

# LASER PONIES



**An RPG for girls and boys.**



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**Dedicated to**

Cynthia Connor

## What is QAGS?

QAGS (pronounced "kwags") is published by Hex Games. Unlike role-playing games that attempt to simulate reality, QAGS is a cinematic system that recreates the feel of fiction. QAGS players and Game Masters work together to create entertaining stories, using the innovative candy-based mechanic called Yum Yums. You can purchase *QAGS Second Edition*, and other fine Hex products, at [www.hexgames.com](http://www.hexgames.com).



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# INTRODUCTION

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Welcome to the world of *Laser Ponies*, a world of magic, wonder, and adventure. *Laser Ponies* is inspired by children's cartoon shows, especially shows marketed toward girls, with a few important differences.

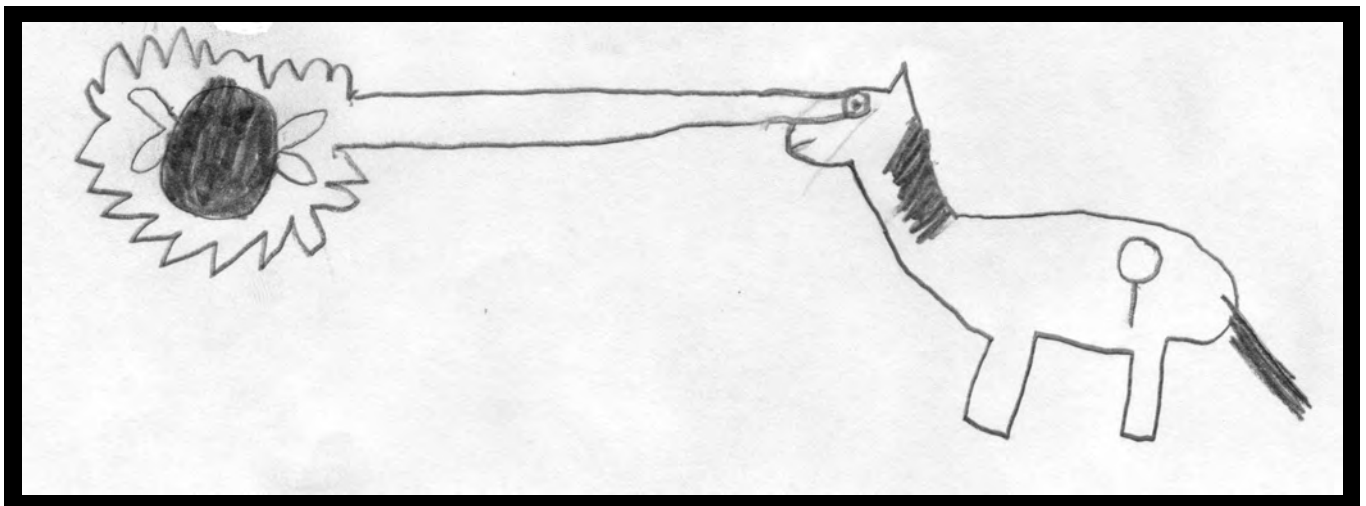
In the 1980s, parents' advocacy groups had a tremendous effect on children's cartoons. Parents were worried that cartoons were too violent, and that the cartoons would make their children violent. They pressured studios into toning things down. Even on adventure shows, no character ever died. When there was action, it had to follow certain guidelines. For instance, cartoon villains never said, "I will kill you!" Instead, they said, "I will destroy you!" Presumably the watchdogs thought children were not aware that destruction is usually fatal. The parent groups probably meant well. Unfortunately, the primary result of their work was to make children's shows boring.

Children want some violence in their entertainment, as they have for thousands of years. And, as Gerard Jones argues in *Killing Monsters: Why Children Need Fantasy, Super-Heroes, and Make-Believe Vio-*

*lence*, a certain amount of violence in entertainment is actually good for kids. Children know the difference between reality and imagination, Jones says, and fantasy allows them to confront frightening emotions in a safe environment.

Boys' cartoons at least attempted to squeeze in some excitement. Cartoons for girls featured rainbows, and magic, and valuable lessons about friendship, but on the whole they had very little action. Which is too bad. Contrary to what many grown-ups believe, girls also enjoy some violence in their entertainment.

*Laser Ponies* is intended as the ultimate 80's Saturday morning cartoon for girls, one unhindered by watchdog groups or cheap animation. In *Laser Ponies*, players take on the roles of intelligent ponies who live in the magical world of Panagonia. These ponies romp, frolic, and play. And when they need to defend themselves, they can shoot lasers out of their eyes. These lasers can destroy rocks, and they can also kill monsters. Every *Laser Ponies* game session should feature humor, magic, character



interaction, and thrilling laser-blasting action.

For its rules *Laser Ponies* uses QAGS, which here means "Quick Action Game System." The QAGS Qik Start rules, which tell you everything you need to know to play the game, are in the back of this book. The *QAGS Second Edition* rulebook, featuring rules for point-based character creation, is sold separately. Please note that, while *La-*

*ser Ponies* is appropriate for all ages, *QAGS Second Edition* is suggested for readers 17 and up.

Seasoned role-players view QAGS as laughably simple, but younger players may find the rules intimidating. We recommend that an older, more experienced role-player read this book and serve as Game-Master. With help and encouragement, young players will soon get the idea.

# IN THE BEGINNING...

This is the story the Laser Ponies tell:

In the beginning Nundras created fire and used it to build the sun. Then she walked all the way around the sun, admiring her work. The journey took a thousand years. Once that was done, she decided she needed company. She pushed her head deep into the heart of the sun and, with her teeth, pulled forth the fire of life. She gave the fire shape, creating the Solar Stallions.

