**GENSHIN IMPACT: WORLD QUESTS**

**by G. M. Steward**

## QUICK START

Genshin Impact: World Quests is a simple Tabletop Role-Playing Game based in the world of Teyvat from Genshin Impact. Players take the roles of various characters within the world, most blessed with magical powers from one of seven Elements. While players have the option to create their own characters, the game encourages people to play as familiar pre-prepared characters from Genshin Impact, each of which have unique abilities, personalities, and backstories.

This quick start one-page ruleset assumes players are familiar with the general rules of tabletop RPGs and Genshin Impact; more details are in the links above.

### Characters

Characters in this game come pre-prepared on sheets separate from this one. Character sheets are split into three columns. The center contains the character's portrait, stats, special abilities, and base weapon. Stats have the base value printed on them. The left column contains roleplaying information, aptitudes, and equipment. The right column contains combat abilities. Each character has a specific type of weapon and can equip five artifacts; a character cannot have two artifacts of the same classification. It is notable that characters do not gain experience; to improve a character a player has to find better equipment via weapons, artifacts, or constellations. Players keep most loot between sessions, able to transfer upgrades from character to character. Primogems can be used for rerolls or to wish for better equipment. It is possible to create custom characters, see the bottom of the Characters sub-document for that.

### Overworld

Overworld gameplay consists of exploration, role-playing, puzzle-solving, and interacting with the inhabitants of Teyvat. This mode is not very structured—the players and the GM interact with one another to tell the story of an adventure. Whenever a player character (PC) tries to do something that might not be a guaranteed success, the GM decides how hard it is for that character: generally assigning a level from 1 to 10. Level 1 tasks require a roll of 3 to succeed at, level 2 requires 6, and so on up to level 10 requiring 30. Without enhancements or benefits, level 6 is the maximum level task a character can perform. Certain characters may have aptitudes that can make rolls easier or harder, but the GM is encouraged to tailor the difficulty based on a character's backstory, situation, and experience with whatever the task may be. The GM and players are also encouraged to put story and character interaction above strict realism during Overworld play—feel free to go crazy and have fun. Character stats should not be relevant in the

Overworld—if they are, chances are it's time to go into Combat. Some Special Abilities are relevant to both Overworld and Combat play. Combat abilities can be used in Overworld play as well, but this is very situational. Rolling a 20, in any mode of the game, is a critical success, the GM is encouraged to come up with a bonus effect to enhance the attempt. Rolling a 1 is always a critical failure, and the GM is encouraged to come up with something negative.

### Combat

When combat occurs, turn order (initiative) must be determined. Player character (PC) initiative is determined by a 20-sided die roll modified by any aptitudes. Enemies will simply have an initiative of their level times 3, unless they have some special ability. Highest number goes first and then the next and so on.

During battle, distances matter. Adjacent: within 5 feet. Immediate: within 10 feet. Short: 25 feet. Medium: 50 feet. Long: 100 feet. Very Long: 500 feet. Line of sight can potentially go further than this. Distances are as rough or as exact as needed for player play styles.

During a turn any entity gets one movement action and one attack action. The movement must be done first and then the attack. By default, entities can move a short distance as a movement action. If the combat action is surrendered, an entity can move a medium distance. Repositioning within an immediate distance is considered a "free" action, but still must be done before any combat actions. Most attacks can be performed as a combat action, but a few of them will require the movement action to be surrendered, such as Elemental Bursts. Players are always welcome to do "something else" as a combat action, up to the GM's discretion.

When an attack is made, if the attacker is a PC, the attack should hit automatically unless there is some kind of special condition in place. PCs do not roll to hit; they roll to see if they initiate a crit, which deals double damage. By default only rolls of 20 trigger crits, but this can be adjusted through many means.

Damage is unique to each ability, but is usually based on player Attack (ATK). The total damage is usually subtracted from the target's Hit Points(HP). If they have Armor, the Armor blocks damage equal to itself. If a Shield is active damage is taken from the Shield instead of HP. Friendly fire does not occur unless otherwise stated or on a roll of 1 by the GM's choice. When an enemy attacks a PC, the PC rolls to dodge the attack by rolling higher than the enemy's level times 3; or the attack's level times 3 if it is specified.

When HP goes to zero, an entity is considered Down. If the entity does not receive medical attention of some kind within an hour, Down becomes Dead. Healing

abilities do not work on a Downed character but it does count as medical attention. An hour after receiving medical attention, healing will work again. Downed entities cannot take combat actions. If a Downed character is attacked directly and hit, they become Dead. Sometimes an entity will gain a Shield. The Shield will always have a strength associated with it, which is how much damage it can take before vanishing. A shield takes double damage when hit by an Element it reacts with, a claymore, or an explosion. Dealing more damage than necessary to destroy a shield does not carry through to the target's HP normally. Shields take half damage when hit by their Element. Geo shields do not take double damage from reacting Elements, but do from Geo attacks.

