

QAAGS

Second Edition



Qik-Start Rules

QAGS 2nd Edition Qik Start Rules

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About QAGS 2nd Edition

QAGS Second Edition (QAGS 2E or Q2E) is Hex Games' Quick Ass Game System, sold separately. The QAGS system is designed for cinematic role-playing, and emphasizes storytelling and fun over "reality" and math. To learn more about QAGS, visit www.hexgames.com

About the Qik Start Rules

This document contains the basic rules for running a QAGS game. The QAGS Second Edition Rulebook contains lots of ideas, rules, examples, and advice not presented here. If you want to use QAGS for a campaign, or are new to role-playing, we highly recommend purchasing a copy of the complete Q2E rules.

The Q2E Qik Start Rules are **NOT** Open Content. If you are interested in publishing a game book using the QAGS system, contact creative@hexgames.com.

The Qik Start Rules may be printed and photocopied for personal and instructional use only.



WORDS & NUMBERS

QAGS characters are described in terms of mechanics by certain Words. Many of these Words have Numbers associated with them. The specific Words used in Q2E, as well as the rules for determining the related Numbers, are described below. Before you start figuring these out, you should come up with a solid character concept. More information about designing a character concept is given in the Q2E rulebook.

Body, Brain, and Nerve

Body, Brain, and Nerve describe a character's natural abilities and aptitudes. Most people have Body, Brain, and Nerve scores between 6 and 16, with 11 being an average score.

Body is the character's overall physical condition. This includes brute strength, hand-eye coordination, manual dexterity, agility, physical appearance, and general health.

Brain describes a person's mental abilities. Common sense, memory, general knowledge, perception, and the ability to think abstractly and solve problems are all aspects of a character's Brain.

Nerve describes the character's emotional and social abilities. Characters with high Nerve scores are cool under pressure, have good instincts, and know how to interact with people. Nerve also describes a character's willpower and ability to cope with fear or stress.

Job

A character's Job describes what he does. This often means what he does for a living, but this is not always the case. A Job is more than just a set of skills; it often suggests or defines a character's role in society and lifestyle. The player and GM should work together to determine what trappings, benefits, and skills a Job entails. They should also consider ways in which a particular character departs from the stereotype. Job Numbers range from 6 to 19, with the

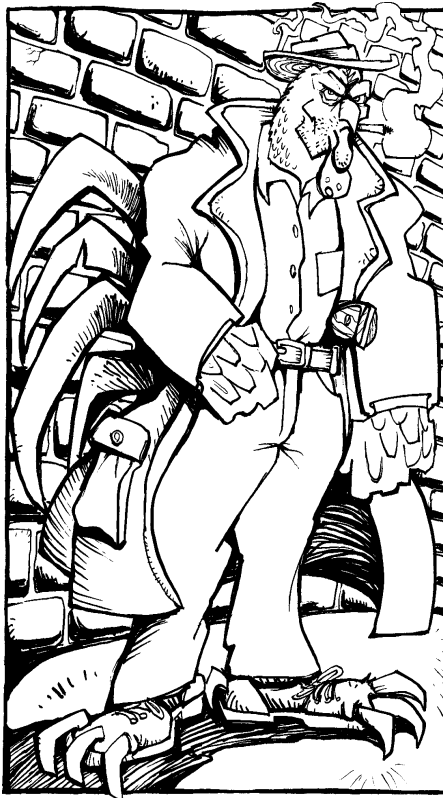
average professional having a score between 9 and 13.

Gimmick

This Word is an unusual or unique trait, advantage, resource, or ability your character possesses, such as "Superhuman Strength" or "Always Find a Parking Space." In most cases, you can't learn a Gimmick; you either have it or you don't. Gimmick Numbers range from 1 to 20 depending on how often they work.

Weaknesses

A Weakness is some sort of major disadvantage that the character must contend with. It should be like a tragic flaw in literature, not just some annoying character trait or minor inconvenience. The character's Weakness should be something that he has little or no control over and that presents a constant threat to his well-being. Curses, debilitating injuries, and psychological malfunctions of every type are good examples of Weaknesses. Weakness Numbers range from 1 to 20, depending on how often they affect the character.