Nundras led her Solar Stallions into the black expanse beyond the sun, to see what they could find. After galloping for a time, they came to a floating mound of rock and earth and water. Nundras and the Solar Stallions rested there for a time and drank from the streams. As the others discussed this and that, one of the Stallions, Motil, went exploring. He had seen fire, and he had seen darkness, but he had never seen a place like this, and it pleased him.

When the time came to leave, Motil spoke to Nundras.

"Why not give this place the spark of life?" he said.

"The spark of life is precious," Nundras said. "If I leave it here, unattended, it may fade and die."

"Then I will stay and guard it," said Motil.

"You cannot stay here," Nundras said, angry. "You are a Solar Stallion, created to be my companion. Where I go, you follow. That is your duty."

"But do I not also have a duty to spread and preserve life?" Motil said.

Nundras considered. Finally she said, "If you will stay to guard it, I will breathe the spark of life into this earth. But if you stay here, you will be a Solar Stallion no longer. You will grow old, and die."

"I understand," he replied.

So Nundras leaned over and breathed into the ground, and the grass grew, and the fish swam, and the birds chirped, and the horses roamed. And Nundras and the Solar Stallions galloped off into the sky.

Motil named the world Panagonia, which means New Beginning. He soon fell in love with a mare named Splendis and started a family. When he missed his old friends the Solar Stallions, he could look up into the night sky, and see the stars that Nundras and the Stallions had created in the course of their journey. But Motil seldom thought of the past, as he had many





children to keep him busy. Splendis and Motil lived long and full lives and, in time, they died.

Far away in the sky, Nundras felt Motil's death, and knew regret. She shaped six stars into the constellation known as The Progenitor in his memory.

Over the years the descendants of Splendis and Motil lost many of the features of the Solar Stallions. They were smaller of stature. They did not gallop through the sky, or dance on the sun. But some of the old fire remained in their blood, fire which they could shoot from their eyes. These descendants are known as the Laser Ponies.

# THE LASER PONIES

The Laser Ponies of Panagonia look like the ponies of our world, that is, like horses with thicker hair, shorter legs, and thicker necks. Laser Pony hair can be brown, black, gray, and white, like in our world, but their hair is just as likely to be blue, pink, red, or green.

When fully grown, Laser Ponies are around 58 inches tall from hoof to shoulder blade. Boy ponies tend to be slightly larger than girl ponies, but they also tend to be more nervous and less sure of themselves.

Newborn Ponies are called foals. Ponies that have grown old are called Elders. See Awesome Table #1 for a full list of Pony age classifications. Most Laser Pony Player Characters are fillies and colts.

**Awesome Table #1: What to Call Ponies of Different Ages**

Age	Girl Ponies	Boy Ponies
0-1	Foal	Foal
1	Yearling	Yearling
2-4	Filly	Colt
4-19	Mare	Stallion
20+	Elder	Elder

Laser Ponies have keener senses of hearing, smell, touch, and taste than humans. Though they have excellent vision, they have difficulty distinguishing greens, browns, and grays. Perhaps this is why Laser Ponies tend to prefer bright colors. But Laser Pony eyes do much more than see. Through a complicated process that no one understands, the lenses of their eyes are able to focus and project light. Foals can only make their eyes glow. By the time a Pony is a yearling, she can vary her laser

beams from surgically-precise cutting tools to devastating weapons.

Since the Laser Ponies have magic in their blood, Ponies are sometimes born with magical abilities. Some Ponies, for example, can turn invisible, walk through walls, or see visions of the future. A few Ponies each generation are even born with wings. These winged Ponies can learn to fly short distances.

Laser Ponies do not eat meat. They enjoy a wide range of plants, from plain everyday grass to delicious sugarcane. Some ponies prepare elaborate dishes for their meals, with spices and seasoning, while others eat whatever's near when they get hungry.

Laser Ponies are able to sleep standing up, though they prefer to lie down.

## Laser Pony Society

Laser Pony society is matriarchal, meaning they are led by a mare. The mare in charge is known as the Faldras. Though the Faldras makes the important decisions, she receives advice from the Council. The Council is made up of mares, stallions, and elders. Each year the Council chooses a Faldras. Council membership changes every 2 years. Each Pony is expected to serve on the Council at some point in his or her life.

The Ponies have plenty of room to run, and plenty of food to eat, so they do not have any concept of ownership or money. Still, each Pony is expected to play a role in society. When a Pony becomes a filly or a colt, he or she takes on a duty, like gathering herbs or watching the foals. Most of these duties only take up a few hours a day, leaving the Pony plenty of time to romp,



frollic, and play. Ponies love to play games, such as Hide and Seek and Follow the Leader. They also love to draw pictures, sing songs, and braid each others' hair.

When a Pony becomes a mare or a stallion, he or she takes on a duty with more responsibility. Older ponies are the ones who negotiate treaties with the bears, or plan defenses against monsters, or raise children, or serve on the Council. Though they still love to romp and play, Stallions and Mares have less free time than younger Ponies.

## Religion and Philosophy

The Laser Ponies believe that the horse goddess Nundras created all life. Though they revere Nundras, they do not pray to her or conduct organized worship ceremonies.

They believe that Nundras and her Solar Stallions are far away, continuing to create the universe as they roam through the sky. Someday Nundras may return to visit, but no one knows when.

The Pony's legendary forefather Motil gave up his immortality in order to safeguard the spark of life in Panagonia. Because of this, every Laser Pony has inherited the duty to preserve life. The Laser Ponies see themselves as the defenders of life and guardians of harmony. They are taught to treat all living things, even the grass they eat, with respect. They always try to find peaceful solutions to problems when they can. When others endanger the harmony of living things, though, the Laser Ponies will take swift action. Monsters, for example, are intent on destruction, and should be destroyed.

