

QuestForge — Concept Poster

Print this and pin it up — an at-a-glance map of the QuestForge cast and the ideas each one carries. Come back to it whenever you want to remember who teaches what.

Spark & Anvil is a 501(c)(3) public charity. Every app, story, and book is free, forever — no ads, no in-app purchases, no tracking. Released under Creative Commons BY-NC-SA 4.0 for educational reuse.

Meet the cast — and what each one teaches

Character	What they carry
Sheet	Point-buy character creation + stat optimization — every build is a legitimate story
Roll	Dice probability + distribution — dice don't remember; every roll is its own universe
Fork	Branching narrative + decision design — two paths, both real, both lead somewhere
Hex	Encounter map grid + range/AOE geometry — math you can SEE
Hoard	Resource economics + budget — tools-not-trophies; counter-tropic friendly dragon

Key ideas at a glance

The big concepts this cast helps you master:

- Point-Buy
 - Modifiers
 - Probability
 - Branching
 - Dialogue
 - Grids
 - AoE
 - Economics
 - Combat Round Structure Turn Taking
 - Descriptive Writing For Setting
 - Conflict Resolution Mechanics
 - World Building Cohesion
 - Cross Topic Connections
 - Real World Game Design Careers
 - Misconceptions And Reasoning
 - Advanced Synthesis
-

Keep exploring online

- **Play it now:** [https:// sparkanvil.org/play/questforge](https://sparkanvil.org/play/questforge)
- **Meet the cast:** [https:// sparkanvil.org/cast/questforge](https://sparkanvil.org/cast/questforge)
- **More free books:** [https:// sparkanvil.org/books](https://sparkanvil.org/books)