

To use Quique Advance, you will need the Quique rules from www.oversoul-games.com. Quique Advance allows you to improve your Quique game by giving you new options for play. As well it gives you rules for use of vehicles and supernatural powers in games.

Play Levels

Players can chose to play one of three levels of Quique. Each level changes the amount of starting points you have to create characters with.

Play Levels

Hard	2/12
Normal	4/25
Heroic	6/36

Enemy Stats

Enemy statistical detail depends on the importance of the enemy. The typical hero fodder need only have a single Reach used for all tasks. This number represents its overall power. More detailed enemies may have only elements, others may have some Traits. Important enemies will have full stats like any other character.

Example Simple Stats

Enemy	Reach
Goblin	2
Zombie	4
Xerellian IV Hunter	5

d20 Option

Players may instead of picking a number 1 to 20, roll a single d20 to determine their chosen number for any task. GMs have the same option instead of creating a long list. For Initiative the GM rolls a d20 in secret then each player rolls, the GM then rolls for each NPC or monster. Initiative is assigned to characters in closest order to the GM's secret number.

Vehicles

Manuverability or M: is a modifier added to any difficulties to the operator when trying any none basic move in a vehicle. This could be a wheelie on a motorcycle or a barrel roll in a plane. What a none basic move is in a vehicle is up to the GM.

Move is how fast a vehicle can go. For ease there are only two speeds, Normal and Fast (penalties for each!) The two speeds are written like this: 50/100ft. A vehicle can also make a number of turns for so much horizontal movement. That amount is written behind the vehicle speeds in brackets. 50/150[25]ft. Some vehicles can turn in a 360 degree circle or any increment there of. These vehicles must make their turn either before or after they have moved not during. Their movement is written with a Z in the brackets like this: 50/100[Z]ft. Most vehicles can go in reverse the fastest a vehicle can go in reverse is one half their normal speed. The same turning rules apply.

Difficulty Modifiers for Speed

Normal	+2
Fast	+4

Vehicles can also brake and decrease speed by increments of their total speed. The incremental value is the same as for turning. In the case of zero point turning vehicles they can brake in increments equal to one half their normal speed.

In the case of vehicles able to move in all three axis they have a few more stats. Climb, Dive, and Required Forward. It is written like this: 50-30-100. Climb is how many units the vehicle can acend in a turn. Dive is how many units they decend in a turn. Required Forward is how many units that vehicel MUST move horizontally every turn. If the vehicle is able to move in reverse or not depends on the story and the GM.

Vehicles can carry weapons and armor just like a character. These weapons and armor function just like they do for characters. What weapons a vehicle can mount is at the discretion of the GM. All vehicle give some form of armor to those inside, so all vehicles have a Defense Modifier.

Vehicles have Hits like a character. If a vehicle is reduced to zero hits then the vehicle is destroyed. Hits are broken up into sections, when a section is lost steering the vehicle becomes harder. Each section lost adds +1 to Manuverability. The number of hits in each section is written in brackets behind the total number of hits like this Hits: 20[5]. Characters inside may be damaged when a vehicle is damaged or destroyed at the GM's discretion.

The number of Crew is how many people it takes to operate the vehicle and its weapons. Some vehicles need crew just to drive it. On other vehicles some of the weapons may not be used unless more than one character is aboard. The crew needs of the vehicle is determined by the GM.

Heavy Weapons and Armor

These are weapons and armor that are more powerful than the usual weapons and armor carried by characters. They work like the normal combat rules but only heavy armor can be penetrated by heavy weapons. Heavy weapons and armor are denoted with an "H" after their damage or armor value. Heavy Weapons do double damage on vehicles or characters without heavy armor.

Vehicles

Biplane
M: +2 Move: 50/150[25]yds. 50-100-50yds.
Def Mod: +6 Hits: 12[4]
Helicopter
M: +2 Move: 0/200[Z]yds. 50-50-0yds.
Def Mod: +7 Hits: 15[5]
Light Mecha
M: +2 Move: 50/150[Z]yds
Def Mod: +6 Hits: 20[5]
Med. Mach. Guns R: 150/300yds Dmg: 4
Mis. Launcher R: 200/400 Dmg: 6H (12 rds.)
Motorcycle
M: +2 Move: 100/200[25]yds.
Def Mod: +4 Hits: 10[2]

Supernatural Powers

Spells

Fireball
Dif: +2 R: 100ft Dur: 1 sec.
Effect: If successful the caster can choose 1 target within range and that target suffers 3 dmg.

Dispel
Dif: +1 R: 20ft. Dur: Instant
Effect: This spell complete negates a spells currently in affect within the range. This spell does not undo any damage or healing affects on characters. It does not have any affect on spells cast after it.

Psi Powers

Foresight
Dif: +2 R: 50ft. Dur: 5 secs.
Effect: If successful the caster can choose 1 character and know his or her thoughts. This can be used to counter an action or gain knowledge.

Levitate
Dif: +1 R: 100ft. Dur: 1 secs.
Effect: If successful the caster can throw a static object of 50kg, or less within the range limit.

Supernatural powers function off of Spirit/Willpower for magic and Mind/Awareness for psionics. Practically, both work the same. The supernatural system can be as freeform or as rigid as the players wish. Each power has a few requirements. Range, Duration, Effect, and Difficulty. Range is how far the power can reach from the character. Duration is how long it lasts and the requirements for it to last. Effect is what the power does. The Difficulty takes in account all of the other requirements of the power and can be altered by situational modifiers. The player, GM, or both can come up with this information.

Using a power is then like any other task. The players reach is modified by the Difficulty, the player provides a number 1-20 and it is compared with the GM's number to determine success.

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ADVANCE