# PANAGONIA

The Laser Ponies live on the magical world of Panagonia, far away from Earth. Their world has some similarities to ours—for instance, the Laser Ponies know about bears, and ice cream, and picnics. On the other hand, they have never heard of cars, telephones, or computers, have never played tennis or backgammon, and would not recognize penguins or jellyfish. If it weren't for the evil Chasm Queen, the Laser Ponies would not even know what a human being looks like.

Panagonia is a beautiful and varied world. It contains wondrous delights, but also ancient, dangerous mysteries.

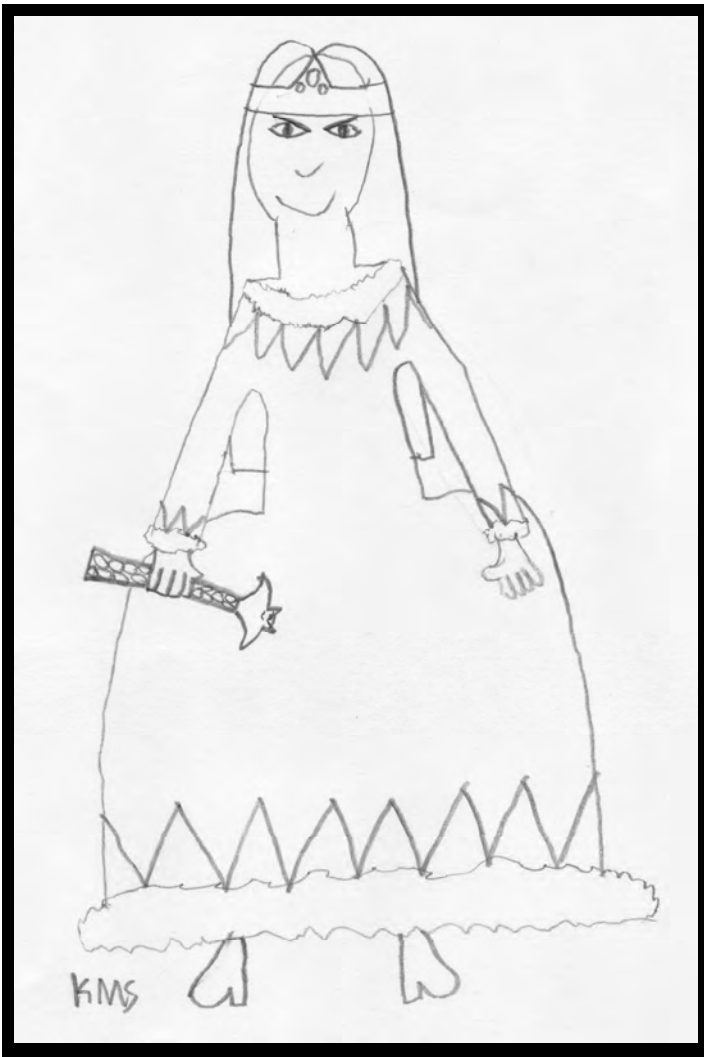
## The History of the World

The Laser Ponies have lived in Panagonia for hundreds of years. Unfortunately, they have little interest in recorded history, so much of the past remains a mystery. Here and there are ruins that hint at a lost civilization. These rundown stone buildings are the wrong size for Ponies, beavers, badgers, and all other known civilized animals of Panagonia, so it seems likely that they were built by some forgotten species.

Though the Ponies have known conflict throughout the years, nothing in their history compared to the Coming of the Chasm Queen. About a hundred years ago, Ponies all across Panagonia felt a massive



earthquake. The earthquake created a great deal of devastation across Glitter Valley and through the Evergreen Forest. Worst of all, a vast chasm opened up and swallowed much of the Peaceful Forest. When a small band of Ponies went to investigate, they were horrified to see a horde of monsters swarm out of the chasm.



The monsters came in many shapes. Some only had one eye apiece, but others had two, three, four, or more. All the monster were under the command of Rhondra, Queen of the Chasm, a dark figure who emerged from the shadows to lead her monster army into battle. No pony alive today has ever seen her, but Pony legends say that she stood on two legs instead of four,

laughed maniacally, and had eyes blacker than night.

The Great Monster War raged for six years. Finally, under the leadership of the warrior mare Firebraid, the Ponies rallied and pushed the monsters back underground. Since then there have only been occasional skirmishes with the monsters.

In recent years, though, the monsters have grown more and more active. No one has seen the Chasm Queen in decades, but all Ponies are certain that she is still there, lurking under the ground, waiting for the right time to make her move.