SAMPLE WORDS

Below are some sample Jobs, Gimmicks, Weaknesses, and Skills for QAGS characters. This list is by no means exhaustive. Any trait you can think of is acceptable, as long as it fits the game world.

Jobs

Airborne Ranger, Baseball Player, Cat Burglar, Dog Catcher, Exterminator, Frat Boy, Gangsta Rapper, Handyman, Inventor, Janitor, Knight, Librarian, Medic, Naturalist, Optometrist, Policeman, Quartermaster, Rock Star, Scientist, Taxidermist, Undertaker, Viking, Weatherman, X-Ray Technician, Yoga Instructor, Zombie Master

Gimmicks

Automatic Writing, Babe, Cosmic Powers, Dead Aim, Everybody's Buddy, Friends in Low Places, Green Thumb, Hard To Kill, Iron Stomach, Jukebox Hero, King of the Road, Lightning Reflexes, Mutant Powers, Nerves of Steel, Omnipotent, Polymath, Quick as a Cat, Rich, Super Speed, Telekinetic, Unerring Sense of Direction, Vampire, Whiz Kid, X-Ray Vision, Youthful Exuberance, Zeus's Offspring

Weaknesses

Achilles' Heel, Broke, Club Foot, Delusions of Grandeur, Enemies, Forgetful, Gambling Addiction, Hemophiliac, Intangible, Jinx, Kleptomaniac, Lycanthropy, Mute, Never Gets a Break, Obligations, Punching Bag, Quixotic, Rube, Stupid, Tinhorn, Unlucky, Vampire, Workaholic, Xenophobic, Young and Stupid, Zeus Hates You

Skills

Archeology, Basketball, Civil War Re-enactor, Darts, Electronics, Fishing, Guns, History Buff, Internet Junkie, Jet-Setting, Kick Boxing, Loan Shark, Magic Tricks, Norse Mythology, Origami, Panhandling, Quarterstaff, Renaissance Fairs, Scientology, Talk Smack, Umpire, Vandalism, Weight Lifting, X Games Trivia, Yak Herding, Zoology

Skills

A Skill is an ability or area of knowledge possessed by a character, but not covered by his Job. When selecting Skills, it's important to remember that you don't need to account for every single learning experience the character has ever had. Skills usually represent hobbies that a character frequently engages in—music trivia, frisbee, downloading porn, and the like. Each of a character's Skills has a Skill Bonus attached to it, ranging from +1 to +5.

Health Points

A character's Health Points determine how much damage he can take before he dies. Whenever a character gets shot, clawed by a monster, or brutally bugged, he loses Health Points. When his Health Point total reaches zero, the character is dead.

Yum Yums

Yum Yums are pieces of candy that a player earns for making the game more enjoyable. They're similar to hero points in other game systems, only in QAGS they're a lot more important. Yum Yums will be described in detail later.

Who Would Play Him/Her in the Movie? (WWPHITM?)

This Word is useful for helping other players get a better idea of what your character is like. Taking all the information you know about your character into account, try to figure out what actor or actress you would cast in a little imaginary movie about your character. Physical appearance is not the main concern here—instead, you want an actor who could properly convey the character's attitude, emotions, and personality.

Tag Line

Your character's Tag Line is a quote that conveys useful information about the character, his outlook on life, and so forth. Like WWPHITM?, your character's Tag Line helps to give other players an immediate impression of the character. It can reflect his general speech pattern, how he communicates, and a little about the character's personality. Don't feel like you have to use the character's Tag Line frequently (or ever) in the game—that's not the point.

Assigning Numbers

1. Roll a twenty-sided die (d20) and divide by 2. Add 6 to the result.
2. Repeat 4 times (when you're done, you should have 5 Numbers).
3. Assign the Numbers to Body, Brain, Nerve, Job, and Gimmick.
4. Your character's Weakness Number is equal to his Gimmick Number.
5. Choose 3 Skills. Assign one of them a +1 Skill Bonus, one of them a +2 Skill Bonus, and one of them a +3 Skill Bonus.
6. Your character's Health Points are equal to his Body Number.
7. Roll d20 once more and divide the result by 5. This is the number of Yum Yums your character starts the game with. All characters begin play with at least 1 Yum Yum.

