Building a Character

Each player grabs a book. On the back is their character sheet. At the top are Three Tokens.

Choose a Token as a primary token, then choose a Token as a secondary token.

The Tokens

Body (B) Physical Ability
Mind (M) Mental Ability
Spirit (S) Magical/Spiritual Ability

Give yourself one Attribute that describes your character, or what they can do.

Setting up the Game

Each player fills their own bag (known as The Keegan) with a Body token, a Mind token, a Spirit token, and a Failure Token. They need to be all different colours. When that's done, each player will add an extra token from the primary token, and their secondary token.

Each player has a pocketmod of this game, and they will turn to either the PAST, PRESENT, or FUTURE page. They don't have to discuss it, there can be multiple people at the same page.

Playing the Game

Each player will take turns being the storyteller. Storyteller describes their action, another player will call for a draw from The Keegan if there is a conflict. Storyteller draws from The Keegan, picks a Questor and keeps the token.

If they draw their primary token, the Questor will ask a question using a keyword from the same Token on their page about how they succeeded.

If they draw their secondary token, it's a question on how they succeeded at what cost.

If they draw any other token, it's a question on how they failed. If they draw the Fail Token then that leads to an injury, which means that they will cross off an Attribute that has been used this session. If there are no more attributes at all to cross off and the fail token is drawn then that character dies, give them a good send off.

Using Attributes

You can use an attribute once per session to draw a new token from the bag. You will take the better of the two tokens.

Getting Stronger

Once you draw the Fail token, if you have more tokens in your hand than you have attributes then you can gain an attribute. Put all the tokens back into The Keegan and then get ready to draw again

Getting Better

You can recover all your crossed off attributes at the beginning of a session. When its your time to be the storyteller, describe how your character was healed.

Past

(B) Body

Weapon, Training, Artifact, Grab, Climb, Jump, Break

(M) Mind

Plan, Strategy, Trap, Information, Clue, Learn, Forget

S Spirit

Sacrifice, Pledge, Cast, Seduce, Overcame, Healed

Present

(B) Body

Dagger, Bow, Sword, Shield, Chainmail, Jump, Climb, Grab, Break

(M) Mind

Con, Conversation, Trap, Guile, Information, Clue

S Spirit

Sacrifice, Spend, Cast, Connect, Seduce, Overcome

Future

(B) Body

Injury, Shield, Gauntlet, Resist, Break, Throw, Hit

(M) Mind

Plan, Strategy, Trap, Information, Hint, Forget, Remember, Learn

S Spirit

Pledge, Sacrifice, Spend, Give, Cast, Prophecy

Name: _____

(B) ☐ (M) ☐ (S) ☐

Attributes Used/Scratch

☐☐ _____
☐☐ _____
☐☐ _____
☐☐ _____
☐☐ _____
☐☐ _____
☐☐ _____
☐☐ _____
☐☐ _____
☐☐ _____

Quest(ion)

a Fantasy Game by
Jonathan Lavallee

Fonts:
Adobe Caslon Pro ©Adobe
Lucida Blackletter ©Bigelow and Holmes

Designed for the 24 hour RPG hosted by
1km1kt.net

Released Under CC license
BY-SA