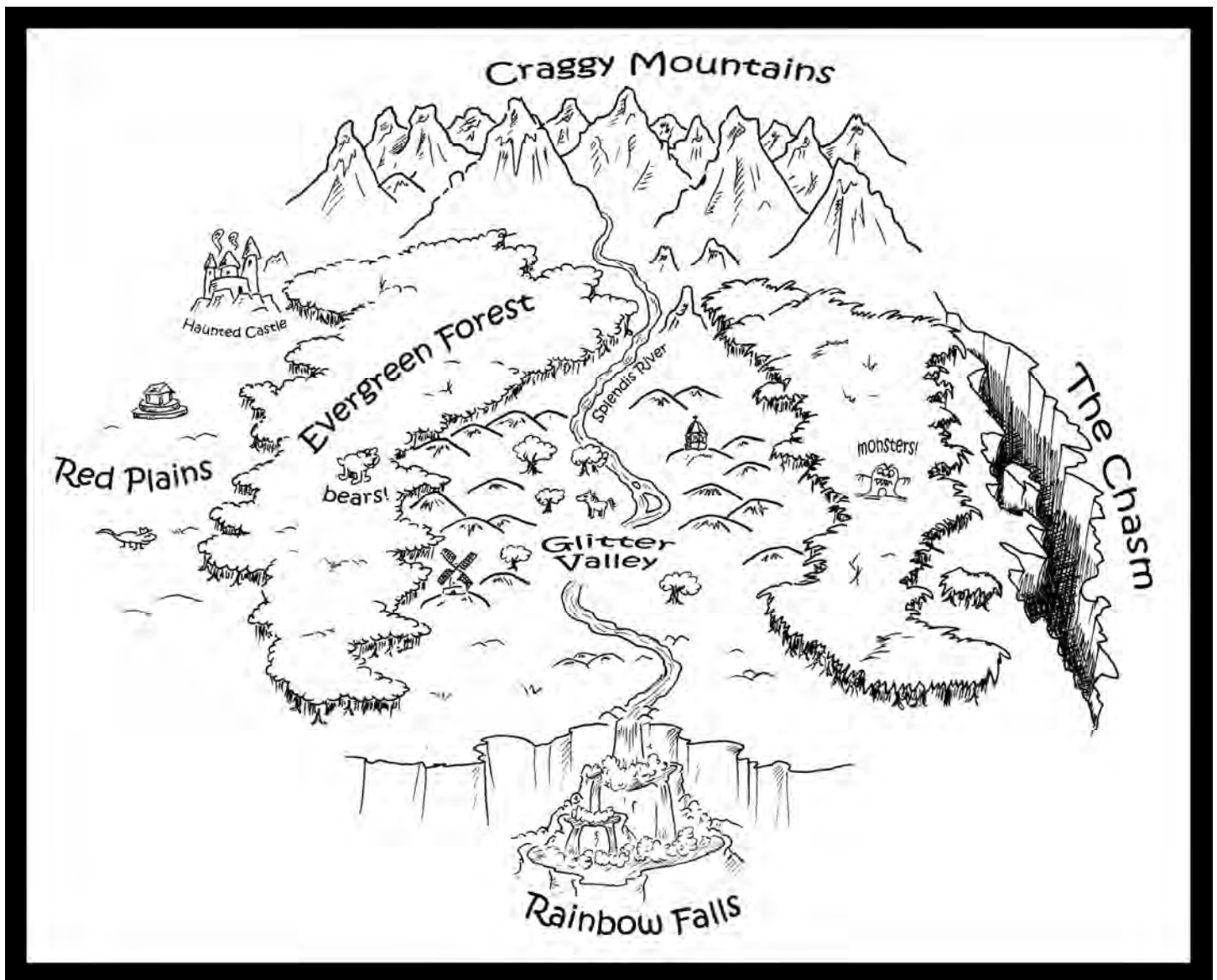
## Geography

Panagonia is covered with hills, valleys, and forests. Though the land stretches out endlessly in every direction, the Laser Ponies have never ventured more than a week's gallop away from home. Though there are legends of lost Pony tribes, all known Laser Ponies live in Glitter Valley, the hub of Pony society. Glitter Valley has plenty of grass for everyone to graze on. In the morning, when Glitter Valley is covered in dew, it looks as though every tree, shrub, and blade of grass is glittering in the light. It is a spectacle of unmatched beauty.

Glitter Valley is divided by the River Splendis, named after the legendary matriarch of the Laser Ponies. Splendis is the Laser Ponies' main source of water. The fish in the river are skittish, and distrustful of land creatures, but they have excellent singing voices. Ponies sometimes give them small gifts to entice them to sing.

The Evergreen Forest borders Glitter Valley to the north and the west. The Ponies enjoy walking through the Forest. More than anywhere else, it is in the Forest that the Ponies work to uphold harmony among the different species. Many species of animal live in the Forest. Some are friendly, like the squirrels and the beavers, and some are scary, like the wolves and the bears.





Farther to the north lie the Craggy Mountains. Little is known about the remote peaks of the Craggy Mountains, except that it is very cold up there. A few Ponies have been to the top, but no Pony has ever successfully crossed the Mountains and returned to tell about it.

The Red Plains are to the west of the Evergreen Forest. The Plains are brightly colored, flat, and mostly empty. The only inhabitants are tiny sarcastic lizards. Ponies enjoy going to the Plains for long races, and the lizards frequently bet on the results. There are ancient ruins throughout the Plains, as though a great city of some kind once stood there. The most impressive is a

massive stone castle which, according to some Ponies, is haunted.

Three days' gallop to the south are the Rainbow Falls, a series of waterfalls surrounded by rainbows. Many Ponies travel to the Falls to make wishes. According to legend, one day a year each wish made at the Rainbow Falls comes true. Unfortunately, no one knows which day it is.

There are forests to the east, but Ponies seldom venture far in that direction. The forests are infested with monsters and, worse, if you go too far east, you will come to the Chasm. No Pony has been to the Chasm since the end of the Great Monster War.

## Other Species

The Ponies are on peaceful terms with the squirrel, badger, beaver and mole communities. They exchange goods and services with these animals and frequently invite them to parties.