Point Based Characters

The QAGS 2nd Edition rulebook provides a system for creating point-based characters. This allows for less randomness and more customization, and is highly recommended for campaign play.



DOING STUFF

Simple and Resisted Rolls

There are two main types of rolls in QAGS: simple and resisted. In a simple roll, the player rolls a 20-sided die and compares it to his Number in the most appropriate Word. If the roll is less than or equal to the character's Number, the action succeeds, with the value of the roll determining the general level of success.

A resisted roll, on the other hand, is used when two characters are directly competing against one another. Resisted rolls are most often used in combat, but can also be used when two characters engage in a contest of skill (such as Paper, Rock, Scissors), or when a character attempts to outsmart or outmaneuver an opponent (Hide and Go Seek, for example). To make a resisted roll, both players make simple rolls. If one person succeeds and the other fails, the successful character wins the contest. If both succeed, the character with the higher roll wins. If both rolls succeed and the result is a tie, the GM may declare a stalemate or have the players reroll. If both rolls fail, neither character gains an advantage.

Which Word Should I Use?

When making rolls, a player should use the Word that best reflects his ability to perform the action. If none of the character's Words is appropriate, the character will have to make a default roll (see below). In some cases, the character will have to make a Weakness roll before making the normal roll. For example, if a character has the "Not Too Good at Cypherin" Weakness, he'll need to make a Weakness roll before he can attempt any math-related Brain roll. If the Weakness affects him, the Brain roll automatically fails.

Default Rolls

When a character is attempting to do something that requires training he does not have, he makes a default roll. The character's Number when making a default roll is equal to one-

half of his Word (rounded down). Body, Brain, and Nerve are most commonly used for default rolls, though Jobs and even Gimmicks may occasionally be more appropriate.

Weakness Rolls

Whenever a character's Weakness may come into play, he will have to make a Weakness roll. While most of the Numbers in QAGS are the character's chance of success, the Weakness Number is actually the character's chance of *failing to resist*, and therefore succumbing to, the Weakness. In effect, the Number is that of the Weakness, not the character. If the roll is less than or equal to the Number, the Weakness takes effect. If the roll is greater than the Number, the character is able to control, overcome, or avoid his Weakness.

Second Chance Rolls

If a character has two Words that could both apply to the situation, he is entitled to a Second Chance roll. For the first roll, use the Word that is most appropriate to the situation (or the Word with the higher score if both are equally appropriate). If this roll fails, the character may make a second roll using the other Word. A character can never use a default roll as a Second Chance roll.

Using Skills

Whenever one of the character's Skills is applicable to an action, he gets to add his Skill Bonus to the Number he's rolling against. Most Skill Bonuses are added to the character's default Number, but they can also modify Jobs, Gimmicks, Body, Brain, and Nerve. If more than one Skill applies to the action, the character may add all appropriate Skill Bonuses.

Other Modifiers

In many cases, the GM will ask the player to apply a modifier to his

score before making his roll. Except in a few special cases (such as combat damage), these modifiers are always applied to the Number the character is rolling against, not the die roll. So, for example, if a character is awarded a +2 modifier for a Job check, and his score is 15, he needs to roll a 17 (15+2) or less to succeed. Regardless of modifiers, a natural "20" always fails.

Situational Modifiers: These modifiers are based on the specifics of the situation at hand. Most situational modifiers are between -5 (conditions greatly impede action) and +5 (conditions greatly improve chance of success).

Character Concept/Background Modifiers: This type of modifier is used almost exclusively for default rolls. If some established or implied fact about the character's background would help or hinder his chances to perform an action, the GM may reflect that fact with a modifier. Concept/background modifiers should be between -2 and +2.

**Dumb Table 1:
Success or Failure Degree**

Roll	Success/Failure Degree
1-5	Minimal. Just made it or just missed it.
6-10	Average. Nothing to write home about.
11-15	Impressive. Done with style and grace (or distinct lack thereof, if roll failed).
15+	Spectacular. People will be talking about this for years.

