Update

- Current plan 10/14 creation date

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I have this in my notebook on my brainstorm area.

- First im not gonna have people picking arms legs etc thats stupid
- They can pick and pay to be of a race this will be expensive and include skills, should they choose
    - Possibly force a race but i like the idea of this being open ended
- People will pick items, consumables, mutators(this is where you get the extra head, legs body parts, arms etc), spells anything to customize
- There are base points in all stats except essence, everything else builds and can be bought on these
- the game will use 2 dice with 12 as a hard max on a stat? im still deciding, after reading how ink ribbon runs i may change this o.o its a d6 system that uses a pool.
- Next thing is to open up the items and change them from what they currently are with the racial/arms legs etc, because of the setup it wont be an issue, just change races delete items it will still categorize and work.