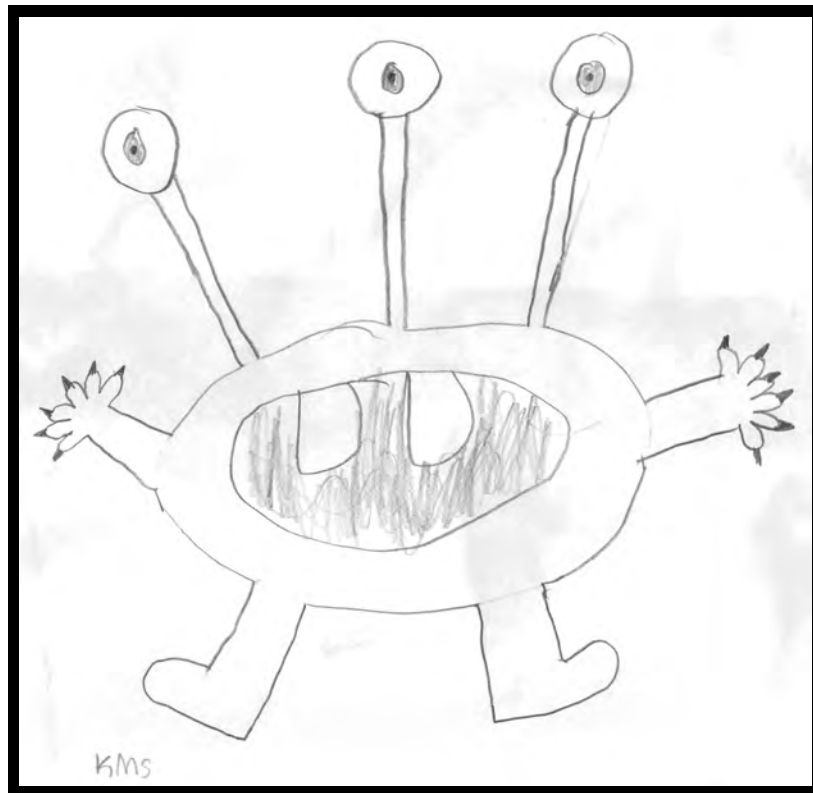
The Ponies currently have a peace treaty with the bears, but wise Ponies never take the treaty for granted. As the old saying goes, "Bears only want what is best for bears."

Wolves do not negotiate. They can be hostile and dangerous, but fortunately they usually steer clear of Laser Ponies.

Glitter Valley is also home to the glorps, short gelatinous creatures who bounce around and make giggling noises. Glorps are capable of speech, though they do not tend to be very bright. Some ponies find them annoying, but many keep them as pets.

The lizards of the Red Plains like to make fun of the Laser Ponies but, since betting on Pony races is their favorite pastime, they are careful to avoid offending the Ponies too much. Though most lizards are good sports, some have taken inappropriate steps to affect the outcome of Pony races.

Panagonia is home to an ever-increasing number of monsters. No two monsters look exactly the same—most have arms and legs, but some have tentacles or wings instead. Every monster has at least one eye, though some monsters have more eyes than others. The more eyes a monster has, the higher ranked it is, and the more dangerous. Different monsters have different magical eyebeams. Some of them shoot heat-rays, some freeze-rays, and so on. Some monsters only hiss and scream, while others can talk. They are all fanatically loyal to the Chasm Queen.



# GAME RULES

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As mentioned earlier, *Laser Ponies* uses Hex Games' *QAGS 2nd Edition* (QAGS 2E) for character generation and game mechanics. If you do not have a copy of QAGS 2E, you can use the Qik Start rules found in the back of this book.

## Creating Your Pony

Before you begin assigning Numbers to your character's Words, give some thought to your Pony's gender, age, and hair color. Your Pony can be either a girl or a boy; just keep in mind that boy ponies tend to be more timid than girls. Unless your Game Master says otherwise, your character will start out as a filly or a colt. This age range works best for most games. If you have a strong desire to play a Pony of a different age, like a yearling or a mare, talk to your GM. Make your case why she should allow you this privilege. Don't be unpleasant if she says no. After that is taken care of, determine the color of your Pony's coat and mane. These can be the same color or they can be different.

If you are using the point-based character creation rules from QAGS 2E, start with 125 Yum Yums. All Numbers are purchased normally except for additional Gimmicks, which cost 4 times the desired Number, instead of the standard 5. If you are using the Qik Start Rules, roll 6 times instead of 5. The extra Number is assigned to your second Gimmick.

Body, Brain, and Nerve all work as normal, but keep in mind that all Numbers are on a Pony-based, rather than human-based, scale. A Laser Pony with a Body of 11 will be stronger, and able to run faster, than a human with a Body of 11, but will

still be an average Pony. Since the whole game is on a Pony-based scale, any humans who appear should have their Numbers lowered accordingly.

Except for foals, each Pony has a designated role to play in society. This is their Job. Foals take the Job of "Foal."

*Examples of Jobs: Beautician, Chef, Diplomat, Gardener, General, Lookout, Scout, Singer, Storyteller*

Each Laser Pony has the Gimmick "Shoot Lasers," and may also have a second Gimmick. The second Gimmick may be either magical or mundane. The GM has final say on what exceptional abilities are and are not appropriate in the game.

*Examples of Gimmicks: Amazing Speed, Extranormal Sense of Hearing, Extranormal Sense of Smell, Extranormal Vision, Flying, Hypnotism, Immune to Fire, Invisibility, Keen Sense of Direction, Lucky, Prophetic Dreams, Tough, Walk Through Walls*

Weaknesses and Skills work just as in QAGS 2E, though they must be appropriate to the world of the Laser Ponies.

*Examples of Weaknesses: Bad Aim, Clumsy, Cranky, Excitable, Phobia, Prophetic Dreams, Short Temper, Smelly, Unlucky, Unpopular*

*Examples of Skills: Acrobatics, Acting, Ancient Pony Lore, Astronomy, Babysitting, Bow Tying, Braiding, Crack Shot, Dancing, Galloping, Games, Dodging, Gardening, Magic, Painting, Poetry, Ribbon Tying, Scampering, Singing, Swimming, Tracking*

Name, Tag Line, Dumb Fact, and Yum Yums operate as they do in QAGS 2E. WWP HITM? can be ignored, since there are not very many well-known pony actors.



## Laser Rules

Except for foals, who can only make their eyes glow, all Laser Ponies can shoot lasers from their eyes. A Pony's accuracy is determined by a Gimmick roll, which may be modified by a Skill such as Crack Shot. The amount of damage done by a laser blast varies depending on the Pony's age, as shown in Awesome Table #2.