Success/Failure Degree

When a character makes a roll, you can use the value of the roll to determine how well he succeeded or how badly he failed. For successful rolls, the degree of success is determined by the value of the roll. For failed rolls, the degree of success is determined by the difference between the roll and the character's modified Number. The degree determines the general level of success or failure, as shown on Dumb Table 1.

that is higher than the difficulty number. Sample difficulty numbers can be found in Dumb Table 2. If the difficulty number is higher than the character's score plus any applicable modifiers, the character cannot perform the action. If the success degree of the roll is important, use the difference between the roll and the difficulty number when consulting Dumb Table 1.

Use Difficulty Numbers When

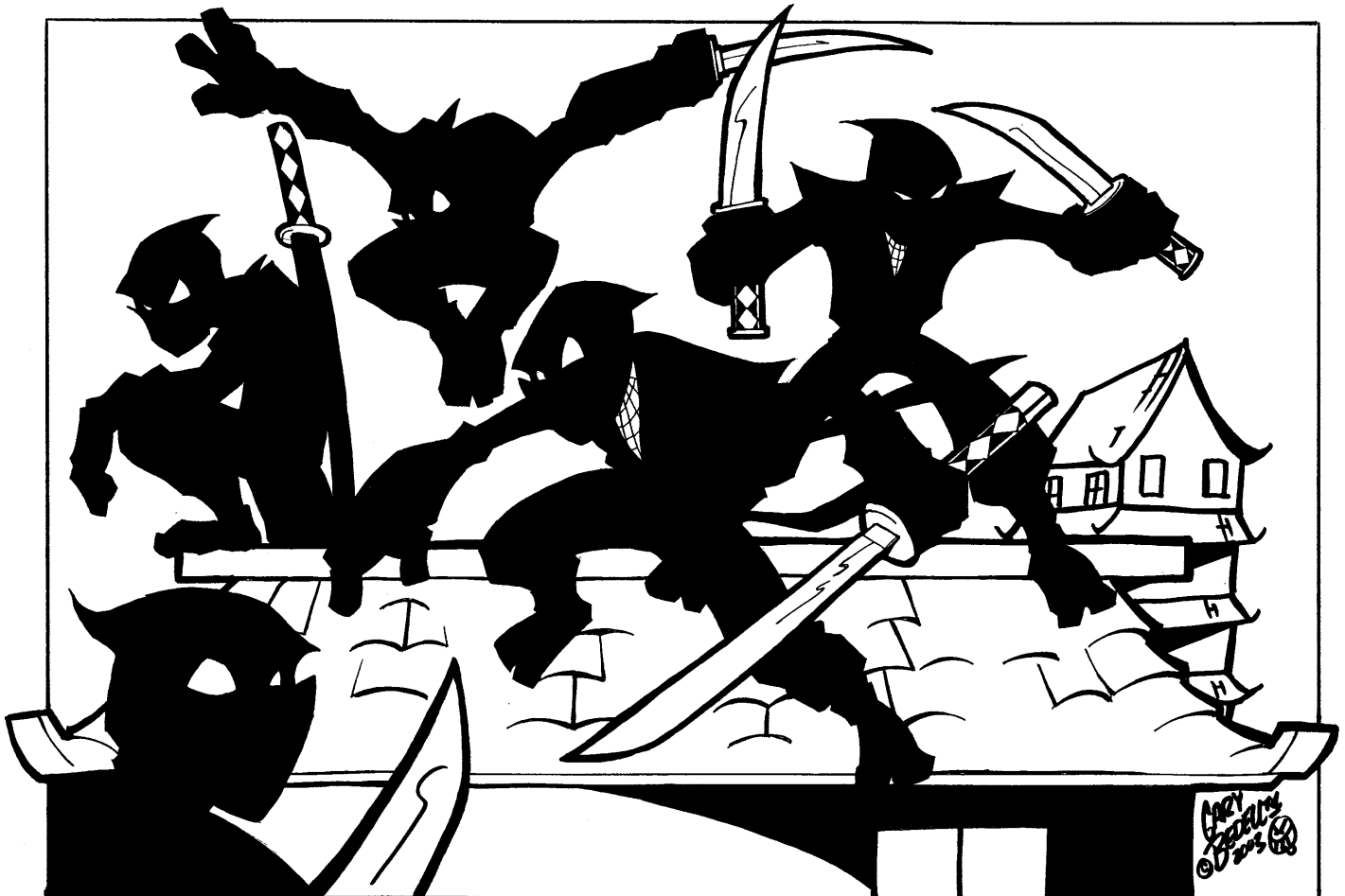
- A task is especially precise or unforgiving.
- Multiple levels of success are possible.
- Characters are working against a time limit.
- The character is resisting (or being resisted by) the Cruel Forces of the Universe.
- Multiple attempts are being combined into one roll.
- There are lots of modifiers at work.

