Character Creation

1 Backstory Page

1.1 Intent

1.2 Reason to Start

Person(s) of Influence

1.3 Personal Treasure

1.4 Initial Condition to Finish

2 Stat Page

2.1 Stats

Knowledge [KNO]

$d100 + [KNO]$

Roll a d100 and add [KNO] to the amount.

Any time you would ask, "Does my character know/notice..." you roll a KNO.

Upon a BURST, dump 100 points into your existing Skills however you please.

Power [POW]

$2(d100 + [POW])$

Roll a 2d100 and add [POW] to each result

Any time your action is a single extraordinary feat, you roll a POW.

Upon a BURST, perminantly increase the POW multiplier by 1 (e.g. $2 \rightarrow 3$).

Endurance [END]

$(d100 \pm [END])$ *as 1 turn until pass/fail*

If the endurance is being *stored*, roll a d100 and add [END]. The desired effect occurs *when* the determined threhsold is reached.

If the endurance is being *spent*, roll a d100 and subtract [END]. The desired effect occurs *until* the determined threshold is reached.

Any time your action would take multiple turns run an END.

Upon a BURST, perminantly increase the *turn* multiplier by one. This means you roll for an additional turn when *storing* and skip an additional turn when *spending.*

Speed [SPD]

total $(d100 + [SPD])$ *until fail*

Roll a d100 and add [SPD]. If you succeed, roll agian and add 10 to the threashold. If you succeed again, add that roll to the total and repeat the process until you reach the determined maximum successes or fail.

Any time your action encompasses multiple smaller actions, you roll a SPD.

Upon a BURST, preminantly gain an addtional free reroll upon SPD failures.

Foresight [ESP]

guess $d100$ *within* $[ESP]$

Guess a number between 00-99. Roll a d100. The desired effect occurs if the rolled number is withing [ESP] of the guessed number.

Any time your character attempts to predict or react to external stimuli, roll ESP.

Upon a BURST, pick an additional number to guess.

2.2 Skills

2.3 Techniques

2.4 Awesome/Awful

3 Development Page

3.1 Physical Changes

3.2 Posessions

3.3 Persons of Interest

3.4 Reason to Continue