	(	<b>QAGS SECOND EDITIO</b> Play better games. Have more fun!			
$\bigcap$	Body	Name	Skills		
E	13	Bobby Mallone	Sneak Around +3		
AN CO	Brain	Character Concept/Archetype	Knock Out Teeth +2		
	15	Working Stiff	Interrogation +1		
	Nerve	Job			
	12	Private Detective (13)			
	H.P.	Gimmick			
	13	Hard Boiled (12)			
Yum Y	ums	Weakness			
	च 2	Wrong Place, Wrong Time (12)			
Tag Line	: "I work a	alone."	WWPHITM?		
Dumb Fa	Dumb Fact: Theme Music by The ClashBruce Campbell				
Outer full       Outer full       Outer full         Qik Start Rules       Notes & Stuff         1. Roll a d20 and divide by 2. Add 6 to the result.       Assign the Numbers to Body, Brain, Nerve, and Gimmick.         3. Your Weakness Number equals your Gimmick Number.       Choose 3 Skills. Give one of them a +3 Skill Bonus, one a +2, and one a +1.         6. Health Points are equal to Body.       That's how many Yum Yums you start with.         Hor Dict Work       Image: Start with with with with with with with wit					

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Body	Name	Skills			
14	Darla Sanders	Stripper Fu +3			
Brain	Character Concept/Archetype	Shoot Your Ass +2			
13	Pistol Packin' Mama	Find Stuff Out +1			
Nerve	Job				
13	Exotic Dancer (12)				
H.P.	Gimmick				
<b>1</b> 4	Feminine Wiles (12)				
Yum Yums	Weakness				
2	Attracts Attention (12)				
Tag Line: "Don't fu	uck with me."	WWPHITM?			
Dumb Fact: The	me Music by Motley Crue	Rose McGowan			
Outer Fuel of the fuel of by finitely of determination         Qik Start Rules       Notes & Stuff         1. Roll a d20 and divide by 2. Add 6 to the result.       9. Repeat 4 more times.         2. Repeat 4 more times.       3. Assign the Numbers to Body, Brain, Nerve, and Gimmick.         3. Your Weakness Number equals your Gimmick Number.       6. Choose 3 Skills. Give one of them a +3 Skill Bonus, one a +2, and one a +1.         6. Health Points are equal to Body.       7. Roll a d20 and divide by 5. That's how many Yum Yums you start with.         How Dict Work       Image: Comparison of the start with with the start with					

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$\square$	Body	Name	Skills		
E	12	Major Hank Miller	Survival +3		
	Brain	Character Concept/Archetype	Blow Shit Up +2		
	14	Old Soldier	Shoot To Kill +1		
	Nerve	Job			
	14	Ex-Marine (14)			
	H.P.	Gimmick			
))) DDDD	12	Grizzled Veteran (11)			
Yum Y	ums	Weakness			
	3 2	Getting Too Old For This Shit (11)			
Tag Line: "This means war."			WWPHITM?		
Dumb Fa	Dumb Fact: Theme Music by Iron Maiden         Lance Henriksen				
Qik Start Rules       Notes & Stuff         1. Roll a d20 and divide by 2. Add 6 to the result.       2. Repeat 4 more times.         3. Assign the Numbers to Body, Brain, Nerve, and Gimmick.       4. Your Weakness Number equals your Gimmick Number.         5. Choose 3 Skills. Give one of them a +3 Skill Bonus, one a +2, and one a +1.       6. Health Points are equal to Body.         7. Roll a d20 and divide by 5. That's how many Yum Yums you start with.       How Ditte Wark         Image: Wark       Image: Wark         Image: Wark       Image: Wark         Image: Wark       Image: Wark					

Body       Name       Skills         14       Rick Marsden       Fix Stuff +3         13       Good Samaritan       Self Defense +2         13       Good Samaritan       Skulk About +1         13       Cab Driver (12)       Skulk About +1         14       Car Fu (14)       Kerve       Skulk About +1         14       Car Fu (14)       Veakness       Veakness         15       Strange Vehicle Magnet (14)       Tage Line: "Now I'm pissed."       WWPHITM?         Dumb Fact: Therre Music by Motorhead       Jason Statham       Statham         1       Roll a d20 and divide by 2. Add 6 to the result.       Notes & Stuff       Stuff         1       Roll a d20 and divide by 2. That's how many Yum Yums you start with.       Notes A Stuff       School Stuff         1       Roll a d20 and oivide by 5. That's how many Yum Yums you start with.       School Stuff       School Stuff         1       Roll a d20 and divide by 5. That's how many Yum Yums you start with.       School Stuff       School Stuff         1       Roll a d20 and divide by 5. That's how many Yum Yums you start with.       School Stuff       School Stuff         1       Roll a d20 and divide by 5. That's how many Yum Yums you start with.       School Stuff       School Stuff         1       Ro	QAGS SECOND EDITION Play better games. Have more fun!				