Difficulty Numbers

While modifiers will usually be sufficient to reflect the ease or difficulty of a situation, there are times when it makes more sense for the GM to set a difficulty number. Rolling against a difficulty number is like making a resisted roll. The character must make a successful roll

**Dumb Table 2:
Difficulty Numbers**

Difficulty of Task	Difficulty Number	Example
Tricky	5	Swallowing loose change.
Tough	10	Swallowing a light bulb.
Herculean	15	Swallowing a sword.
Just Plain Nuts	19	Eating a Volkswagen.



COMBAT*

The Combat Round

Combat in the QAGS game is divided up into rounds. A round is defined as “the amount of time it takes for everyone in the scene to take one action.” The round does not represent a set amount of game time—it's simply a convenient way to break up combat. In spite of this fact, the GM may occasionally rule that an action will take multiple rounds to complete (usually when the action being attempted is a complex non-combat action).

Who Goes First?

Since a lot of things are going on at the same time, the order of actions in a combat round is not usually important. The GM will go around the table, asking each player what he plans to do during the round. Once everyone has declared his action, the GM will ask for rolls in the order that makes the most sense. If for some reason exact timing does become important, the GM will either compare the appropriate scores (usually Nerve or Body) of the characters involved or ask for a resisted roll of some kind.

Types of Combat

There are two basic types of combat: hand-to-hand and ranged. Hand-to-hand combat occurs when two people are swinging fists, pointy sticks, lawn knomes and other hand-held weapons at one another. Ranged combat happens when someone wants to hurt his enemy without getting too close. This usually involves characters shooting, throwing, or flinging things at one another, but can also include things like a superhero's energy blast or a monster's atomic breath. Both types of combat are resolved using a resisted roll, though the details vary slightly.

Hand to Hand Combat

Each round of hand-to-hand combat between two characters is resolved with a resisted roll. Each person uses the Word that best describes the type

of attack he is making. The roll represents a series of feints, parries, ineffective blows, and other aspects of the brutal ballet of combat. The winner of the roll gets to inflict damage upon his opponent.

Ranged Combat

Ranged combat is also handled with a resisted roll. Unlike hand-to-hand combat, however, a single roll in ranged combat represents only one attack (not a complete “exchange of fire” between the two combatants). Therefore, there is always an attacker and a defender. The attacker is the person firing the gun, launching the cathedralpult, or throwing the rock. The defender is the guy he's shooting at, flinging a church at, or throwing towards. While the attacker uses whatever Word is most appropriate to the sort of attack he's making, the defender uses whatever Word best reflects his ability to avoid the attack. This is almost always Body, though a few Jobs or Gimmicks can be used instead. While either participant in hand-to-hand combat can cause damage to the other, only the attacker can cause damage in ranged combat. If the defender

wins the roll, the attack simply misses his target.

Damage

Whenever the result of a combat sequence indicates that a character takes damage, simply subtract the losing roll (or zero, if the loser failed his roll) from the winning roll. The result is the base amount of damage caused by the attack. If the character who caused the damage is using a weapon, add the weapon's damage bonus (see below) to this total. Subtract the result from the injured character's Health Points.

Damage Bonus

The basic Damage Bonus for an attack is based on the size of the weapon: +0 for tiny weapons, +1 for small weapons, +2 for medium-sized weapons, +3 for big weapons, and +4 for frickin' huge weapons (telephone poles, thrown cars). For most ranged weapons, size is based on the size of the missile being fired—an arrow is small, for example. For guns, size is based on the power and ammunition of the weapon, not the physical size of the gun or the bullets: BB guns are tiny; .22 rifles are small; 9mm pistols are medium; .44 magnums are large; .50 caliber machine guns are frickin' huge.

