

EXPERIENCE POINT LOG T-6.5

Player: _____
 Character (Level): _____
 Session Ending: _____

GM Use Only
 Notes:

MANUEVERS

Manuever EP Key

1. Keep a tally of how many of each type of manuever was performed.
2. The Danger Rating refers to the situation in which the manuever was performed (not the danger of the manuever itself). The ratings are: character is in no danger (None), character is in some danger (Some), character is in danger (Danger), character is in extreme danger (Ex. Danger), and/or Foe was defeated as a direct result of the manuever (Defeat). Use the Unknown column if the danger rating is not known.

Difficulty	----- Danger Rating -----					
	None	Some	Danger	Ex. Dang.	Defeated	Unknown
Easy						
Light						
Medium						
Hard						
Very Hard						
Ex. Hard						
Sheet Folly						
Absurd						

Spell EP Key

1. Keep a talley of how many of each level spell is cast. Use the "Other" row for spells above 10th level (recording the level of the spell).
2. The Danger Rating refers to the situation in which the sl was cast (not the danger of the spell itself). The ratings are: Spell caster is in no danger (None), Spell caster is in some danger (Some), Spell caster is in danger (Danger), Spell caster is in extreme danger (Ex. Danger), and/or Foe was defeated as a direct result of the spell (Defeat). Use the Unknown column if the danger rating is not known.

SPELL CASTING

Spell	----- Danger Rating -----					
	None	Some	Danger	Ex. Dang.	Defeated	Unknown
1st Level						
2nd Level						
3rd Level						
4th Level						
5th Level						
6th Level						
7th Level						
8th Level						
9th Level						
10th Level						
Other Level						

COMBAT: CONCUSSION HITS

Combat EP Key

1. Keep a talley of how many concussion hits given and taken in each combat.
2. If knocked out during the battle, check the "Character KOd" box. If foe is knocked out from the blow, check the "Foe KOd" box.
3. Keep a talley of the number of criticals you give to foes. When delivering a Large or Super-Large critical, be sure to note the original critical result (from the attack table). The condition indicates the condition of your opponent at the time you struck him. The possible conditions are: foe is normal (Norm), foe is dead (Dead), foe is unconscious (Unc.), foe is down (Down), foe is stunned (Stun), you are fighting foe by yourself (Solo), foe takes Large criticals (Large), foe takes Super-Large criticals (SLarge).

1st Combat	2nd Combat	3rd Combat	4th Combat
Character KOd <input type="checkbox"/> Foe KOd <input type="checkbox"/>	Character KOd <input type="checkbox"/> Foe KOd <input type="checkbox"/>	Character KOd <input type="checkbox"/> Foe KOd <input type="checkbox"/>	Character KOd <input type="checkbox"/> Foe KOd <input type="checkbox"/>

COMBAT: CRITICALS

Severity	----- Condition -----							
	Norm	Dead	Unc.	Down	Stun	Solo	Large	SLarge
A								
B								
C								
D								
E								

TRAVEL (IN MILES)

IDEAS AND OTHER INTERESTING THINGS

Normal:
 Dangerous:
 Ext. Dangerous:

Travel EP Key

1. Normal indicates travel in well-known areas. Dangerous indicates travel in unknown areas. Ext. Dangerous indicates travel in openly hostile areas.

SESSION LOG T-6.6

GM: _____
 Session Ending: _____
 Location: _____

Total Time in Session: _____
 Next Session Date: _____
 Next Session Location: _____

PLAYER CHARACTERS PRESENT	NPC ALLIES PRESENT	NPC ENEMIES ENCOUNTERED
Character: _____ Player: _____	Character: _____ Role: _____	Character: _____ Role: _____
Character: _____ Player: _____	Character: _____ Role: _____	Character: _____ Role: _____
Character: _____ Player: _____	Character: _____ Role: _____	Character: _____ Role: _____
Character: _____ Player: _____	Character: _____ Role: _____	Character: _____ Role: _____
Character: _____ Player: _____	Character: _____ Role: _____	Character: _____ Role: _____
Character: _____ Player: _____	Character: _____ Role: _____	Character: _____ Role: _____
Character: _____ Player: _____	Character: _____ Role: _____	Character: _____ Role: _____
Character: _____ Player: _____	Character: _____ Role: _____	Character: _____ Role: _____
Character: _____ Player: _____	Character: _____ Role: _____	Character: _____ Role: _____

