# Table of Contents

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. ???

# Quick Start Guide

There are four basic stats that define what makes your character a BAMF:

* **BODY** determines your physical strength, stamina, and athletic prowess. It also determines your starting Health.
* **AGILITY** determines your dexterity, gracefulness, and reflexes. It also helps determine
* **MIND** determines your knowledge, observational skills, and memory.
* **FORTUNE** determines your luck of the draw. It also determines your Luck Points for each session.