**Character Sheet**

### I. Identity and Resources

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| --- | --- | --- |
| **Field** | **Value** | **Notes** |
| **Name** | **Yukari** |  |
| **Level** | 1 |  |
| **Role/Archetype** |  | e.g., Brawler, Psychic, Scientist |
| **HP Max** | **[20]** | $(5 x VIT)+5 |
| **PP Max** | **[10]** | $(5 x IQ)+5 |
| **Starting Stat Pool** | **[12]** | Based on Equipment Tier |

### II. Base Stats (7)

* *Initial allocation is 1 point to each. Use Starting Stat Pool to raise.*

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| --- | --- | --- | --- |
| **Stat** | **Value** | **Stat** | **Value** |
| **Offense (OFF)** | **[2]** | **Vitality (VIT)** | **[2]** |
| **Defense (DEF)** | **[5]** | **IQ (Intelligence)** | **[3]** |
| **Speed (SPD)** | **[5]** | **Luck (LUK)** | **[2]** |
| **Guts (GUTS)** | **[2]** |  |  |

### III. Skill Mods (The Check Values)

* *Calculated as Stat A + Stat B*

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| --- | --- | --- |
| **Skill Mod** | **Calculation** | **Mod Value** |
| **Physical** | OFF + VIT |  |
| **Endurance** | DEF + VIT | (+3) |
| **Courage** | GUTS + LUK |  |
| **PSI Control** | IQ + GUTS | (+1) |
| **Evasion / Stealth** | SPD + LUK |  |
| **Brain/Logic** | IQ + LUK |  |
| **Tech/Fix** | IQ + OFF |  |

### IV. Equipment & Psyche Anchor

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| --- | --- | --- | --- |
| **Slot** | **Item Name** | **Key Effect / Damage** | **Notes** |
| **Weapon** | **The Over-Torque**  **(Big Ass Wrench)** | **Damage: 2d10 + OFF Effect: "Mechanical Leverage" – On a successful hit against an armored enemy or a robotic/mechanical foe, ignore 3 points of their DEF.**  **Special Move: "Skull-Cracking Torque" – Once per encounter, you can choose to take a -2 to your attack roll. If you hit, the target is automatically Staggered (cannot take a move action next turn).** | His Wrench isn’t just a club; it’s his magic wand/staff. He “heals” mechanical allies and “de-buff” mechanical enemies by knowing exactly where to hit them to make a bolt pop loose |
| **Armor/Clothing** | **Junk-Plate Rig**  **(Scrap metal Armor)** | **Defense Bonus: +4 DEF Mobility Penalty: -2 Speed (It’s loud, heavy, and clanks when you walk). Perk: "Shell Shock" – Because the armor is made of layered scrap, it is incredibly good at absorbing impacts. You gain +3 to Endurance (DEF+VIT) checks. Perk: "Scrap Recovery" – If you are hit by a physical attack that deals 10+ damage, a piece of the armor falls off. You can spend a turn "Fixing" it (Tech/Fix check) to restore 1d8 HP to yourself as you reposition the plates.** | A chest piece made of street signs, car door panels, and industrial plating held together by bungee cords and spite |
| **PSYCHE ANCHOR** | **The Go-kart** |  | **Maybe he doesn’t drive a full car yet, but he has the engine core and the steering wheel of his dad’s old racer. He can “summon” or “rig” parts of it into the world using PSI** |
| **Other Gear 1** | **The Cracked Mirror**  **(Motorcycle racer Helmet)** | **Perk: "Dazzling Reflex" – When an enemy uses a Gaze-based attack or a "Flash" PSI move (like PK Flash Alpha), roll a 1d6. On a 4+, the mirrored shards reflect the light, granting you immunity to the status effect. Perk: "Fractured Ego" – Grants +1 PSI Control. The shattered visor makes it hard for enemies to read your intentions, giving them -1 to Evasion when you target them with a PSI move.** | **A Sleek racing helmet with a spider-webbed, mirrored visor that distorts light and gaze** |
| **Other Gear 2** | **Ignition Grips**  **(Racecar driver gloves)** | **Effect: "Heat Resistant" – You take 50% less damage from "Burn" status ticks and fire-based hazards. Heart PSI Synergy: If the user has HPSI, these gloves reduce the Physical Recoil of fire-based moves (like PK Pyre) by 2 (minimum 1), as they help insulate the body from the psychic heat.** | **Fire-resistant, high-grip gloves smelling of burnt rubber and gasoline** |

### V. PSI Moves and Techniques

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| --- | --- | --- | --- |
| **Move Name** | **Rank (α,β,γ)** | **PP Cost** | **Notes (Effect / Damage Formula)** |
| **"Emergency Tuning" (Tech/Fix)** |  |  | **Since he has a high Tech/Fix (IQ + OFF), he can use his action in combat to "Tune" his or an ally's equipment. The Mechanic’s Touch: Roll a Tech/Fix check. Success: Give a weapon +2 Damage or an Armor +2 DEF for the rest of the encounter. Crit (Luck): The item gains a "Project Moon" perk temporarily (e.g., "This turn, your bow gains Armor Piercing").** |
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### VI. Inventory and Finances

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| **Finances** | **Value** |  | **Inventory Item** | **Notes** |
| **Cash On Hand** |  |  |  |  |
| **ATM / Account** |  |  |  |  |
| **Mental Strain** | **[Current Level]** |  |  |  |
| **Permanent GUTS Loss** |  |  |  |  |