**Dumb Table 3:
Additional Damage Modifiers**

Weapon/Attack Is	Modifier	Examples
Pointy/Sharp	+1	Swords, Teeth, Arrows
A Gun	+1	Rifles, Pistols, Uzis
Scary	+1	Chainsaws, Shotguns
Mechanical	+1	Crossbows, Chainsaws
Energy Based	+2	Ray Guns, Flamethrowers
Prolific	+3	Machine Guns, Super Speed Punches
Explosive	+5	Grenades, Landmines
Car-Destroying	+10	Anti-Tank Rounds, Elephants
Building-Destroying	+50	Giant Monsters, Bombs
City Destroying	+1,000	Hurricanes, Nukes
World Destroying	+1 Million	Wrath of God, Death Stars

*Or, The Simple Joy of Rolling a Die and Knowing You Have Killed Something

While size matters, it's not the only thing that determines a weapon's ability to deal damage. When figuring out how much damage an attack does, consult Dumb Table 3: Additional Damage Modifiers and add all appropriate modifiers. For example, a broadsword is big and pointy, which means it has a Damage Bonus of +4. A chainsaw is big, sharp, mechanically assisted, and scary, for a total Damage Bonus of +6. A cathedralpult is frickin' huge, mechanically assisted, and building-destroying, for a Damage Bonus of +55.



Death

Normally, when a character reaches zero Health Points, he's dead. Some characters (including PCs), however, are a bit harder to kill. When your character is mortally wounded, make a Body roll. If the roll fails, he dies. If the roll succeeds, the character is alive, but in bad shape. Until the character gets medical attention, he cannot do anything other than bleed. For every hour he goes without receiving treatment, another Body roll is required. If the roll fails, the character permanently loses 1 point from his Body score. If the character's Body score reaches 0, or if he takes any more damage, he's dead.

Complications

The basic QAGS combat system is extremely simple. Unfortunately, there are a number of factors that can make things a bit trickier. In addition, some groups may want to add a few additional rules to enhance their combat pleasure. Before the game starts, check with your GM to determine which optional rules she plans to use in the game.

Combining Hand To Hand and Ranged Combat

If someone's attacking you with a shotgun and you've only got a rusty can opener, chances are you're not going to just stand there and let him shoot you. Instead, you're going to attempt to get close enough to take a

swing at him. The GM will decide exactly what is required to close into hand-to-hand range (usually a series of Body rolls will do the trick). Until this happens, ranged attacks are resolved normally. The ranged attacker gets free attacks until his opponent is (a.) dead or (b.) close enough to take a swing. If (a.) occurs, combat is over. If (b.) occurs, use normal hand-to-hand rules. Assuming the ranged attacker is still trying to shoot at his opponent (and the GM rules that the ranged attack will still work at such close range), he uses his ranged attack Word and normal weapon modifiers.

Armor

If a character is wearing armor, subtract the armor's Armor Rating from the damage total of the

attack. See Dumb Table 4 for some sample armor ratings. When a character uses "hard cover," (ducking behind a car door, for example), he's treated as if he were wearing armor.

"Ganging Up"

When multiple people attack the same opponent, that opponent becomes much easier to defeat. The first attack against an opponent during a combat sequence is resolved normally. For each subsequent attack, the character being ganged up on receives a -2 penalty to his combat Number (-2 for the second attack, -4 for the third, etc). Unless the creature being ganged up on is exceptionally large, no more than four people can attack him in a given combat round. This rule does not apply to ranged combat—a character can dodge each ranged attack that comes at him using his full Body Number.

Dumb Table 4:
Armor & Cover

Armor/Cover Type	Rating	Examples
None	0	Buck Naked, Open Field
Minimal	1	Catcher's Gear, Tree Branches
Light	2	Sumo Suit, Wooden Fence
Medium	3	Chain Mail, Steel Door
Heavy	4	Plate Mail, Stone Fence
Damn Heavy	5	Power Armor, Castle Wall
Nigh-Invulnerable	25	Giant Robot, Tank

Combat Modifiers

Many situations can give a combatant an edge against his opponent. In hand-to-hand combat, size, reach, and the conditions of the battlefield can all affect the outcome of an exchange of swings. For ranged combat, the distance between the attacker and defender, targeting equipment, and visibility can affect the outcome of an attack. Assigning comprehensive modifiers to every single thing that could possibly affect combat would be impossible. Therefore, the GM should arbitrarily assign modifiers whenever she feels like it. Generally, no single circumstance should result in a modifier worse than -5 or better than +5.