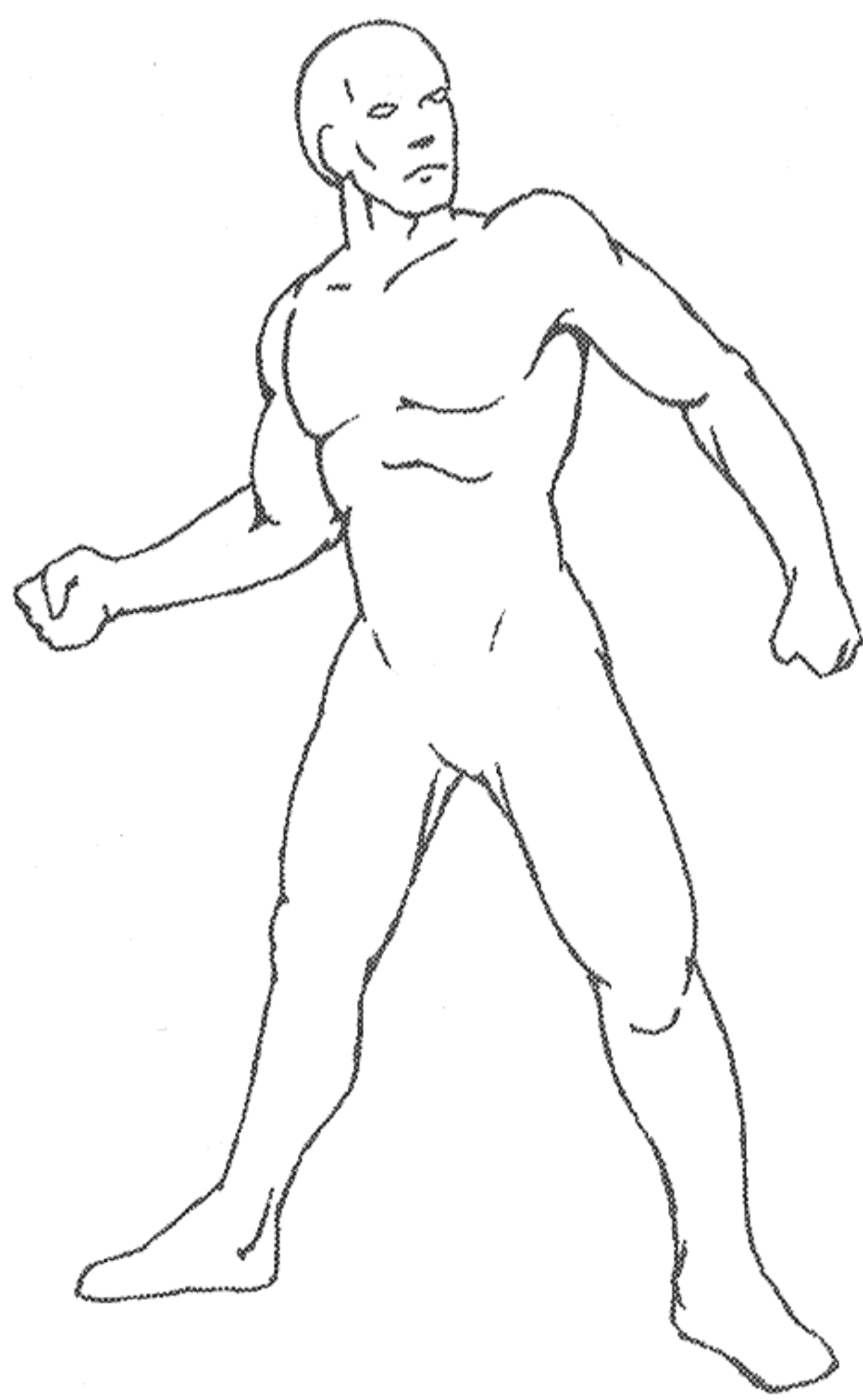
ADVENTURE LOCALE

GM's Notes:	Information Gained by the Player:
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ADVENTURE NOTES