Awesome Table #2: Laser Damage Modifiers

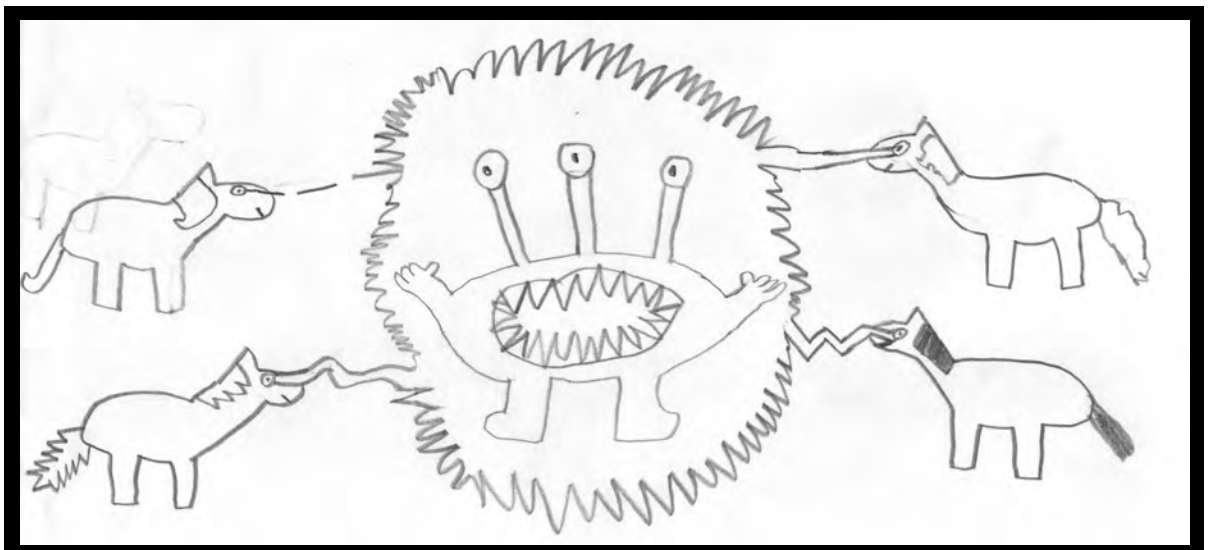
Pony Age	Damage Modifier
Foal	0
Yearling	+2
Filly/Colt	+3
Mare/Stallion	+4
Elder	+3

## Pony Power

Ponies working together always achieve more than Ponies on their own. If four or more Ponies attack as one, they draw on a mysterious force known as "Pony Power." When Pony Power is in effect, the Pony with the highest Gimmick Number rolls to hit. The Pony with the highest Gimmick Number does the maximum damage possible, regardless of roll. The other Ponies' Damage Modifiers are then added to the damage total. Every target hit by Pony Power takes the cumulative amount of damage. Ponies can only use Pony Power once per combat

scene. It should, in general, only be used once per game session. If Pony Power is overused, it tends to become less effective.

*Example:* Fireblossom, Briar, Gingersnap, and Genevieve are out exploring when the stumble into a nest of monsters. Genevieve is terrified and wants to run. Briar is confused. Gingersnap wants to fight on her own. The monsters are about to overwhelm them. Fireblossom calls out, "Come on, gang, we've got to work together!" She makes a successful Nerve roll, drawing the other Ponies' attention. In unison, the Ponies cry out "Pony Power!" and unleash a prismatic wave of energy from their eyes. Since Fireblossom has the highest Gimmick Number, she rolls for the group. She rolls an 11, which is a success. The monsters roll to dodge, but only those who succeed with an 11 or higher manage to get out of the way of the blast. Fireblossom has a "Shoot Lasers" Gimmick of 15 and a DM of +3. Briar has a DM of +2, Gingersnap has a DM of +3, and Genevieve has a DM of +3. Adding her Gimmick to her DM, Fireblossom contributes 18 points (15 +3) of damage. The Damage Modifiers are added to Fireblossom's total (18+2+3+3) to produce 26. Any monsters who did not successfully dodge take 26 points of damage, which incinerates most of them.





## Sample Characters

Here are two examples of Laser Pony characters, both created with the point-based system.

- Fireblossom

- Gender: Girl

- Age: Filly

- Body: 12

- Brain: 12

- Nerve: 16

• Job: Babysit Foals (10)

- Gimmicks: Shoot Lasers (DM +3) (15)

- Immune to Fire (11)

- Weakness: Short Temper (15)

• HP: 13

- YY: 1

- Skills: Tactics +3

- Galloping +1

- Tagline: "I don't wanna watch these dumb kids! I wanna fight!"

- Coat: White

- Mane: Fiery red

- Lily

- Gender: Girl

- Age: Yearling

- Body: 11

- Brain: 14

- Nerve: 10

### • Job: Collect Useful Plants and Herbs (15)

- Gimmicks: Shoot Lasers (DM +3) (10)

- Prophetic Dreams (13)

- Weakness: Prophetic Dreams (10)

• HP: 11

 $\bullet \text{YY: } 0$ 

- Skills: Singing +3, Braiding +1

- Tagline: "I sense great danger ahead."

