MICROSYSTEM: REVISION A

Game Type/Title

AN ATTEMPT AT A MULTI-PURPOSE, ALL-STORY CORE RPG RULE SYSTEM

CORE ATTRIBUTES

Start With (12)

SPEED	EFFECT	
		Physical
		Mental
		Sensory
		Interactive

GENERAL SKILLS

Start With (25)

SPEED	EFFECT	

Character Name

Played By

Age

Sex, Race

Played By

SPECIALTY SKILLS

Start With (10)

SPEED	EFFECT	

SITUATIONS

Must be zero-sum. See GM for max amount.

SITUATION	±	AMT.	AFFECTED STAT
	−		
	−		
	−		
	−		
	−		
	−		
	−		