



Quick Quest

◦ABOUT◦

This is a simple, lighthearted, solo roleplaying game designed to make it as easy as possible to get started with roleplaying and complete your first adventure.

Your goal is to improvise a short, self-contained mini-adventure that is resolved within a single scene. Then, if you like where the story is going, you can string a series of these mini-adventures into longer quests and campaigns.

This game is perfect for beginners who are looking for a fast and easy way to start playing, without having to commit to a long-term campaign or learn an overwhelming system. You can complete your first adventure in 20 minutes!

It's also great for experienced players looking for a minimalistic rules-lite system focused on storytelling, improvisation, and roleplay.

No prep required! You will discover the story as you go, and be surprised by the direction it takes!

LEARN HOW TO PLAY

HERO AND NARRATOR

As you play, you will mentally switch between the two roles:

- **Hero** - play as the main character, describe their actions, pursue their goals, creatively overcome obstacles on their path.
- **Narrator** - describe the world around the hero, narrate the consequences of their actions, introduce challenges, and play the roles of the non-player characters.

1. SETUP

Narrator uses **location** prompt to define where the scene takes place, and describe the world around the hero.

To generate a prompt - roll twice on the random tables (next page), mix-and-match the results, and pick the one you prefer.

Rolls for 2 prompts, gets "Ancient Castle" and "Abandoned Camp". Decides to go with "Abandoned Castle".

The castle's throne room is dusty and abandoned. Torn banners hang from the walls. Moonlight streams through broken windows.

Hero uses **character** prompt to define their character.

Describe their name, appearance, personality, occupation, and up to 3 special abilities they have (skills, items, magic, anything they can use to creatively overcome obstacles).

Rolls for 2 prompts and picks "Eccentric Scholar".

I'm Wizzo the Wizard. After spending first 80 years of my life reading books in my tower, I've put on my best traveling slippers, and went outside to see the world and seek adventure. I have a magic staff I can use to create illusions.

Hero uses **action** or **target** prompt to define their **objective** - a goal you strive to achieve, or a problem you must solve.

Think small - it should be a task you can accomplish at this location, and succeed or fail at by the end of the scene, not a long-term goal that requires planning.

Rolls for 2 prompts and picks "Legendary Weapon".

I'm here to claim the Demon-slayer Sword rumored to be hidden in the throne room!

2. ACTION

Narrator introduces an **obstacle**, that stands in the way of the hero getting what they want, a challenge they need to overcome. Describe how the hero encounters the obstacle.

As you approach the throne, a ghostly knight materializes, translucent and glowing blue. "None may claim the blade who hasn't proven their courage!" He draws his spectral sword, blocking your path.

Hero describes the **action** they take - what they say and do to overcome the obstacle and achieve their objective.

I use my staff to create an illusion of a massive dragon, and act out a heroic battle where I slay it in the end. "I have proven my courage, spirit! Let me pass!"

3. RESOLUTION

When you attempt something challenging, risky, or opposed by another character, **roll the dice** to determine the outcome.

I set **10** as the number I need to beat. I roll an **8**.

Narrator describes the **outcome** of the action.

The ghost squints at your illusion. "A cheap parlor trick!" He swings his blade through your illusion, dispersing it. Now he advances on you, sword raised. "Face me with real courage, or flee like a coward!"

The scene ends when the hero successfully achieves their objective, or conclusively fails at it.

ROLLING THE DICE

Set the difficulty number you need to beat based on how likely you think you are to succeed at this task.



Set lower numbers for easier tasks and clever solutions, and higher numbers for difficult situations and risky actions.

I try to jump between the rooftops.

I am not very athletic, the roofs are far apart, and I didn't invent some clever approach that would make this task easier. If I saw this scene in a movie, I'd expect the character to fail, so I'll set a pretty high difficulty number (15).

If you beat this number, your action succeeds.

Otherwise, you encounter a setback or a complication that makes your goal more difficult to achieve.

ADVANTAGE & DISADVANTAGE

If you have **advantage**, roll twice and take the best result.

If you have **disadvantage**, roll twice and take the worst result.

Gain advantage when you use an **ability** relevant to the action you're attempting.

I'm trying to find my way through the dark corridors of the pyramid. I use my ability "Speak with animals" to ask local rats for directions, which enables me to roll with advantage.

