

QuestWorlds Rules Summary

QuestWorlds™ is a rules light, easy play game that resolves conflicts quickly. Characters are described narratively, and the focus is imagination, not detailed simulation. You can get the free SRD version of the rules online from chaosium.itch.io/questworlds.

The Basics

Core Mechanic: The core roll is a contest which resolves a situation (often an entire scene), or can be part of a group contest.

1. First **STATE YOUR CHARACTER(S) GOAL** and then **ROLL** your relevant ability with any modifiers.
2. The GM will set a **RESISTANCE TARGET NUMBER (TN)** and **ROLL** for the opposition.
3. For both player and GM rolls, tally results as follows:
 - a. **ROLLING HIGHER THAN THE TN = 0 SUCCESSES**
 - b. **ROLLING LESS THAN THE TN = 1 SUCCESS**
 - c. **ROLLING EQUAL TO THE TN = 2 SUCCESSES**
 - d. **EACH LEVEL OF MASTERY = 1 SUCCESS**
4. The **GM THEN ANNOUNCED THE OUTCOME** of the opposed roll.
5. The rolling player has the chance to influence the outcome by **SPENDING STORY POINTS (SP)** or to offer how a marginal defeat may be turned into a costly victory. Failure and defeat are considered a positive outcome for the story, and you **EARN XP WHEN YOUR ROLL FAILS**.

Story Points (SP): You have a story point pool (1 point per PC) and you spend from the pool. Pool refreshes when the GM sees fit (usually when sessions start, but perhaps during downtime or other moments).

Spending SP: You can spend an SP to gain an **ADDITIONAL SUCCESS** which depletes it from the pool. The GM may also allow you to spend 1-3 SPs to **EDIT THE PLOT** (the bigger the change, the higher the cost). Be careful about using SP's to always win. Stories are interesting with failure, and you receive XP by attempting something that fails.

Character Stats

Keyword: Represents a broad ability and reduces long skill lists. Example keywords are: profession, heritage, species, beliefs, and community. Settings may have one or more predefined keywords to select from to build your character.

Breakouts: Are a specialization of a keyword that provides a bonus to the keyword. Example:

Bodyguard 15

- Recognize Familiar Faces +5
- Street Fighting +5

In the above example, bodyguard contests would have a rating of 15, but if you're street fighting your rating is a 20. Even if the setting provides a list of predefined breakout, you can always create a new breakout with GM approval so long as it is credible.

Flaws: Used to hinder a player character (PC); if GM uses a flaw against you, you gain XP.

Ratings and Masteries: Abilities are rated from 1–20. This score denotes the target number when you roll in a contest. Once your ability is increased higher than 20, we break the score into one or more masteries. Each increment of 20 becomes a mastery and counts as one automatic success, with the remainder becoming the TN you need to roll on a d20.

We note masteries as TN + M. Example: 8M represents a TN of 8 and one mastery. Abilities above 20M are noted as TN + M#. Example: 3M2 represents a TN of 3 and 2 masteries.

Ability ratings progress as follows: 1-20, 1M-20M, 1M2-20M2, 1M3-20M3 and so forth.

Creating Characters

Starting Abilities and Flaws: Typically you create your character with **12 ABILITIES (ONE RATED AT 15, AND THE REST RATED AT 10)** and up to **3 flaws** (this may vary, ask your GM). Usually abilities are built around 1 or more keywords.

Breakouts: You may substitute a **BREAKOUT** (a +5 bonus to its parent keyword) for a standalone ability. A breakout considered a **DISTINGUISHING CHARACTERISTIC** can be rated at +10 (if approved by the GM).

Flaws: The 1st flaw is rated the same as the highest ability, the 2nd is rated equal to your 2nd-highest ability, and the 3rd your lowest. As abilities improve, flaw ratings improve as well. Breakouts are considered when determining highest abilities.

Improvement Points: Then you receive **20 POINTS TO IMPROVE YOUR ABILITIES**. Each improvement point increases an ability by +1 (up to a maximum of 5M). Breakouts cannot be increased with improvement points.

Gear: Not usually tracked. You have what is reasonable and can rate key equipment as an ability.

Advancement

Earning XP: Earn XP by (1) losing a contest or (2) GM using flaw or ability against you. You don't earn XP when assisting another character (even if that contest fails) or from an assured contest. You can earn a max of 5 XP per session.

Spending XP: With each 10 XP you earn one advance. An advance lets you choose two of the following.

- Increase an existing breakout ability by +5.
- Add a new breakout ability at +5.
- A new standalone ability at 10.
- Turn a stand-alone ability into a keyword by adding a new +5 breakout ability to it.

Doing Things

Resistance: GM sets, base resistance is 10 by default. If modern modifiers take resistance < 0, it becomes an assured contest which needs no roll and simply succeeds. Base resistance can go up as the campaign progresses.

Trying Again: Generally you can't unless your tactics have changed.

Die Rolls: Compare your success to the GM's. If your roll is less than the Target Number (TN) you have one success, if equal to the TN is 2 successes, if greater than the TN is 0 successes. Each Mastery equals one success. Spend a story point for an additional success.

Outcome: More successes than the GM give you the victory and you gain the prize. Fewer successes means you fail and don't get what you want. If the same number of successes (including zero successes), neither side gains the prize.

Degrees of Success. Sometimes degrees of success matter, often not. Narrate the outcome, possibly considering the degrees of success.

Victory at a Price: The GM may allow this when there are 0 degrees of success or a failure. You can pay a price to achieve the prize but there may be a consequence or boon to you or your adversary.

Consequences and Benefits: Are optionally doled out at GM's discretion for failure (-5 or -10) or success (+5 or +10). Give this a name such as 'broken arm' or 'high morale'.

Waning Effects of Consequences and Benefits: Consequences recover at a rate that makes narrative sense. Ask your GM when sessions begin about the status of any consequences. You can also use abilities to recover ahead of schedule; modify the base resistance by the inverse of the consequence rating (a -10 consequence will modify the base resistance by +10) and resolve as a contest. Any victory removes the consequence. Likewise, benefits wane over time.

Modifying Rolls

No relevant ability: Can treat it as a stretch or treat it as an ability rated at 5 for the roll.

Stretches: Are attempting difficult actions, usually resulting in a -5 or -10 to the TN.

Situational Mods: Are +/- 5 or +/- 10.

Augments: Using augment typically grants a +5 (or more rarely, +10) bonus to your ability score. Use an ability to give a bonus to another of your abilities. If a companion PC helps, you can use it. Augment can't be a bonus to a parent keyword or another breakout from the same parent keyword. Max 1 PC helping with an augment. Augment use must be entertaining and unusual; don't just try to hunt for bonuses without a unique and worthy story reason.

Hindrance: Acting against a flaw means a -5 or -10 penalty. GM can award XP if you act according to a flaw.

Contests

Contest: Broader in scope than some RPGs, resolves a scene's story obstacle or question.

Group Contest: Each player participant rolls vs. GM, successful rolls are tallied, at the end, the grand total determines the result. Side with highest wins. If you fail your content even though the group succeeds overall, the GM may give you a consequence. If you fail and the group fails, you suffer 2 consequences.

Sequences: There are three types of sequences: Scored, wagered, and chained. GM's select the type most appropriate for their game. Scored is the most common. Simple contest and group contest rules are sufficient for most game sessions, whereas sequences are for big moments such as a mass battle or the midpoint or finale of a campaign. See the full rules for details on sequences.