Name:		Training
Player:		
Stat Edge Max Current	+/- Dmg Attack	
Might		
Speed		
Intellect		
Armor		
Damage track		
Hale Hurt Dying		
(normal) (no crits) (downed)	Abilities/I	Equipment
Effort		
Tier Bonus Cost If Hurt		
✓ ■ ③ 3 ● 4		
□ ■ 05 07		
□ 2 0 7 0 10		
□ ■ ● 9 ● 13		
□ Ⅲ ○ 13 ○ 19		
Advancement		
1xp: Reroll any dice.		
1xp: Refuse a GM intrusion.		
2xp: Part training (+1), applies only to a highly-specific situation.		
4xp:		
+1 Effort		
□ +1 □ Edge		
+1 Training		
☐ +4 ○ Pool		
Other (ask GM)		
XP:		