Gain disadvantage when you have a **condition** that impedes your actions.

I have the condition "injured leg" and need to climb out of the pit I've fallen into. Since my injury directly impacts my climbing ability, I roll with disadvantage.

Advantage and disadvantage dice cancel each other out (if you have both, you only roll a single die).

CONDITIONS

If you fail a roll in a risky situation, describe how you gain a condition that makes your journey more difficult.

Injured, cursed, angry, tangled, distracted, tired, sneezing, broken equipment, sand in the eyes, cornered, embarrassed.

Severity of the conditions progressively increases, for example:

Off-balance → cornered → injured → unconscious.

To get rid of a condition, describe the action you take to fix it.

Use a bandage, rest, cut the entangling vines, run away in fear, get comforted by a friend, break something to release your anger, act cool to improve your reputation.

To defeat opponents (in action scenes or social situations), inflict conditions on them until they lose or run away.

I try to dazzle the guardian mummy with my torch. I roll and succeed, inflicting "Blinded."

If someone tries to inflict a condition on you - describe how you defend yourself, and roll the dice to see if you succeed.

The mummy turns the floor under my feet into quicksand. I defend myself. If I fail a roll, I'll get a "trapped" condition. I grab a hanging vine and use it as a lasso to hook on the mummy's leg. I succeed, pulling myself out of the quicksand and inflicting "Off-Balance" on the mummy.

CONTINUE YOUR STORY

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If you want to continue your story - just improvise the next scene.

You can setup the next scene's **location** and **objective** using prompts, or let them follow logically from the previous scene.

If the previous scene has ended with Wizzo successfully obtaining the sword, the next one can take place in a forest, and the objective can be to get through the dangerous forest and bring the sword to a demon-infested village.

Continue your series of scenes to create a long-term campaign. Your adventures can be as long as a season of a TV show, or as short as a single scene.

QUESTS

A **quest** is an overarching long-term goal that takes multiple scenes to achieve, creating a series of related scenes that add up to a story.

Go on a quest once you're comfortable with one-scene adventures, and want to create longer, more complex stories.

DISCOVER THE QUEST

Discover your next quest as you play through the scenes:

Hero:

Proactively look for quests - search for people you can help, problems you can solve, places you want to explore, and opportunities you want to pursue.

Once you found one, write it down as your **quest objective**, and determine the next step you need to take to get closer to it (that'll be the **scene objective** you pursue in the next scene).

Narrator:

Look for opportunities to introduce adventure hooks that create goals for the Hero to pursue.

Have the Hero encounter a problem that needs to be solved, an evil plan that must be stopped, or a character in need of help.

PURSUE THE QUEST

Once the Hero has a long-term goal, their objective in each scene is to **take the next step** closer to their goal.

At the beginning of the scene, the Hero describes the next thing they want to do to get closer to their goal. Then, the Narrator introduces a challenge they must overcome.

Each scene ends when the hero successfully overcomes the challenge and gets closer to completing their quest, or fails and encounters a setback or complication that moves them farther away from their goal.

COMPLETE THE QUEST

At the climax of the adventure, the Hero must overcome the final, most important and difficult challenge required to reach their goal.

They arrive at the location where their objective can be achieved, face the antagonist or the final obstacle, take the last step that will determine the outcome of their quest.

The adventure ends when the hero successfully achieves their goal, or fails in an exciting, dramatic, or ridiculous way.

CHARACTER PROGRESSION

When the hero successfully achieves an objective, they can gain a new ability, or make an existing ability more powerful by removing one of its costs or limitations.

ABILITIES

Hero's abilities are problem-solving tools they can use to creatively overcome the obstacles on their path.

Clearly define what your abilities enable you to do, and what constraints they have. If an ability seems overpowered - add some costs or limitations:

Takes time to use, attracts attention, is unpredictable, can backfire, has limited impact, expensive, has limited number of uses, has negative side effects, works only under certain conditions, only on specific targets, has 3 uses per day, etc.