PCs have very strong abilities called Elemental Bursts. Once a PC uses a Burst, it cannot be used again until a PC takes a rest. Each PC gets four default rests in a day: a full turn, a minute, an hour, and a full night's sleep. These can be taken in any order.

At the core of combat are Elemental Reactions. Any attack that has an Element associated with it applies that element to the target. One Element applied to a target doesn't do anything but stick around. Once two exist on a single entity, a Reaction takes place immediately when the second Element is applied. If a Reaction is not possible, the second Element supplants the old one, unless the old element was on a shield, in which case the shield Element is the one that remains. The elements are Anemo, Geo, Electro, Dendro, Hydro, Pyro, and Cryo. Objects can be afflicted with Elements in order to trigger a reaction if desired. Allies can be afflicted to, if chosen (or required in some cases). Shields prevent elements from persisting, but can be reacted with if they have an element. Unless otherwise stated, Reactions clear the elements used to make them. Reactions are automatic and do not crit.

The effects of most Reactions are determined by Elemental Mastery (EM).

### Reactions

**Anemo + Electro/Hydro/Pyro/Cryo:** *Swirl*. Deals EM damage of the non-Anemo element, immediate range. Secondary reactions can occur, but not another Swirl. Non-Anemo element remains on all targets hit. If multiple Swirls occur at once, no target can be hit more than once.

**Geo + Electro/Hydro/Pyro/Cryo:** *Crystalize*. Produces a shield that can be placed on a target within immediate distance of the reaction. The shield has strength equal to the reactor's EMx2 and is of the non-Geo element.

**Electro+Dendro:** *Catalyze.* Does nothing, but does not clear when this Reaction is triggered.

**Electro+Hydro:** *Charged.* Deals EM damage to target. All targets within immediate range of the reaction with Hydro on them take EM damage. The effect chains as long as there are Hydro afflicted targets. Hits allies.

**Electro+Pyro:** *Overload.* Deals EM damage, immediate range, counts as an explosion. Hits allies. If multiple Overloads occur at once, no target can be hit more than once.

**Electro+Cryo:** *Superconduct.* Identical to Overload, but is not an explosion and does not hit allies.

**Dendro+Hydro:** *Bloom*. Creates a Dendro Core that can be placed anywhere within immediate range. Does nothing until reacted with. If a 9th Dendro Core is placed on the field, the nearest Dendro Core to the just created one explodes, dealing EM damage, adjacent range, including allies.

**Dendro+Pyro:** *Burning.* Deals EM Pyro damage to target every round until they take a turn to put out the fire or it is put out for them. Any *Burning* entity that does not use its turn to put the fire out spreads *Burning* to every adjacent Dendro-afflicted entity. This effect persists if the burning entity moves. Spreads to allies. A burning entity is considered to have Pyro applied.

**Hydro+Pyro:** *Vaporize.* Repeats the initiating attack's damage, not effects. Includes crit-based damage.

**Hydro+Cryo:** *Freeze.* Frozen entities cannot dodge attacks at all. On a Frozen entity's turn, the entire turn is spent becoming unfrozen. If Geo, an explosion, or a claymore hits a Frozen target, the attack deals double damage but removes the Frozen status. A frozen entity is considered to have Cryo applied.

**Pyro+Cryo:** *Melt*. Repeats the initiating attack's damage, not effects. Includes crit-based damage.

**Catalyze+Electro:** *Aggravate.* Doubles the initiating attack's damage. Does not clear Catalyze. Includes crit-based damage.

**Catalyze+Dendro:** *Spread*. Doubles the initiating attack's damage. Does not clear Catalyze. Includes crit-based damage.

**Dendro Core+Pyro:** *Burgeon.* Deals EM damage to everything within short range. Hits allies. If multiple burgeons occur no target can be hit more than once.

**Dendro Core+Electro:** *Hyperbloom.* Creates a missile that hits the nearest enemy for EMx2 damage. Hits no matter how far away the enemy is. Cannot be dodged or evaded.

Note: during a single attack, an entity cannot trigger two Reactions on the same target. If you manage to trigger both Overload and Supercharge on the same entity on the same turm, only the first takes effect. Note that this does not block secondary reactions--Swirl can still spread Pyro and trigger further reactions, so long as the reaction

is not taking place on the entity the Swirl originated on, or an entity that was already Swirled in that turn.

All the rest of the information can be found in the sub-documents linked at the start of this guide.

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Looking for people to play with? We have a Discord Server: https://discord.gg/Y9jNGrt5vR come and join!