GM's Notes:	Information Gained by the Player:
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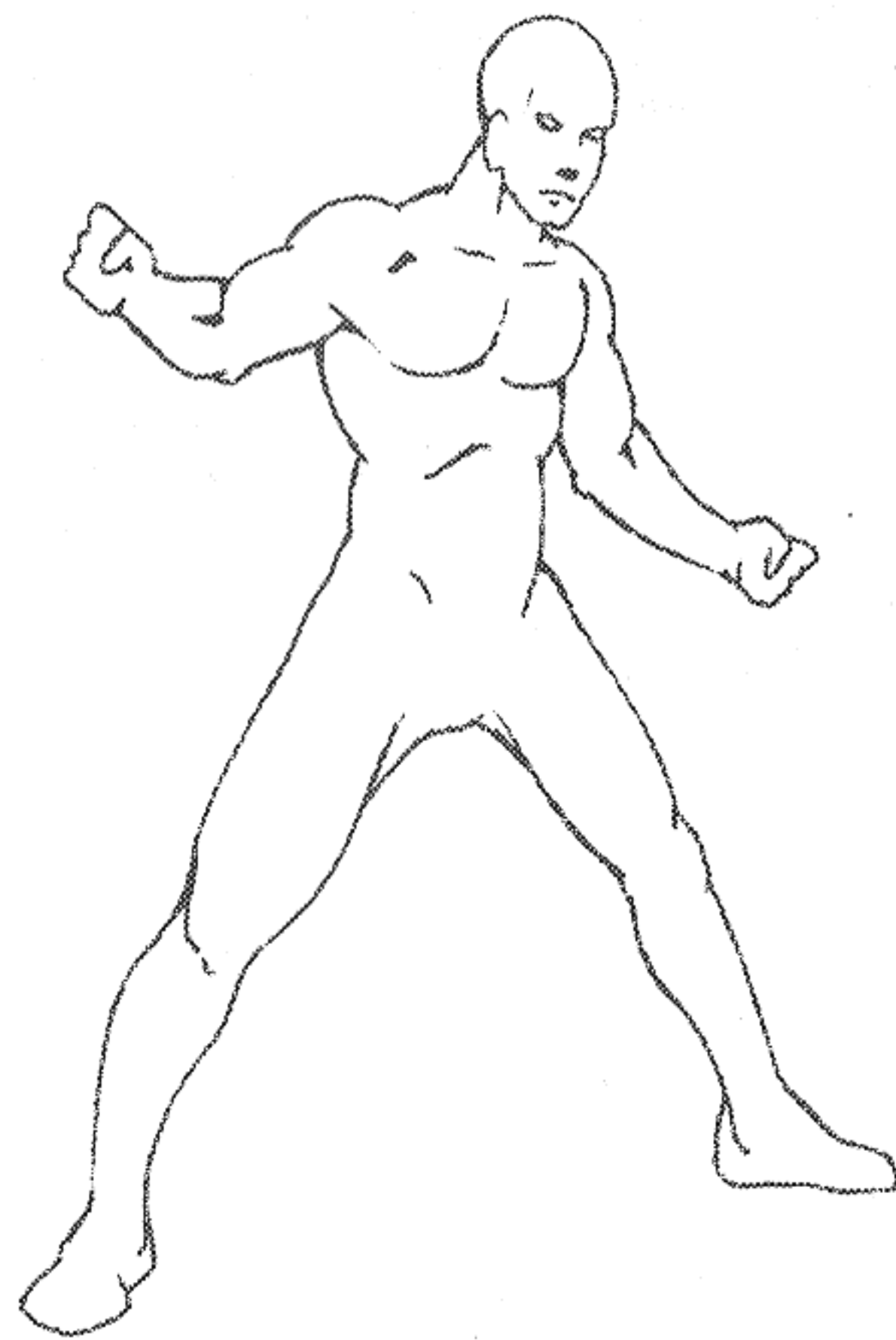
OTHER NOTES