- Coat: Light blue

- Mane: Dark, blue, and mysterious

# RUNNING A LASER PONIES GAME

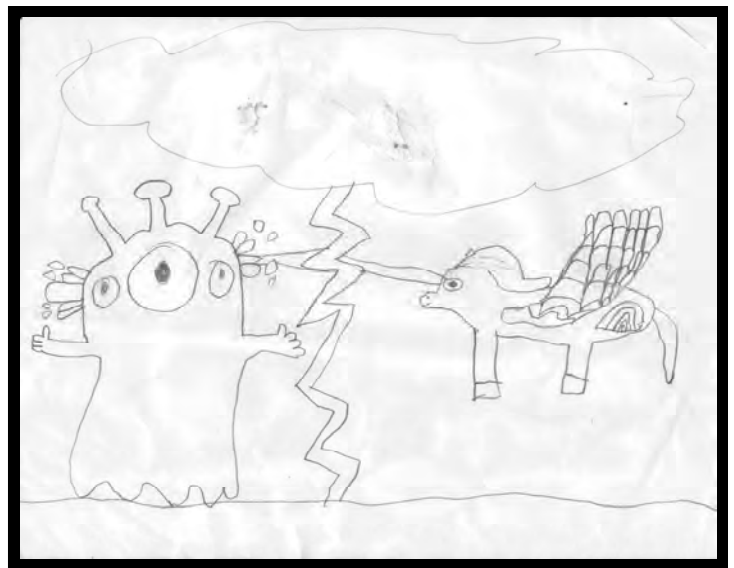
A *Laser Ponies* game should feel like the most awesome Saturday morning cartoon never made. While there is room for more violence than children's cartoons normally contain, the violence should not overwhelm the game. Pony life is not constantly happy—there are monsters lurking out in the forest, after all—but the Ponies maintain a positive attitude. They fight hard against the monsters because they believe in the beauty and sanctity of life. So while there will be moments of sadness, fear, and danger in *Laser Ponies* games, there should be plenty of room for fun and laughter. It is the GM's responsibility to find the right balance.

A normal *Laser Ponies* game starts out with the Ponies involved in some normal activity, like braiding hair, eating grass, or planning a surprise party. Some sort of conflict should arise, such as two Ponies arguing, or a Pony feeling like she isn't good enough, or a snag in planning the surprise party. As the game continues, a new threat arises that the Ponies must deal with. This threat usually, though not always, comes from the Chasm Queen and her monsters. The Ponies must try to deal with both their internal problem (e.g., jealousy) and their external problem (e.g., monsters). When both problems have been resolved, the game comes to an end.

Don't feel that you have to tack on a moral at the end of every game—a problem can be resolved without every character learning a valuable lesson. The goal is to

mix thrilling adventure with character interaction and growth. Try to provide plenty of opportunities for character growth, keeping in mind that the players have the final say in what their characters do.

Every *Laser Ponies* game needs both a storyline set in the Pony community and a threat from outside the community. To help



you get started, we have included 40 story ideas in Awesome Table 3. Column A lists story ideas that take place in the community and Column B lists outside threats. To use the Table, simply choose one story idea from Column A and one from Column B. If you wish, you can roll a 20-side die twice to randomly determine your story. Remember, these are only starting points and will need to be fleshed out before you run the game.

### Awesome Table #3: Story Ideas

#### Column A

- 1** A Pony is celebrating a birthday.
- 2** The foals, yearlings, fillies, and colts are sick of listening to the older Ponies.
- 3** The Ponies decide to put on a talent show.
- 4** Two Ponies have sibling rivalry.
- 5** The Ponies take sides in a heated argument about which is better, braids or ribbons.
- 6** Some Ponies get in the habit of eating too much candy.
- 7** When the Ponies treat their pet glorps disrespectfully, the glorps run away.
- 8** Ponies are planning a surprise party.
- 9** A Pony is worried about getting older.
- 10** Tensions flare up between the boy Ponies and the girl Ponies.

#### Column B

- 1** The Chasm Queen casts a spell of Laziness on the Laser Ponies, so that they will be easy prey for her monsters.
- 2** The Chasm Queen casts a spell that disguises one of her monsters as a Laser Pony.
- 3** The Chasm Queen casts a spell that blots out the sun and shrouds the land in shadows.
- 4** Ghosts are haunting Evergreen Forest, and the Laser Ponies must figure out how to get rid of them.
- 5** A glowing meteorite gives all the Ponies amazing new powers, but their powers quickly start to go out of control.
- 6** A mysterious new monster roaming the Evergreen forest seems threatening, though it is actually friendly and misunderstood.
- 7** Ponies are getting sick with a mysterious illness and the only cure is far away in the Red Plains.
- 8** The bears become angry, and the Ponies must negotiate a new peace treaty.
- 9** A Pony discovers a magical cave filled with ice cream, but it is a trap set by the Chasm Queen.
- 10** A Pony finds an ancient magical artifact. The Chasm Queen wants the artifact for herself.

### Awesome Table #3: Story Ideas (continued)

#### Column A

**11** A big dance is coming up, and each filly must figure out which colt she should go with.

**12** The Faldras's term is coming to an end, and the Council must choose a new leader.

**13** The Ponies gather around an Elder to hear a story of the old days.

**14** Ponies plant a garden.

**15** A Pony is stealing from other Ponies.

**16** A Pony becomes arrogant.

**17** A Pony gets amnesia.

**18** Ponies must plan the menu for the Great Annual Feast.

**19** A Pony has a vision and must convince the others of its accuracy.

**20** A Pony is shunned because she is different, and must find her role in the community.

#### Column B

**11** The Chasm Queen casts a spell that gives her telepathic powers, which she uses to manipulate and confuse the Laser Ponies.

**12** The Chasm Queen casts a spell that switches all the Ponies' genders.

**13** When some of the ponies stumble across one of the Chasm Queen's schemes, they are all shrunk to tiny size and must make their way back home without getting squashed.

**14** During a solar eclipse, the Laser Ponies temporarily lose their laser powers. They must keep this secret from their enemies.

**15** The Ponies discover another tribe of Laser Ponies, one that is more warlike and distrusting.

**16** The Chasm Queen steals the Ponies' laughter to power an evil machine.

**17** When some Ponies find a magical portal behind Rainbow Falls, they are transported to the other side of the world and must find their way home.

