



QAGS SECOND EDITION

Play better games. Have more fun!



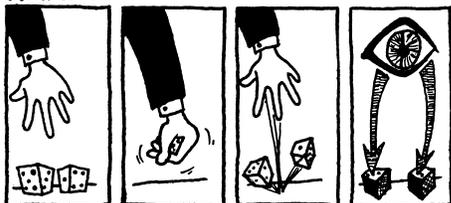
	Body	Name	Skills
	Brain	Character Concept/Archetype	
	Nerve	Job	
	H.P.	Gimmick	
	Yum Yums	Weakness	
Tag Line:			WWPHITM?
Dumb Fact:			

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, Job, 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 DICE WORK



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