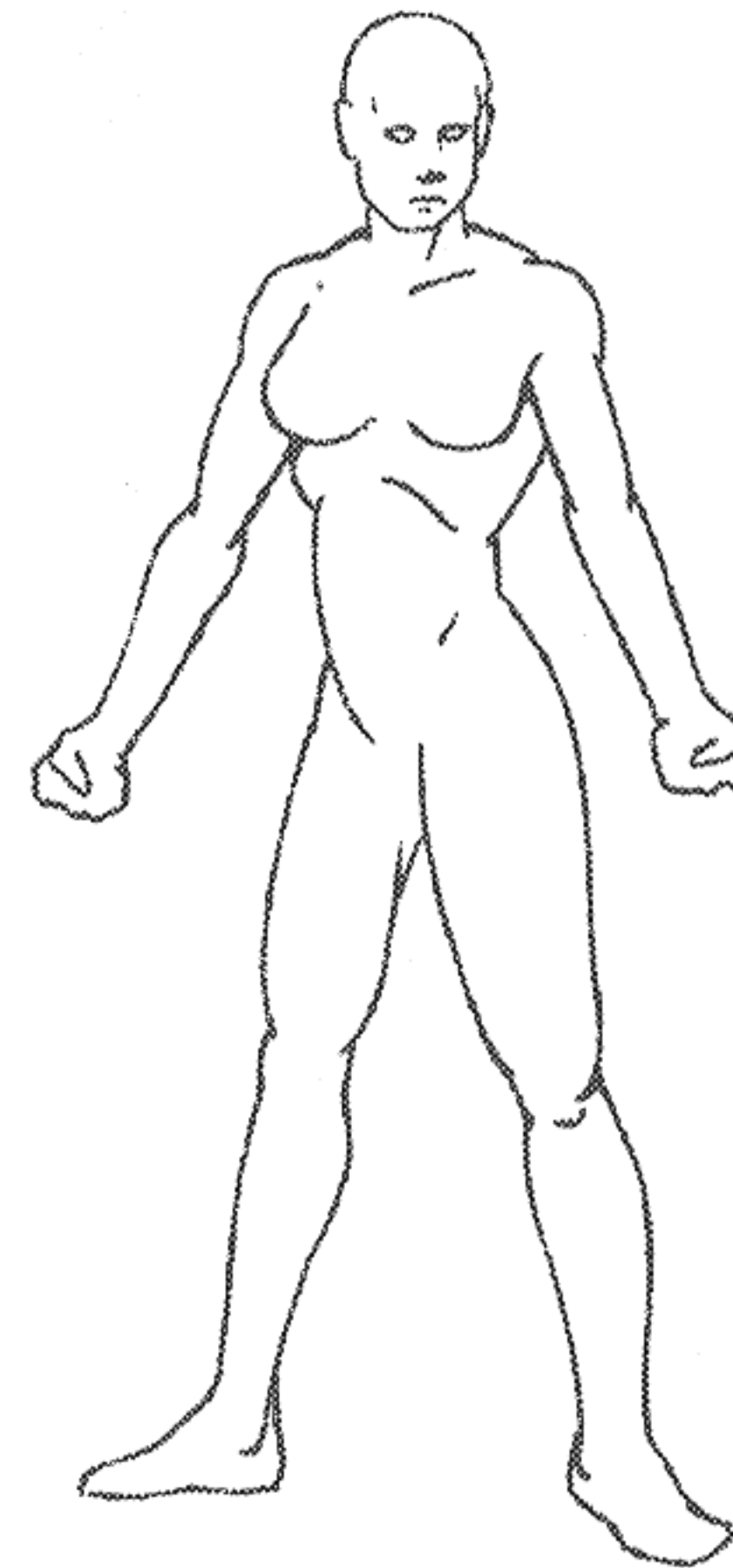
High Man, male



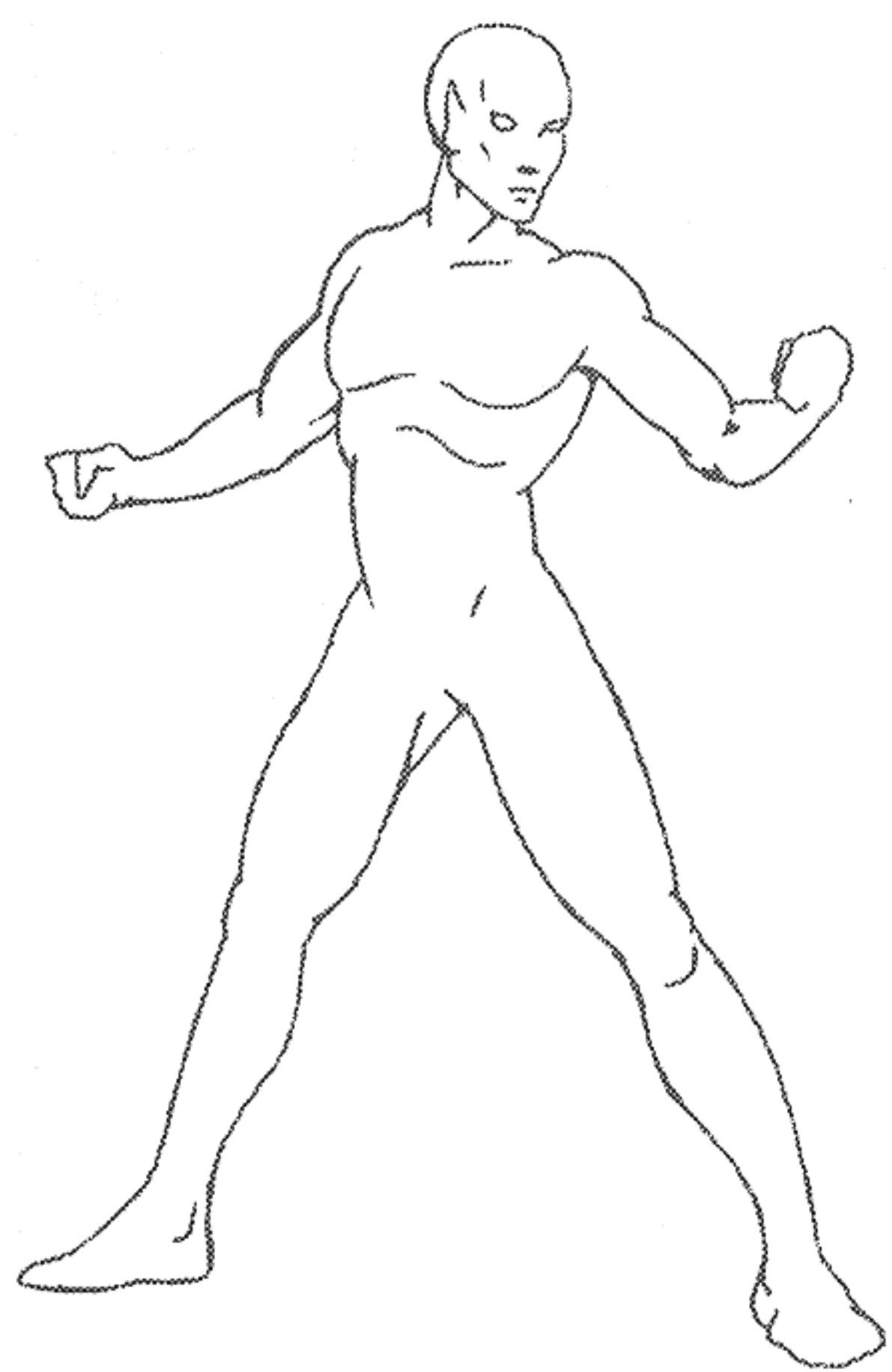
