# Outline

1. Introduction to Role Playing
   1. Rule Zero
   2. Intro to BAMF!
2. Quick Start Guide
   1. Stats
      1. Body
      2. Agility
      3. Mind
      4. Fortune
   2. Skill
      1. Combat
      2. Hands-On
      3. Social
   3. Perks
   4. Checks
   5. Combat
3. Character Creation
   1. BAMF
   2. CHS
   3. Perks
   4. Leveling Up
4. Perk List
   1. Specialist
      1. B
      2. A
      3. Lore
      4. Key Moment
      5. C
      6. Expertise
   2. Character Builder
      1. B
      2. A
      3. M
      4. F
      5. C
      6. H
      7. Alter Ego
   3. World Builder
      1. B
      2. A
      3. M
      4. F
      5. C
      6. Crafting?
      7. I Know a Guy
   4. Combat Ready
      1. Damage Sponge
      2. Alertness
      3. First Aid
      4. Critical Hit
      5. Taunt
      6. Sniper
      7. Dual Wielder
   5. Handy Dandy
      1. Flight
      2. A
      3. M
      4. F
      5. C
      6. H
      7. S
   6. Social Butterfly
      1. B
      2. A
      3. M
      4. F
      5. C
      6. Assistant
      7. Fame and Fortune
   7. Chaos Factor
      1. B
      2. A
      3. M
      4. F
      5. C
      6. H
      7. S
   8. Signature Weapon System
   9. Basic Stats
      1. Stat Used
      2. Damage Bonus
      3. Range
   10. Perks
       1. B
       2. A
       3. M
       4. F
       5. S
       6. H
       7. C
   11. Additional Notes
5. Combat
   1. Marching Order
   2. Distance
   3. Taking Your Turn
   4. Taking Damage
6. Game Master’s Section
   1. ???