

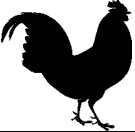






# Waxman's Warriors

Bust out of Hell. Have more fun!



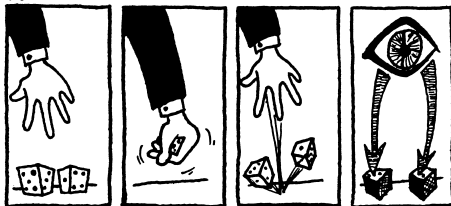
	<b>Body</b>	<b>Name</b>	<b>Skills</b>
	<b>Brain</b>	<b>Character Concept/Archetype</b>	
	<b>Nerve</b>	<b>Job</b>	
	<b>H.P.</b>	<b>Gimmick</b>	
	<b>Yum Yums</b>	<b>Weakness</b>	
<b>Tag Line:</b>			<b>WWPHITM?</b>
<b>Dumb Fact:</b>			

### Qik Start Rules

### Notes & Stuff

1. Roll a d20 and divide by 2. Add 6 to the result.
2. Repeat 4 more times.
3. Assign the Numbers to Body, Brain, Nerve, and Gimmick.
4. Your Weakness Number equals your Gimmick Number.
5. Choose 3 Skills. Give one of them a +3 Skill Bonus, one a +2, and one a +1.
6. Health Points are equal to Body.
7. Roll a d20 and divide by 5. That's how many Yum Yums you start with.

### HOW DICE WORK



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