High Man, female



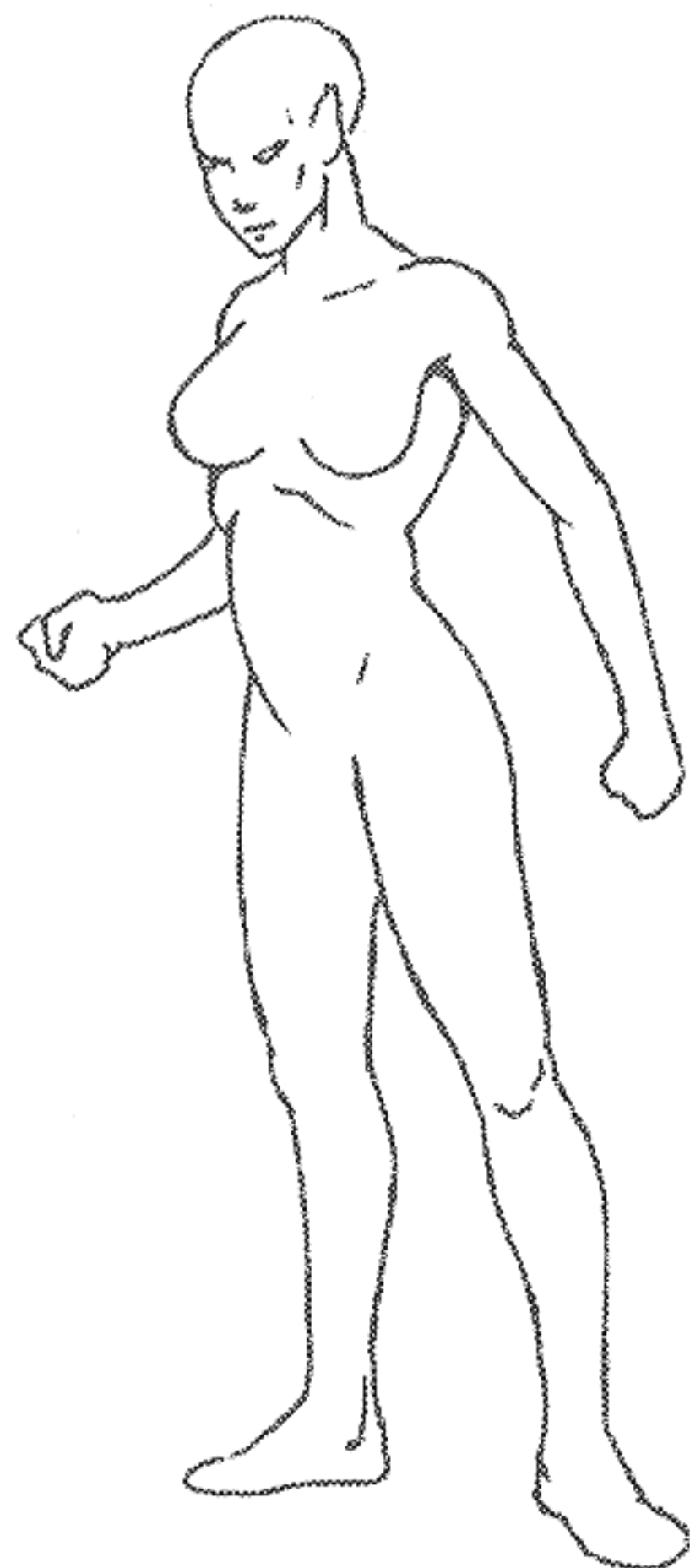