**18** The Power Princesses, humans from a long-lost age, return to their run-down palace in the Red Plains.

**19** A Solar Stallion returns from beyond the stars, seeking the help of the Laser Ponies.

**20** The Chasm Queen finally conquers Glitter Valley and enslaves the Laser Ponies. The Laser Ponies must rise up and free themselves from her tyranny.



## Sample GMCs

Below are Words and Numbers for a bear, two monsters, and the Chasm Queen.

Bob the Bear

Gender: Boy  
Age: 5  
Body: 15  
Brain: 8  
Nerve: 11  
Job: Cave Guard (10)  
Gimmick: Top of the Food Chain (12)  
Weakness: Addiction (Honey) (12)  
HP: 15  
YY: 0  
Skills: Track +1, Nap +2, Juggle +3  
Tagline: "Anybody else hungry?"

Rhondondra, the Chasm Queen

Gender: Girl  
Age: Ancient  
Body: 15  
Brain: 16  
Nerve: 18  
Job: Dark Queen of the Monster Hordes (18)  
Gimmicks: Spellcasting (13), Magical  
Weapon: Staff of Power (16)  
Weakness: Light (13)  
HP: 50  
YY: 6  
Skills: Scheme +3, Hypnotism +2  
Tagline: "I'll get those accursed Laser Ponies yet!"  
Eyes: As black as the night  
Rhondondra's Staff of Power allows her to create mystical fields of protection around herself (Armor Rating 5) and allows her to shoot bolts of mystical energy (Damage Modifier +4). Rhondondra thrives in the darkness. She cannot abide sunlight, and extended exposure to it will cause her to burst into flames.

Garaphrox

Gender: Unknown  
Age: Unknown  
Body: 15  
Brain: 9  
Nerve: 13  
Job: Monster Lieutenant (10)  
Gimmick: Magic Eye Blast (Freezing) (13)  
Weakness: Flammable (10)  
HP: 15  
YY: 0  
Skills: Sneak +1, Give Orders +2  
Tagline: "Don't let those Ponies escape, you morons!"  
Number of Eyes: 5

Draarg

Gender: Unknown  
Age: Unknown  
Body: 13  
Brain: 6  
Nerve: 11  
Job: Underling (10)  
Gimmick: Bite With Lots of Pointy Teeth (DM +2) (13)  
Weakness: Flammable (13)  
HP: 13  
YY: 0  
Skills: Track +2, Devour +3  
Tagline: "Grawwwll!"  
Number of Eyes: 1



# QAGS 2<sup>nd</sup> Edition Qik Start Rules

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*QAGS Second Edition* (pronounced "kwags") by Hex Games is 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](http://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](mailto:creative@hexgames.com). The Qik Start Rules may be printed and photocopied for personal and instructional use only.

## Words and 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.

### 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, playing card games, 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 buggered, 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 WWPHTM?, 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.

## 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

## 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



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.

## 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.

## 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 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

**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.

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



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.

## 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



## Point Based Characters

The QAGS 2<sup>nd</sup> 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.

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.

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

Dumb Table 1:

### Success or Failure Degree

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

Dumb Table 3:

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

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
<b>None</b>	<b>0</b>	Buck Naked, Open Field
<b>Minimal</b>	<b>1</b>	Catcher's Gear, Tree Branches
<b>Light</b>	<b>2</b>	Sumo Suit, Wooden Fence
<b>Medium</b>	<b>3</b>	Chain Mail, Steel Door
<b>Heavy</b>	<b>4</b>	Plate Mail, Stone Fence
<b>Damn Heavy</b>	<b>5</b>	Power Armor, Castle Wall
<b>Nigh-Invulnerable</b>	<b>25</b>	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.

## **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 2<sup>nd</sup> Edition* rulebook.

**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.

**For more information about QAGS 2nd Edition, and other Hex products, visit our home page at [www.hexgames.com](http://www.hexgames.com)!**



# LASER PONIES

## Character Sheet

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Name:

Gender:

Age:

Body:

Brain:

Nerve:

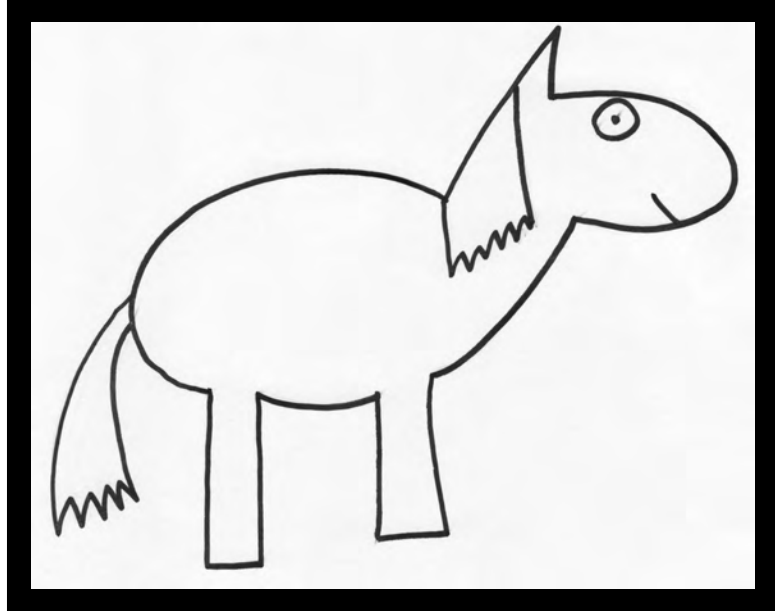
Job:

Gimmicks: Shoot Lasers ( )

Weakness:

HP:

YY:



Color the drawing above with your pony's coat and mane colors. Does he or she have distinctive markings? A nifty outfit? Styl-ish ribbons? Add them!

Skills:

Coat:

Mane:

Tag Line: