



CORE QUICKSTART

Quickstart Guide

★ BUILT FOR GAME MASTERS ★

Less prep. Richer play.

Everything you need to run
compelling adventures and
create unforgettable stories.

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- 2. Build It
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- 4. Resolve It
- 5. Remember It



Easy for players
to learn



Easy to run
at the table



Designed to deeply
engage players in story



Designed to invest
players in their
characters



The App supports
simple character
creation



The App supports
rapid, rich story and
encounter development



The App encourages
players to engage with
the story during and
after the session

Your choices. Your powers. Your story.

Adventurers' Song™



Adventurers' Song™ Core Quickstart

Playtest Edition v0.5b

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Written and designed by Treff LaPlante.

Game system, world design, and art direction by Treff LaPlante.

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www.adventurerssong.com



treff@adventurerssong.com

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The Core Play Loop

Overview

Every important action follows the same path.



The rules help the table decide what happens — and what changes because of it.

Core Question

What changes?

Every pass through the loop should change the scene, the character, or the story.

One loop. Every kind of scene.



Isla must reach the Moonspire before the cult completes its ritual. She must talk past a guard, cross the rooftops, stop the cultist, heal the wounded, and carry the clues forward.

All of it follows the same path:
**Say It. Build It. Roll It.
Resolve It. Remember It.**

For Players



Start with what your hero tries to do.

The loop turns imagination into action in conversation, travel, danger, combat, healing, and story.



For GMs



Prep less. Run faster.

One simple structure helps with rulings, encounters, consequences, and continuity. The App saves time by tracking characters, conditions, scenes, and campaign history.



One loop. Every kind of scene. One story that keeps growing.



Say It

Before the rules, start with the story.

Step 1 of
the Core
Play Loop



1. What do you want to do?

Say what your character tries to do.



2. Why does it make sense?

Explain how it fits the situation.



3. Let's try it.

If it makes sense, then use the rules.



Hint!

You don't need to start by hunting for a rule.

Start by saying what your character tries to do.

Say it in normal words. Ask if it makes sense. Then let the rules help.

Peacetime Example: Talking Past the Gate Guard



1. What do you want to do?

I show the captain's token and ask to be let through the postern gate. The ritual has already begun.



2. Why does it make sense?

- I speak calmly and urgently.
- I show a token proving I belong here.
- The danger to the city is real.
- I know how to speak to guards.



3. Let's try it.

This may use Persuasion. If a token, seal, or reputation matters, the GM can include them. If the guard actively resists, this may become a Contest.



Success: The guard lets Isla through.



Strong success: The guard lets her through and warns her about the tower watch.



Failure: The guard hesitates and asks for more proof.



Bad failure: The guard raises an alarm.

Combat Example: Swinging from a Banner



1. What do you want to do?

I grab the hanging banner, swing across the chapel, and kick the cultist away from the ritual fire.



2. Why does it make sense?

- The banner is close enough to grab.
- There is room to swing.
- The cultist is standing near the brazier.
- My character is athletic.



3. Let's try it.

This becomes a Skill Chain. Athletics helps you grab and swing. Acrobatics helps the landing. Unarmed Strike helps you drive the cultist back.



Success: You swing across and kick the cultist away from the brazier.



Strong success: You knock the cultist down and interrupt the ritual.



Failure: You swing across, but miss the kick.



Bad failure: The banner tears, and you crash beside the ritual fire.



New Skill? Start at 0.

It is okay if the Skill is not on your sheet yet. If your character can reasonably try it, the GM can let you attempt it at 0. Since characters learn by doing, that Skill can grow if it matters in play.



Start with the story. If it makes sense, the rules are there to help bring it to life.



Build It

Turn your idea into a fair roll.

Step 2 of
the Core
Play Loop



Hint!

Build only
what matters.

Do not pile on extra
Skills. Each one
must clearly help
the action.



Use one Skill when
one thing decides
the result.

VS.



Build a Skill Chain when
the action has
meaningful parts.

The 3 Parts of a Skill Chain



Gate Step

This must work first.



Support Step

This helps the final roll.



Result Step

This decides the outcome.

Identify Skills that combine for an effect. Roll Gate Steps separately.
Then roll the Result Step and include any Support Skills.

Peacetime Example: Reaching the Tower Window

Player says:

*"I secure a rope to the gargoyle, climb the wall,
and pull myself in through the high tower window."*



Ropework

Gate Step

This must
work first.



Parkour /
Urban Traversal

Support Step

This helps
the final roll.



Scaling

Result Step

This decides
the outcome.



Roll Ropework first. If it works, Parkour /
Urban Traversal helps the Scaling roll.