Common Man, male



Common Man, female



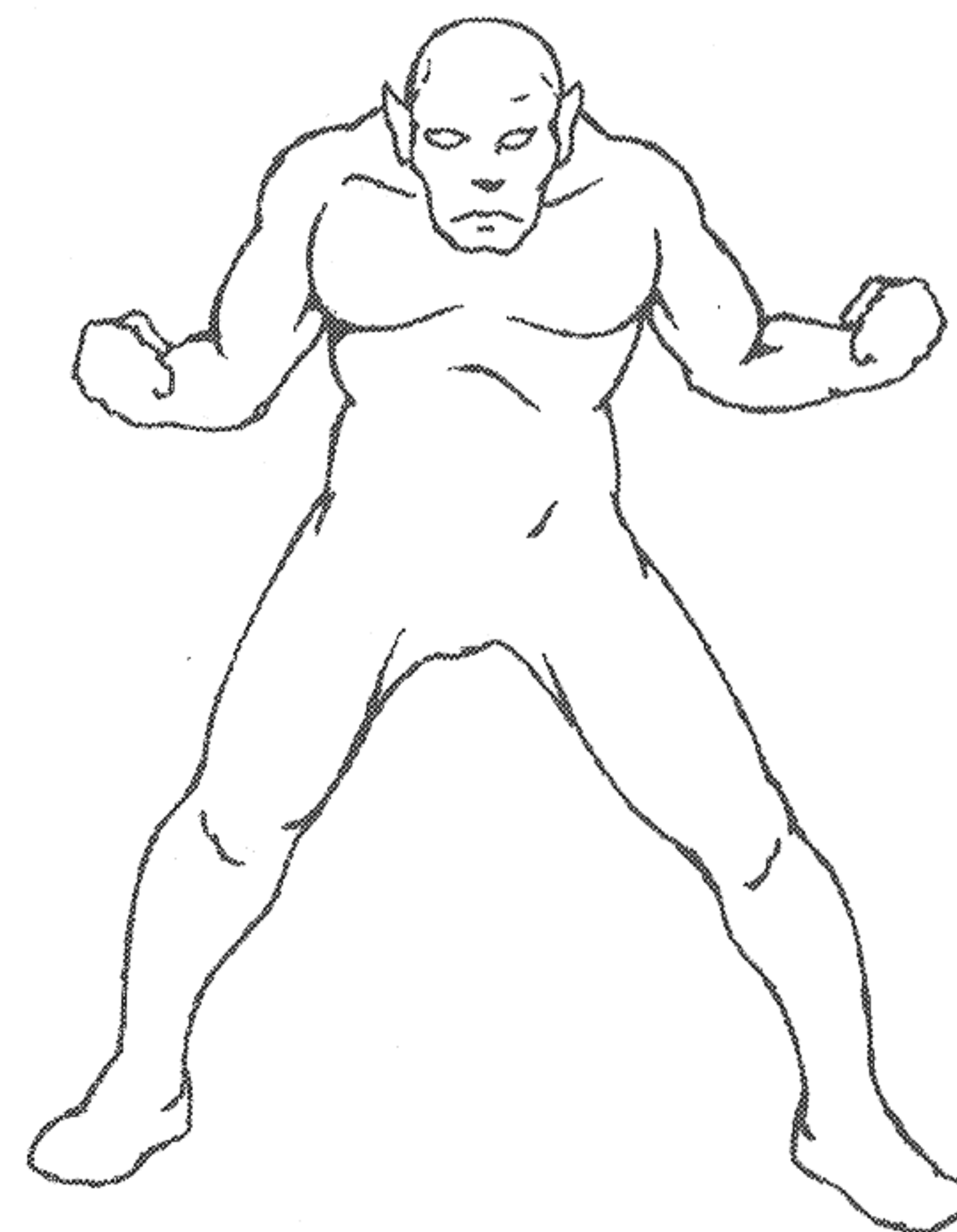
Elf, male



