



qags 2nd edition

holy shit i gotta run a game! worksheet



What genre do I want to use?

How serious is the game going to be?

Here's some kind of vague idea of the plot:

How the fuck do I get the characters involved in that plot?

Here's a good way to get the characters naked and on fire:

Who can attack the characters if things get boring?

Here's an idea I've always wanted to use. Maybe tonight's the night:

What will happen if the characters save the day?

What will happen if the characters get their asses kicked?

Here are some GMCs I'll need. I'll figure out the details any minute now:

Here are some movies I can rip off:

Which of this stuff do I want to use?
(circle all that apply)

GMCs:

- Nazis
- Ninjas
- Monsters
- Pirates
- Gangsters
- Spies
- Aliens
- Cultists
- Talking Monkeys
- Mad Scientists
- Special Guest Stars
- Elvis Impersonators

EVENTS:

- Gunfight
- Robbery
- Kidnapping
- Brawl
- Car Chase
- Murder
- Mystical Convergence

STUFF:

- Zeppelin
- Cathedralpult
- Giant Robot
- Big Pile of Gold
- Blasphemous Tome
- Time Machine
- Spaceship
- Magic Cheese
- Drugs
- Occult Artifact
- Compromising Photos