TIPS AND GUIDELINES

For both roles:

- Try to keep each scene contained to a single location. The scene should resolve in the same location where it started.
- Write the story as a series of short messages (no longer than 1-2 paragraphs). Aim to complete a one-scene mini-adventure in 5-10 messages.
- End the scene on a cliffhanger leading into the next scene: the hero sets out on a journey to a new location, has to deal with the consequences of their failure, or gets what they want, which creates a new problem, challenge, or desire for them to pursue.

When playing the Narrator:

- Make sure both the successes and the failures move the story forward. The situation must change every scene, the Hero either gets closer to, or farther away from their goal.
- Experiment with different kinds of challenges: action, stealth, social, environmental, etc.
- You can roll the dice to answer yes-or-no questions and determine truths about the world (Is this place dangerous? Does something unexpected happen at the beginning of the scene? Does this character have a quest for the hero?).

When playing the Hero:

- Make the scene objectives small and specific. It should be a task you can accomplish at this location, and succeed or fail at by the end of the scene.
- Try different approaches to overcoming the obstacles: use social skills (like persuasion, deception, or intimidation), take physical action (like fighting, running, or sneaking), use your special abilities, or creatively use the environment.

COME PLAY WITH US!

Come join our community to find other friendly and creative people, and play a play-by-post version of this game with us: <https://rpgadventures.io/discord>

MORE AWESOME STUFF

DECK OF ENDLESS STORYTELLING IDEAS

<https://storysource.io/>

Want more prompts to inspire your ideas? Use this simple storytelling system that will help you create millions of unique ideas for stories, worlds, locations, characters, and quests!

THE PERFECT HEIST

<https://rpgadventures.io/heist>

You are the best thief in the world. You go on heists to steal things - for yourself, for hire, or to help those in need.

STRANGEVILLE FILES

<https://rpgadventures.io/strangeville-files>

Improvise Scooby-Doo-style supernatural mysteries.

LOCATIONS				CHARACTERS				ACTIONS				TARGETS			
1	Ancient	Castle		1	Eccentric	Inventor		1	Rescue	Person		1	Magic	Scroll	
2	Dangerous	Wilderness		2	Honorable	Warrior		2	Capture	Creature		2	Hidden	Treasure	
3	Exotic	City		3	Cunning	Outlaw		3	Defeat	Monster		3	Experimental	Technology	
4	Sacred	Temple		4	Wealthy	Merchant		4	Deliver	Object		4	Priceless	Art	
5	Occult	Lair		5	Pompous	Priest		5	Escape	Captivity		5	Secret	Message	
6	Cursed	Swamp		6	Humble	Peasant		6	Destroy	Location		6	Legendary	Weapon	
7	Abandoned	Camp		7	Arrogant	Noble		7	Obtain	Vehicle		7	Forbidden	Tome	
8	Steampunk	Workshop		8	Daring	Pirate		8	Steal	Information		8	Lost	Map	
9	Hidden	Library		9	Famous	Artist		9	Sabotage	Event		9	Holy	Relic	
10	Criminal	Office		10	Misguided	Cultist		10	Kidnap	Enemy		10	Unusual	Plant	
11	Haunted	Tower		11	Primitive	Savage		11	Find	Wealth		11	Dangerous	Package	
12	Unnatural	Factory		12	Imposing	Ruler		12	Chase	Secret		12	Fake	Document	
13	Peaceful	Farm		13	Charming	Rebel		13	Create	Conflict		13	Rare	Creature	
14	Guarded	Ruins		14	Wise	Scholar		14	Persuade	Group		14	Advanced	Vehicle	
15	Extravagant	Cathedral		15	Creepy	Child		15	Stop	Mission		15	Stolen	Key	
16	Royal	Ship		16	Hideous	Monster		16	Bypass	Barrier		16	Unique	Tool	
17	Remote	Outpost		17	Mysterious	Outcast		17	Overthrow	Villain		17	Exotic	Substance	
18	Infested	Village		18	Grumpy	Hunter		18	Escort	Ally		18	Feared	Information	
19	Crowded	Tavern		19	Ambitious	Guard		19	Fix	Problem		19	Supernatural	Experiment	
20	Magic	Academy		20	Reckless	Captain		20	Journey to	Discovery		20	Captured	Person	

ABILITIES

SKILLS

1 **MIGHTY** - Superior strength and toughness. Roll with advantage when using brute force or endurance.

