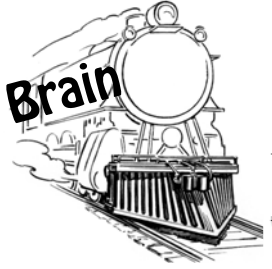
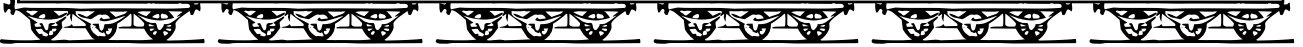




Hobo Name:



JOB:	Skills
HOBO POWER:	
GIMMICK:	
WEAKNESS:	
OLD LIFE:	
WWPHITM?	
TAG LINE:	
DUMB FACT:	



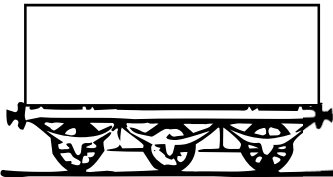
The Blues



Bad Mojo



Ride the rails. Have more fun!



Health Points



Yum Yums

Vow:	
Notes:	<p>Qik Start Rules</p> <ol style="list-style-type: none"> Roll 1d20/2+6 five times and put them into Body, Brain, Nerve, Job, and Gimmick. Weakness is equal to Gimmick. Health Points is equal to Body. Old Job is equal to (16-Job)/2. Choose 3 Skills at +3, +2, and +1. The Blues and Bad Mojo start at 0. Roll 1d20/5 to determine starting Yum Yums.

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