Image: Self Defense +1       Self Defense +2         Image: Self Defense +2       Skulk About +1         Image: Self Defense +2       Skelf Defense +2         <	$\square$	Body	Name	Skills	
Image: Conception on opport       Skulk About +1	E	14	Rick Marsden	Fix Stuff +3	
Nerve       Job         13       Cab Driver (12)         13       Cab Driver (12)         14       Car Fu (14)         Yum Yums       Weakness         2       Strange Vehicle Magnet (14)         Tag Line: "Now I'm pissed."       WWPHITM?         Dumb Fact: Theme Music by Motorhead       Jason Statham         Qik Start Rules       Notes & Stuff         1. Roll a d20 and divide by 2. Add 6 to the result.       Repeat 4 more times.         3. Assign the Numbers to Body, Brain, Nerve, and Gimmick.       Notes & Stuff         4. Your Weakness Number equals your Gimmick Number.       Choose 3 Skills. Give one of them a +3 Skill Bonus, one a +2, and one a +1.         6. Health Points are equal to Body.       Fault a d20 and divide by 5. That's how many Yum Yums you start with.		Brain	Character Concept/Archetype	Self Defense +2	
13       Cab Driver (12)         Image: H.P.       Gimmick         Id       Car Fu (14)         Id       Car Fu (14)         Yum Yums       Weakness         Image: Ima		13	Good Samaritan	Skulk About +1	
H.P.Gimmick14Car Fu (14)Yum YumsWeakness2Strange Vehicle Magnet (14)Tag Line: "Now I'm pissed."WWPHITM?Dumb Fact: Theme Music by MotorheadJason StathamQik Start RulesJason Statham0 K Start RulesNotes & Stuff1. Roll a d20 and divide by 2. Add 6 to the result.Notes & Stuff2. Repeat 4 more times.Assign the Numbers to Body, Brain, Nerve, and Gimmick.3. Assign the Numbers to Body, Brain, Nerve, and Gimmick.Notes 3 Skills. Give one of them a +3 Skill Bonus, one a +2, and one a +1.6. Health Points are equal to Body.7. Roll a d20 and divide by 5. That's how many Yum Yums you start with.		Nerve	Job		
IdCar Fu (14)Yum YumsWeaknessImage: 2Strange Vehicle Magnet (14)Tag Line: "Now I'm pissed."WWPHITM?Dumb Fact: Theme Music by MotorheadJason StathamQik Start RulesJason Statham1. Roll a d20 and divide by 2. Add 6 to the result.Notes & Stuff2. Repeat 4 more times.Assign the Numbers to Body, Brain, Nerve, and Gimmick.4. Your Weakness Number equals your Gimmick Number.Stoke one of them a +3 Skill Bonus, one a +2, and one a +1.6. Health Points are equal to Body.That's how many Yum Yums you start with.		13	Cab Driver (12)		
Yum Yums       Weakness         2       Strange Vehicle Magnet (14)         Tag Line: "Now I'm pissed."       WWPHITM?         Dumb Fact: Theme Music by Motorhead       Jason Statham         Qik Start Rules       Notes & Stuff         1. Roll a d20 and divide by 2. Add 6 to the result.       Notes & Stuff         2. Repeat 4 more times.       Assign the Numbers to Body, Brain, Nerve, and Gimmick.         4. Your Weakness Number equals your Gimmick Number.       Give one of them a +3 Skill Bonus, one a +2, and one a +1.         6. Health Points are equal to Body.       7. Roll a d20 and divide by 5. That's how many Yum Yums you start with.		H.P.	Gimmick		
2       Strange Vehicle Magnet (14)         Tag Line: "Now I'm pissed."       WWPHITM?         Dumb Fact: Theme Music by Motorhead       Jason Statham         Qik Start Rules       Notes & Stuff         1. Roll a d20 and divide by 2. Add 6 to the result.       Notes & Stuff         2. Repeat 4 more times.       Assign the Numbers to Body, Brain, Nerve, and Gimmick.         4. Your Weakness Number equals your Gimmick Number.       String one a +1.         5. Choose 3 Skills. Give one of them a +3 Skill Bonus, one a +2, and one a +1.       Health Points are equal to Body.         7. Roll a d20 and divide by 5. That's how many Yum Yums you start with.       Context and the start with.	Ħ	14	Car Fu (14)		
Tag Line: "Now I'm pissed."WWPHITM?Dumb Fact: Theme Music by MotorheadJason StathamQik Start RulesJason StathamQik Start RulesNotes & Stuff1. Roll a d20 and divide by 2. Add 6 to the result.Notes & Stuff2. Repeat 4 more times.Assign the Numbers to Body, Brain, Nerve, and Gimmick.3. Assign the Numbers to Body, Brain, Nerve, and Gimmick.Notes & Stuff4. Your Weakness Number equals your 	Yum Y	ums	Weakness		