Using Yum Yums to Increase or Decrease Damage

Characters may increase the amount of damage they do to an opponent, or decrease the amount of damage an opponent does to them, by spending Yum Yums. Every YY spent increases or reduces damage by 3 points.

Healing

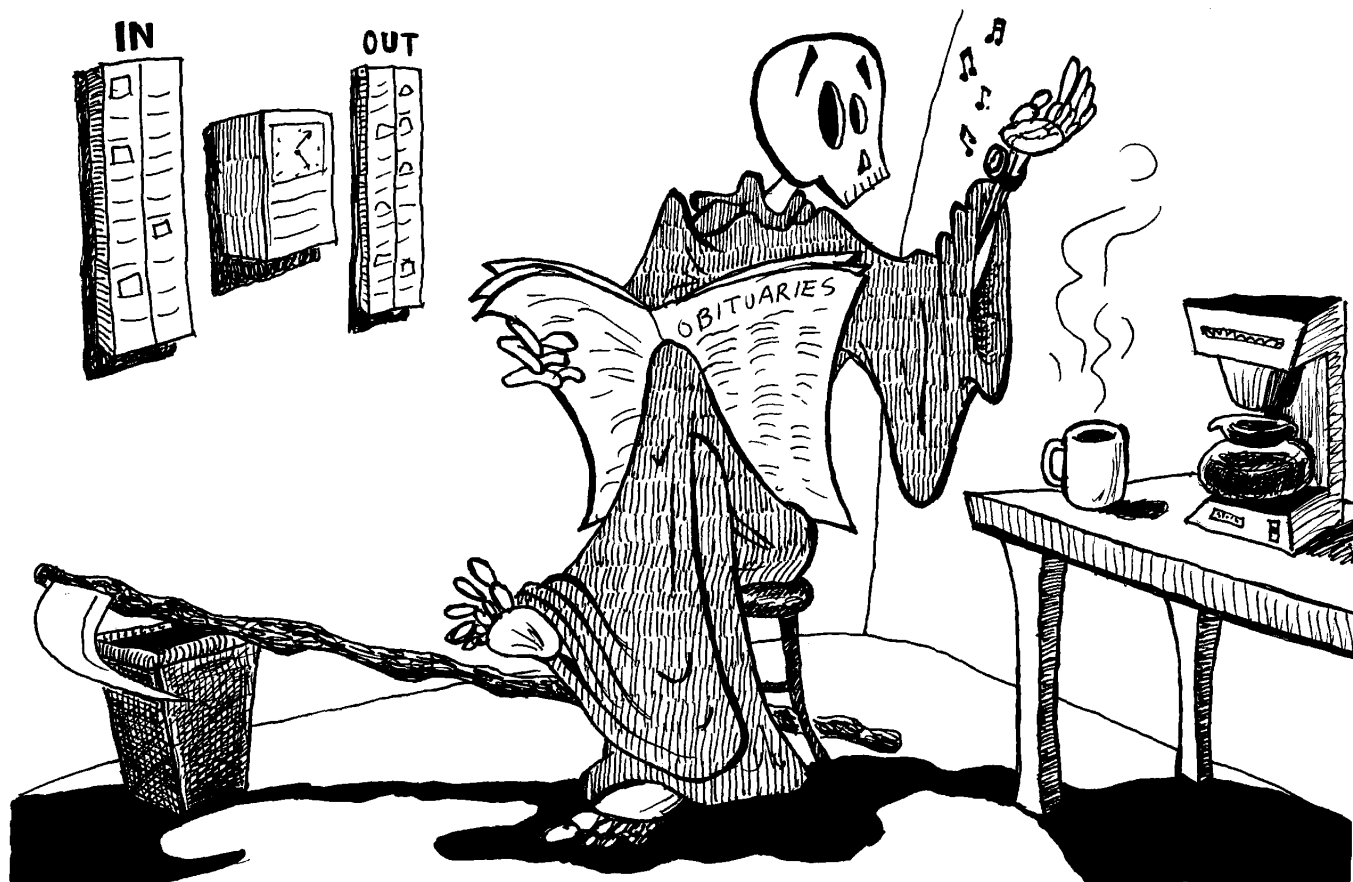
Once the characters have been stabbed, beaten up, set on fire, and struck by lightning, the players will probably start to wonder how healing works. To determine how much damage a character recovers, simply consult Dumb Table 5: Healing.