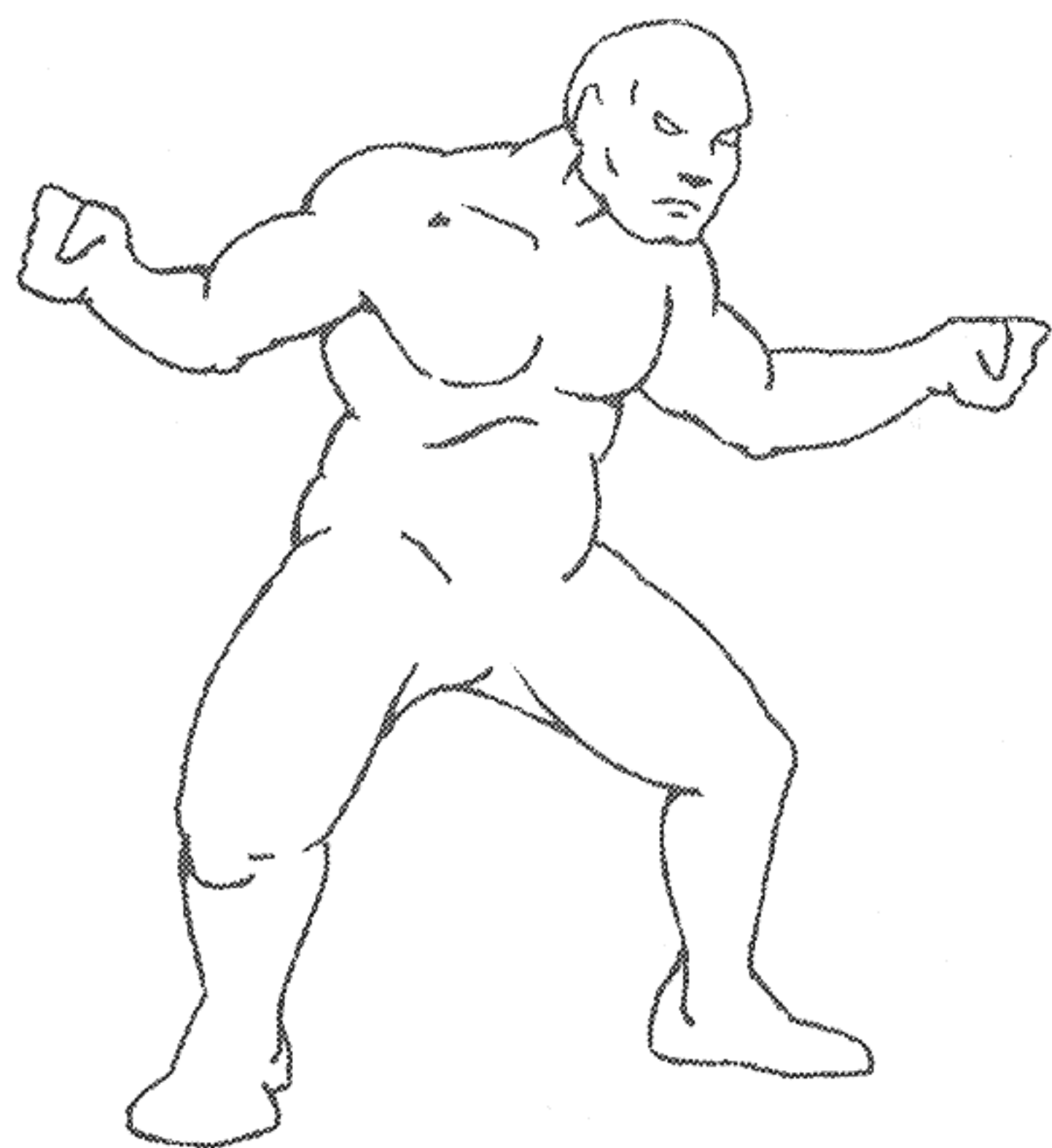
Elf, female



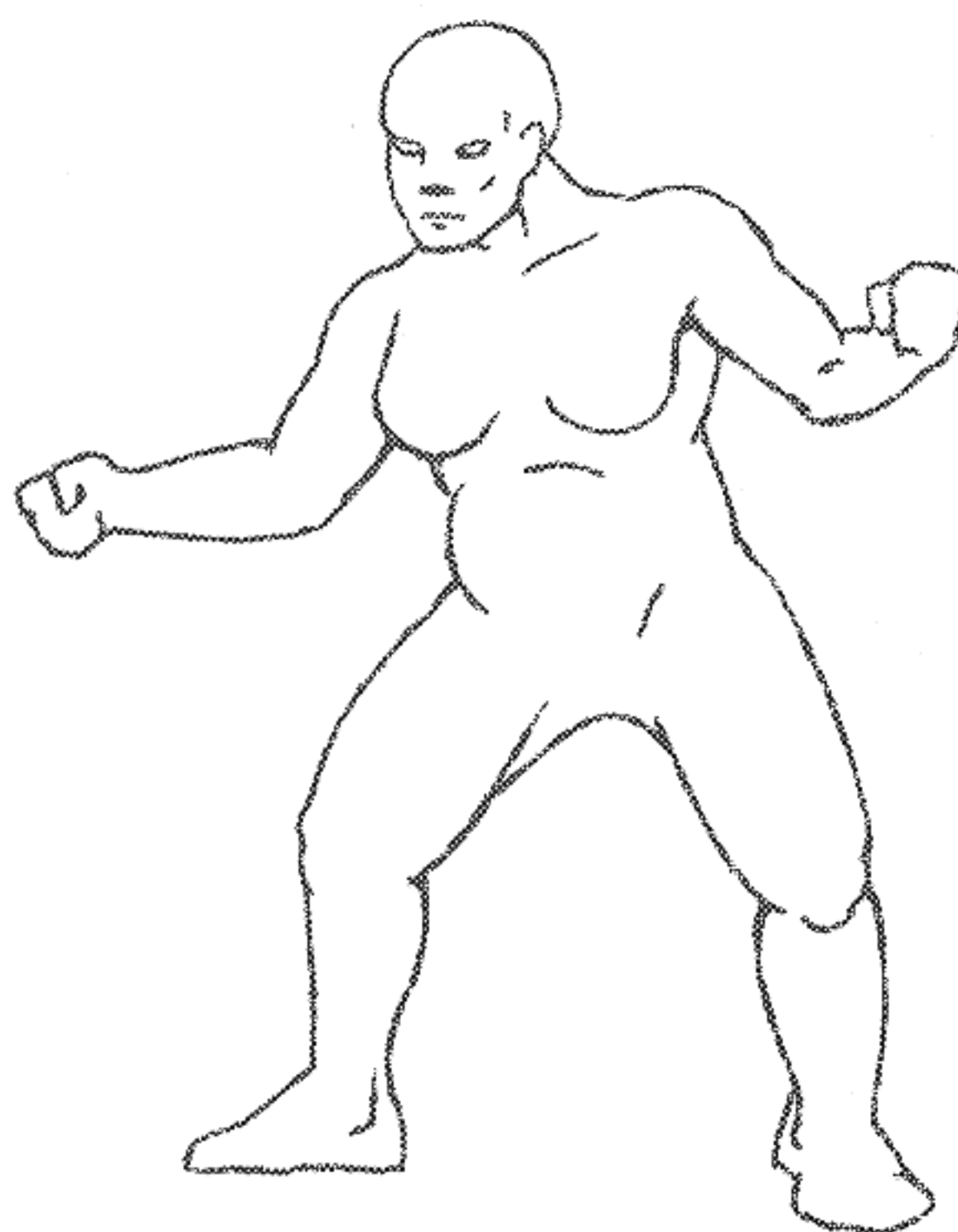