Dumb Fact: Theme Music by Motorhead       Jason Statham         Qik Start Rules       Notes & Stuff         1. Roll a d20 and divide by 2. Add 6 to the result.       Notes & Stuff         2. Repeat 4 more times.       Assign the Numbers to Body, Brain, Nerve, and Gimmick.         4. Your Weakness Number equals your Gimmick Number.       Choose 3 Skills. Give one of them a +3 Skill Bonus, one a +2, and one a +1.         6. Health Points are equal to Body.       That's how many Yum Yums you start with.		द 2	Strange Vehicle Magnet (14)		
Qik Start Rules       Notes & Stuff         1. Roll a d20 and divide by 2. Add 6 to the result.       2. Repeat 4 more times.         2. Repeat 4 more times.       3. Assign the Numbers to Body, Brain, Nerve, and Gimmick.         4. Your Weakness Number equals your Gimmick Number.       5. Choose 3 Skills. Give one of them a +3 Skill Bonus, one a +2, and one a +1.         6. Health Points are equal to Body.       7. Roll a d20 and divide by 5. That's how many Yum Yums you start with.	Tag Line: "Now I'm pissed."   WWPHIT				
<ol> <li>Roll a d20 and divide by 2. Add 6 to the result.</li> <li>Repeat 4 more times.</li> <li>Assign the Numbers to Body, Brain, Nerve, and Gimmick.</li> <li>Your Weakness Number equals your Gimmick Number.</li> <li>Choose 3 Skills. Give one of them a +3 Skill Bonus, one a +2, and one a +1.</li> <li>Health Points are equal to Body.</li> <li>Roll a d20 and divide by 5. That's how many Yum Yums you start with.</li> </ol>	Dumb Fact: Theme Music by Motorhead			Jason Statham	
	result. 2. Repeat 4 3. Assign th and Gim 4. Your We Gimmick 5. Choose Bonus, c 6. Health P 7. Roll a di many Yu How Di	20 and div 4 more tin he Number mick. eakness k Number 3 Skills. ( one a +2, Points are 20 and d um Yums	vide by 2. Add 6 to the nes. ers to Body, Brain, Nerve, Number equals your Give one of them a +3 Skill and one a +1. equal to Body. ivide by 5. That's how	Stuff	

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$\square$	Body	Name	Skills		
E	14	Tommy Chang	Intimidation +3		
AN LON	Brain	Character Concept/Archetype	<b>Beat People Up +2</b>		
	12	Thug	Find Stuff Out +1		
	Nerve	Job			
	14	Triad Enforcer (12)			
	H.P.	Gimmick			
Ħ	14	Gun Fu (13)			
Yum Y	ums	Weakness			
	च 2	Wanted Dead or Alive (13)			
Tag Line	: "I would	n't do that if I were you."	WWPHITM?		
Dumb Fa	Dumb Fact: Theme Music by Black SabbathChow Yun Fat				
Qik Start RulesNotes & Stuff1. Roll a d20 and divide by 2. Add 6 to the result.2. Repeat 4 more times.2. Repeat 4 more times.3. Assign the Numbers to Body, Brain, Nerve, and Gimmick.3. Assign the Numbers to Body, Brain, Nerve, and Gimmick.4. Your Weakness Number equals your Gimmick Number.5. Choose 3 Skills. Give one of them a +3 Skill Bonus, one a +2, and one a +1.6. Health Points are equal to Body.6. Health Points are equal to Body.7. Roll a d20 and divide by 5. That's how many Yum Yums you start with.How DICE WorkImage: Discussion of the start with.How DICE WorkImage: Discussion of the start with.					
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$\overline{m}$	Body	Name	Skills		
E	13	Ezekiel Washington	Pursuit Driving +3		
AN CON	Brain	Character Concept/Archetype	Police Brutality +2		
	11	Cop on the Edge	Intimidation +1		
	Nerve	Job			
	16	Street Cop (11)			
	H.P.	Gimmick			
鲁	13	Hard to Kill (13)			
Yum Y	ums	Weakness			
	द 2	Drug Addiction (13)			
Tag Line: "I'm gonna rip off your head and shit down your neck."			WWPHITM?		
Dumb Fa	Dumb Fact: Theme Music by N.W.A.Samuel L. Jackson				
Qik Start RulesNotes & Stuff1. Roll a d20 and divide by 2. Add 6 to the result.2. Repeat 4 more times.2. Repeat 4 more times.3. Assign the Numbers to Body, Brain, Nerve, and Gimmick.4. Your Weakness Number equals your Gimmick Number.6. Health Points are equal to Body.5. Choose 3 Skills. Give one of them a +3 Skill 					
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