2 **NIMBLE** - Extraordinary agility and reflexes. Roll with advantage on actions requiring coordination and quickness.

3 **DECEPTION** - Master of lies and manipulation. Roll with advantage when attempting to mislead others.

4 **BOY SCOUT** - You're always prepared! Search through your backpack and find any mundane item of your choice.

5 **CRAFTING** - Create makeshift devices from your surroundings. On rolls below 5, devices break or backfire.

6 **CONTACTS** - Once per day you can find a helpful ally in just the right place.

7 **REPUTATION** - Choose what you're known for in this region (Hero, Villain, Honest, Sex Symbol, Philanthropist, etc.)

8 **POLYGLOT** - You can speak and understand any language, including ancient or long-forgotten tongues.

9 **MIMIC SOUND** - You can imitate any speech or sound with perfect accuracy.

10 **EAGLE EYE** - Perceive tiny details from incredible distances with perfect clarity.

11 **MASTER PILOT** - You can expertly pilot any vehicle, from horses to helicopters.

12 **BEAST TAMER** - You can tame and train ordinary animals to follow your commands. You can tame one animal per week.

13 **HEALER** - You can heal any moderate injury if you have the right tool or ingredient.

14 **EXPERT** - You have a vast store of encyclopedic knowledge on a subject of your choice.

15 **GOSSIP** - Spread any rumor, make any gossip go viral. Not everyone believes it, but everyone is talking about it.

16 **STEALTH** - One with the shadows. Roll with advantage when trying to remain undetected.

17 **SHARPSHOOTER** - You can shoot a penny from the opposite side of a field. Make one extremely precise shot per scene.

18 **TRACKER** - You can follow any trail, even if it's days old or obscured by weather.

19 **INSPIRE** - Give your friend an inspiring speech, and they will have an advantage on the next roll. Works once per day.

20 **ROCK STAR** - Play a musical instrument, roll the dice. If you roll above 10, everybody around you can't resist dancing.

POWERS

1 **ILLUSION** - Create an illusory object no larger than a horse. Within 50 meters, in your line of sight.

2 **MESSAGE** - Telepathically send a message to the nearby creature, they can respond.

3 **TELEKINESIS** - Levitate small objects, no larger or heavier than a bucket of water.

4 **DISGUISE** - Assume the appearance of any humanoid creature you've seen. For 1 hour, up to 3 times per day.

5 **PET PAL** - You can speak with animals.

6 **ELEMENTAL CONTROL** - Choose one element you can control: fire, water, earth, or air.

7 **ON/OFF** - If a device has a physical on or off switch, you can remotely turn it on or off (only works if you can see it).

8 **CHANGE SIZE** - Make an object or a creature grow or shrink up to 4 times their size. Works once per day.

9 **TIME DILATION** - For 1 minute, you think and react 50 times faster than normal. Doesn't change your movement speed.

10 **SPIDER WEB** - Your wrists can shoot thick webbing (like Spider Man).

11 **BLINK** - Instantly teleport a short-distance (within 30 meters, line of sight). Works 3 times per day.

12 **ELASTICITY** - You can do what Elastigirl from Incredibles can do.

13 **MINECRAFTSMAN'S DELIGHT** - Once per 5 seconds you may summon or vanish a 1-meter cube of earth.

14 **SUMMON ITEM** - Mark an object no larger than a barrel. Use this power to teleport to your hand (or in front of you).

15 **DREAMWALK** - When you sleep, you can visit dreams of other people and creatures.

16 **SCRY** - Once per day, you can see through the eyes of a creature you touched earlier today.

17 **DISASSEMBLE** - Any of your body parts may be detached and reattached at will. You continue to control them.

18 **CONTROL EMOTIONS** - Calm or intensify target's emotions for 10 minutes, 3 times per day.

19 **GREED** - The target gains an overwhelming urge to possess the item of your choice. Lasts 30 minutes. 3 uses per day.

20 **INTWINE** - Use nearby grass, vines, and tree branches as if they were your own limbs.

ABILITIES

ITEMS

1 **BAG OF GOLD** - Trade it for another item of your choice, or spend it to do one thing a very rich person can do.

2 **FAMILIAR** - A trained creature who follows your commands and can communicate with you.

