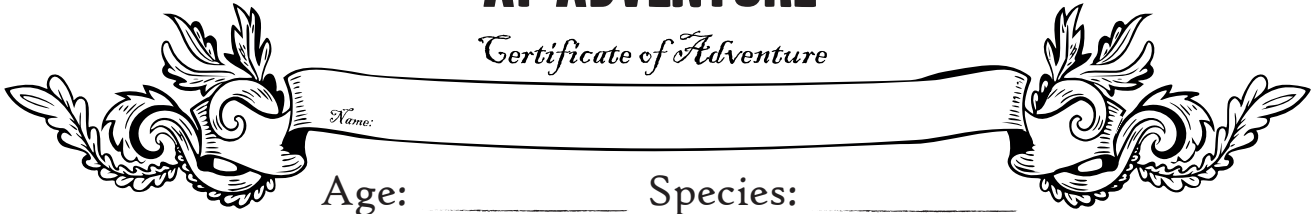


TRAVERSE THE DISC, FIND LOVE, MEET EXCITING FRIENDS
A ONE IN A MILLION CHANCE AT ADVENTURE

Certificate of Adventure



Age: _____ Species: _____

Guild (if any): _____

Description: _____ The story so far: _____

Pocket change: AMD Shillings (1 dollar is 20 shilling) Pennies (1 shilling is 12 pennies) Halfpennies

It bears mentioning that the Ankh-Morpork dollar is much less inflated than modern currency. Five extra dollars per month is considered a respectable raise in Guards! Guards!. In Going Postal a senior government official makes 20 dollars per week, and a major construction project costs about 100,000 dollars. -<https://wiki.lspace.org/mediawiki/Currency>

Narrativium points: ○○○○○

During character creation each attribute point left unspent is converted into a Narrativium point. Narrativium points can be used for 'million to one rolls', casting spells and avoiding socially awkward encounters with Death; allowing you to live to see another day.

Inventory & Luggage

If an item can be motivated to have relevance to a roll it adds +1 to the attribute/skill value of the roll.

Attributes

Distribute 5 additional points during character creation. Every failed roll: +1 point in a failure track of a used attribute. When a failure track is full you gain an attribute or skill point. See "Growing older" page.

⊗○○○○ Trickery ~ used for deceptive behaviour
Failure?: □□□□□□□□ Full track? +1 in this track by recycling from another attribute.

⊗○○○○ Wits ~ used for awareness and observation
Failure?: □□□□□□□□ Full track? +1 in this track by recycling from another attribute.

⊗○○○○ Force ~ used for strength and physical tests
Failure?: □□□□□□□□ Full track? +1 in this track by recycling from another attribute.

⊗○○○○ Speed ~ nimbleness and reactions
Failure?: □□□□□□□□ Full track? +1 in this track by recycling from another attribute.

⊗○○○○ Determination ~ willpower and focus
Failure?: □□□□□□□□ Full track? +1 in this track by recycling from another attribute.

Skills & Spells

(you may distribute up to 10 points, max 5 points/skill)

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Check the Octagon if it is a spell

Vices & Compulsions

Roleplay against your own interests in line with any vice or compulsion to gain a Narrativium point immediately. The consequences of your act must be of negative nature for this to apply.

Session Goal

Before starting each session, take some time to define any personal goal for the session. If you achieve your Goal you gain a Narrativium point at the end of the session.

APPROVED BY THE
AM.RP.A.A.

