







# Aces & Apes

Rule the skies! Have more fun!

	<b>Body</b>	<b>Name</b>	<b>Skills</b>
	<b>Brain</b>	<b>Job</b>	
	<b>Nerve</b>	<b>Gimmick</b>	
	<b>H.P.</b>	<b>Weakness</b>	
	<b>Yum Yums</b>	<b>Ape Modifier</b>	
	<b>Kills</b>	<b>First Kill</b>	
<b>Ace Modifier:</b>			
<b>Tag Line:</b>			<b>WWPHITM?</b>
<b>Dumb Fact:</b>			

### Qik Start Rules

- Roll a d20, divide the result in half and add 6.
- Do this 4 more times.
- Assign these numbers to Job, Gimmick, Body, Brain, and Nerve.
- Roll a d20 and divide by 4 to determine how many Kills the character initially has.
- Divide the Kills Number by 5 to determine the Ace Modifier.
- Default Ape Modifier is 2.
- Assign +3, +2, and +1 to three Skills. A player may use one of these to increase his Ape Modifier instead of taking a Skill.
- Decide on a WWPHITM?, Tag Line, and Dumb Fact. The player must have a story about his first kill.

### Plane Stats

<b>Plane Type:</b>	
<b>Structure</b>	<b>Gimmick</b>
<b>Power</b>	<b>Weakness</b>
<b>Firepower</b>	<b>Dumb Facts</b>
<b>Hit Points</b>	