Combat Example: Rooftop Strike

Player says:

*"I sprint across the roof, leap the alley,
and strike the cultist with my dagger."*



Parkour /
Urban Traversal

Support Step

This helps
the final roll.



Leap

Gate Step

This must
work first.



Dagger

Result Step

This decides
the outcome.



Roll Leap first. If it works, Parkour /
Urban Traversal helps the Dagger roll.



Build only what matters. Then roll.



Roll It.

When the outcome matters, let the dice decide.

Step 3 of
the Core Play Loop



Roll Gate Steps first.

If a Gate Step fails,
the action stops
or changes.



Add Support Steps to the Result Step.

Support Steps help
the final roll if they
clearly apply.



Roll the Result Step.

This is the roll that
decides what
happens.



Compare the result.

Use a DN Check for a
fixed challenge. Use a
Contest when someone
or something opposes you.



Hint!

Roll when failure would matter.
If success is obvious, let it happen.
If failure would change
the scene, roll it.

Quick Difficulty Guide

Everyday	5
Easy	10
Moderate	20
Difficult	25

Typical Skill Values

Focus Skill about	7
Non-Focus Skill about	2

Gate Roll: d20 + Gate Skill vs Gate DN
Result Roll: d20 + Result Skill + Support Skills

Peacetime Example: Reaching the Tower Window



"I secure a rope to the gargyle, climb the wall,
and pull myself in through the high tower window."



Gate Step: Ropework +2 vs Easy DN 10
If Ropework fails, the rope slips and
the climb cannot work.



Result Step: Scaling +7



Support Step: Parkour /
Urban Traversal +2



Final Roll: d20 + 9 vs Moderate DN 20



Type: DN Check
The tower wall is difficult, but it is
not actively fighting back.



Combat Example: Rooftop Strike



"I sprint across the roof, leap the alley,
and strike the cultist with my dagger."



Gate Step: Leap +7 vs Moderate DN 20
If Leap fails, you do not reach the cultist.



Result Step: Dagger +7



Support Step: Parkour /
Urban Traversal +2



Final Roll: d20 + 9



Type: Contest
Opposition Roll: Defense +7.
Highest result wins.



Roll the uncertain part. Then see what changes.



Resolve It

Turn the roll into what happens now.

Step 4 of
the Core
Play Loop



Find the winner.

Did the roll beat the DN or win the Contest?



Count the Margin.

Margin is how much the winning roll beat the target.



Apply the effect.

For attacks, Margin becomes Damage. For healing, Margin becomes Healing.



Look for growth.

If the moment mattered, the Skills used may improve.

Margin = Effect

Damage for attacks. Healing for recovery.



Hint!

Narrative + Roll = Skill Growth

Success can teach. Failure can teach.
Heroic moments can change a character.



Heroic: Player 2 + GM 2



Epic: Player 4 + GM 4



Legendary: Player 6 + GM 6

Use these points on Skills that truly mattered in the attempt.



Heroic Success — succeed in a way worth remembering



Success — do what you tried to do



Failure — miss the goal, but the scene continues



Bad Failure — fail, and a new problem appears

Peacetime Example: Healing an Ally

Result Step: Field Medicine



Roll: 23 vs DN 20



Margin: 3



Resolve It: Your ally heals 3 Health.



Growth: If this was Heroic, Player and GM may each award 2 Skill points to Skills that mattered, such as Field Medicine.



Combat Example: Rooftop Strike

Result Step: Dagger



Roll: 26 vs Defense 18



Margin: 8



Resolve It: Your dagger deals 8 Damage.



Growth: If this was Heroic, Player and GM may each award 2 Skill points to Skills that mattered, such as Dagger, Leap, or Parkour / Urban Traversal.



Find the Margin. Apply the effect. Let the character grow.



Remember It

Record what changed, so the story can grow.

Step 5 of
the Core
Play Loop



1. What happened?

Capture the key event.



2. What changed?

Note the result and its effects.



3. What matters next?

Identify what to watch for.



Hint!

If it could matter later, write it down.

Names, promises, wounds, clues, enemies, rewards, and relationships are all worth keeping.

Write down the parts of the story that can matter later.

People • Choices • Wounds • Clues • Promises • Rewards • Reputation

Peacetime Example: The Guard at the Gate



- The guard knows Isla's face.



- The captain's token was shown at the gate.



- The watch may trust Isla more.



- Isla learned the cult has gone to the Moonspire.



Combat Example: Rooftop Strike



- The cultist was driven back.



- Isla's ally has an opening.



- A ritual knife bears the Black King sigil.



- Isla may gain a reputation for reckless bravery.



What the story remembers can shape what happens next.



CORE QUICKSTART

Learn the Core Play Loop

Quickstart Guide

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