Dumb Table 5: Healing

Type of Treatment	Recovery Rate
First Aid	1 HP
Emergency Room Care	2 HP
Bed Rest	1 HP/Week
Doctor's Care	2 HP/Week*
Hospital Care	3 HP/Week*

*Once the character has regained 3/4 of his original HP, his rate of healing drops to one HP/week, regardless of what level of care he's receiving. After a certain point, only time will heal a wound.

Note: The healing rates above assume a relatively "realistic" rate of healing and modern medical conditions. Feel free to adjust the rates of healing according to the technology level and tone of your game.



YUM YUMS

What Are Yum Yums?

Yum Yums are the single most important mechanic of the QAGS game. The basic system lets you describe your character's abilities and determine his chances of success or failure in various situations. Yum Yums, however, are what allow your character to become a hero. Essentially, Yum Yums are "brownie points" awarded to a player by the GM when the player does something to make the game more fun. While Yum Yums can take the form of simple "points" recorded on the character sheet, we suggest using candy, preferably candy that comes in bite-sized pieces such as M&Ms or Smarties.

How Yum Yums Work

Many game systems attempt to model reality. A statistical analysis of the QAGS rules will show that this is not our main concern. Instead, we want to model fiction—in other words, to allow players and GMs to work together to tell a great story. In a story, it's the interesting characters who get to be the heroes—they save the world, defeat the evil overlord, and get laid. In QAGS, it's the interesting characters that get the Yum Yums, allowing them to become the heroes. You'll earn Yum Yums by being a good role-player. The thing to remember is that QAGS is not a video game—you don't earn points by killing things, and the goal is not to get the highest score. RPG's aren't about winning but, unlike those athletic contests you lost as a child, really are about how you play the game.

Using Yum Yums

You can use Yum Yums to improve your characters' fortunes and abilities and to save their lives in tough situations. Don't hoard your Yum Yums—just as you need to spend money to boost a sagging economy, so must you spend Yum Yums to keep your QAGS games lively. The most common uses for Yum Yums are described below.

Food

If you want to, you can eat your Yum Yums. Unfortunately, eating Yum Yums has absolutely no effect on the game.

Automatic Success

A character may spend Yum Yums to succeed at a roll automatically, without actually needing to roll the dice. If the value of the roll is important (for example, the character is making a resisted roll or rolling against a DN), each YY spent is worth 3 points, up to the character's modified Number for that roll. Beyond that Number, each YY is worth only 1 point.

Re-Rolls

A character may re-roll any failed die roll by spending 3 Yum Yums.

Improving Rolls

When a character wishes to improve the final value of a roll (when rolling for degree of success, against a DN, etc.), he may spend Yum Yums to do so. Each YY spent improves the roll by 3 points, up to the character's modified Number for the roll. Beyond the character's modified score, each YY only improves the roll by 1.

Avoiding Weaknesses

When the GM calls for a Weakness roll, the character may spend Yum Yums to keep the Weakness from taking effect. The YY cost is equal to the character's modified Weakness Number divided by 3.

Avoiding and Reducing Damage

A character may spend YY to reduce the amount of damage he sustains when an opponent successfully attacks. Damage is reduced by 3 points for each YY spent.

Increasing Damage

When a character successfully attacks an opponent, he may increase the amount of damage caused by spending YY. Each YY

spent increases the damage by 3 points.

Bending Reality

In addition to using YY to affect game mechanics, players may also use them to affect the game world. Essentially, a player may spend YY to create a situation more favorable to his character. The basic rule of such "reality bends" is that they cannot contradict anything that has already been established. The number of Yum Yums required to bend reality is entirely up to the GM. This use of Yum Yums is the purest, most basic form of GM bribery, and should be handled as such.

Character Improvement

This is described in the QAGS 2nd Edition Rulebook.



For more information about QAGS 2nd Edition, and other Hex products, visit our home page at www.hexgames.com!