Amazing Adventurers and Incredible Exploits

Brawn: Attributes		Name:	
Athleticism: Resolve: Academics: Knowledge: Focus: Athleticism: X 5 = Resolve Pool Resolve Pool	Current	Race: Class: Age History 1: Skills Connections	History rolls
Leadership: X 5 = Mysticism: X 5 = Mysticism: Atro-	Current	History 2: Skills Connections	
2.Weapon: Atrb_ 3.Armor+ Attrib 4. Mundane Item: 5		History 3: Skills Connections	
6	Deity:	History 4: Skills Connections	
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Amazing Adventurers and Incredible Explots

\dashv Ab	ilities	
900-00 Professions		Racial Ability:
Attribute: Difficulty: Costs: Common: Perk 1: Perk 2: Perk 3: Critical:	NAME:	Mutations:
Fumble:		Attribute: NAME: Difficulty: Costs:
Attribute: Difficulty: Costs: Common: Perk 1: Perk 2:	NAME:	Common: Perk 1: Perk 2: Perk 3: Critical: Fumble:
Critical:		
Fumble:		Attribute: NAME: Difficulty: Costs: Common:
Attribute: Difficulty: Costs: Common: Perk 1:	NAME:	Perk 1: Perk 2: Perk 3: Critical:
Perk 2: Perk 3:		Fumble:
Critical:		_ -
Fumble:		

AMAZING ADVENTURERS AND INCREDIBLE EXPLOITS Story Point record:

Story Point record:					
2	Level 1 to 2	Level 4 to 5			
	1.	1.			
	2.	2.			
	3.				
	4.	3.			
	5.	4.			
ĺ	Level 2 to 3	5.			
	1.	6.			
	2.	7.			
	3.	8.			
	4.				
	5.	9.			
	6. 7.	10.			
	8.	11.			
	9.	12.			
	10.	13.			
	Level 3 to 4	14.			
	1.	15.			
	2.	100000000000000000000000000000000000000			
	3.	16.			
	4.	17.			
	5.	18.			
	6.	19.			
	7.	20.			
	8.				
	9.	Notes:			
	10.	0.000			
	11.				
	12.				
	13.				
	14. 15				
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Mark Van Vlack 2014