3 **VEHICLE** - Your personal vehicle or a steed.

4 **WEAPON** - A melee or ranged weapon of your choice.

5 **GRAPPLING GUN** - Shoots a grappling hook to the distance of up to 50 meters. Supports the weight of up to 3 people.

6 **ROPEY** - A sentient piece of rope. 5 meters long. As smart as a puppy. Obeys simple commands.

7 **IMMOVABLE ROD** - Once activated, stays perfectly fixed in space until deactivated, even if it defies gravity.

8 **GRAVITY BOOTS** - Enable you to walk any surface, including walls and ceilings, as if it were level ground.

9 **SMOKE BOMBS** - Create a cloud of impenetrable darkness within 20 meter radius. The cloud dissipates in 10 minutes.

10 **SUPER MAGNET** - Strongly attracts or repels metal objects when activated. Can be activated remotely.

11 **SPHERE OF SILENCE** - This item creates a 15-meter-radius sphere of perfect silence, no sound can escape from it.

12 **BOTTOMLESS BAG** - A bag that can hold as many items as would fit in a room, or a swimming-pool-worth of any liquid.

13 **POKEBALL** - Stores a friendly or defeated animal.

14 **RING OF TRACKING** - The owner of the ring always knows its location.

15 **GRAVITY ORB** - When activated, reverses the gravity in a 20 meter radius around it. Takes a day to recharge.

16 **UNBREAKABLE THREAD** - A coil of string, completely indestructible.

17 **VELOCITY WARD** - Creates 15-meter sphere where nothing can move faster than a falling feather. One use day.

18 **INVISIBILITY DEVICE** - Turn anyone who touches it invisible for up to 10 minutes per day.

19 **ANIMORPH SERUM** - Add a hair or a claw of an animal. Drink it to turn into this animal an hour. One use per day.

20 **TRUTH SERUM** - One who drinks it can't tell lies for an hour. You can make 1 vial per day.

ITEMS

1 **HOVERBOARD** - Floats 30 centimeters above the ground, frictionless, supports up to 100kg of weight.

2 **PORTAL GUN** - Open two linked portals that last 10 minutes, or until they transport 200kg of weight. One use per day.

3 **PORTABLE HANG-GLIDER** - Use it to slowly glide through the air, gradually decreasing altitude.

4 **NEURALIZER** - When activated, it wipes the last 5 minutes of memories of any person who's looking at it. One use per day.

5 **CONMAN'S PAPER** - A sheet of paper that transforms into a flawless forgery of any document.

6 **PORTABLE HOLE** - A round black piece of fine silk, 2 meters in diameter. When unfolded creates a 5-meter-deep hole.

7 **NIGHT VISION GOGGLES** - Enables you to see in pitch darkness as if it's an overcast day. Shows heat signatures.

8 **TELEPATHY DEVICE** - Scans surface thoughts of all creatures within 20-meter radius. Lasts 10 minutes, 1 use per day.

9 **SPECTRAL CLOAK** - Grants the ability to phase through walls for up to 1 minute. Works once per day.

10 **WEATHER CONTROL DEVICE** - Manipulates local weather conditions within a 1-kilometer radius. Works once per day.

11 **TRACKER'S COMPASS** - Touch it to an item to bond with it. It will point to that item as long as it's within 1000 meters.

12 **RETURN BEACON** - Pick a location. Once per week, it can teleport anyone who touches it to that location.

13 **SUPER GLUE** - Creates an unbreakable bond between any two surfaces lasting for up to 24 hours. One use per day.

14 **FLUBBER** - A jar of the most bouncy substance in existence. Bounces off the objects with incredible force.

15 **FATE COIN** - Once per day instead of rolling a die you can flip a coin. Heads: critical success. Tails: critical failure.

16 **CATNIP** - When spilled attracts all the cats within 100km radius.

17 **JAR OF GREASE** - Cover an object or a surface in grease, making it completely frictionless, and flammable.

18 **DRONE** - A small drone you can pilot. Has a camera and a microphone. Can carry up to 50kg.

19 **LOCKPICKS** - Use them to open any ordinary lock within 5 minutes.

20 **LEVITATION BEAM** - Slowly lifts the target vertically, up to 30 meters. The target can weigh up to 300 kg.