QUEST

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

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

LOCATIONS

1

2

THREATS

A

B

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