Orc, male



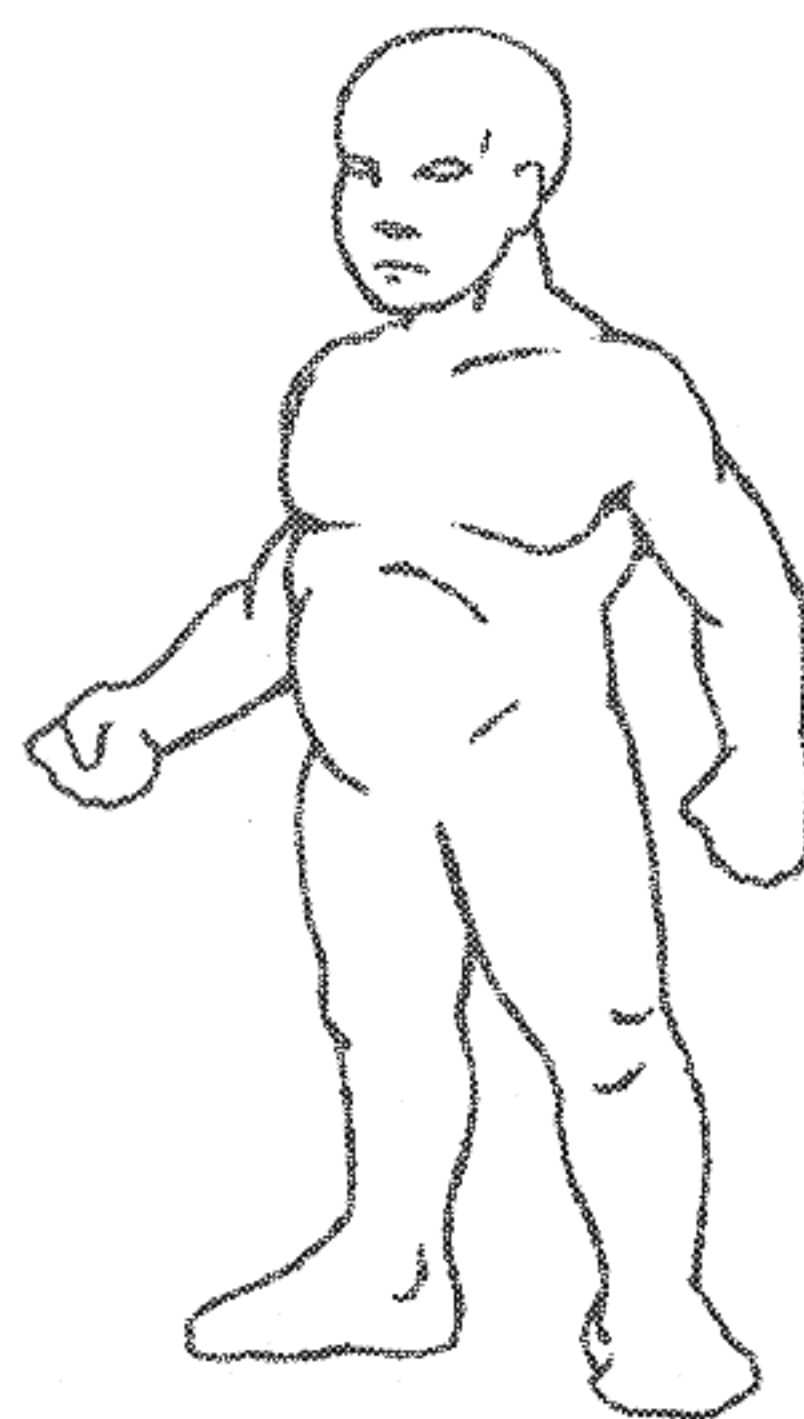
Half-orc, male



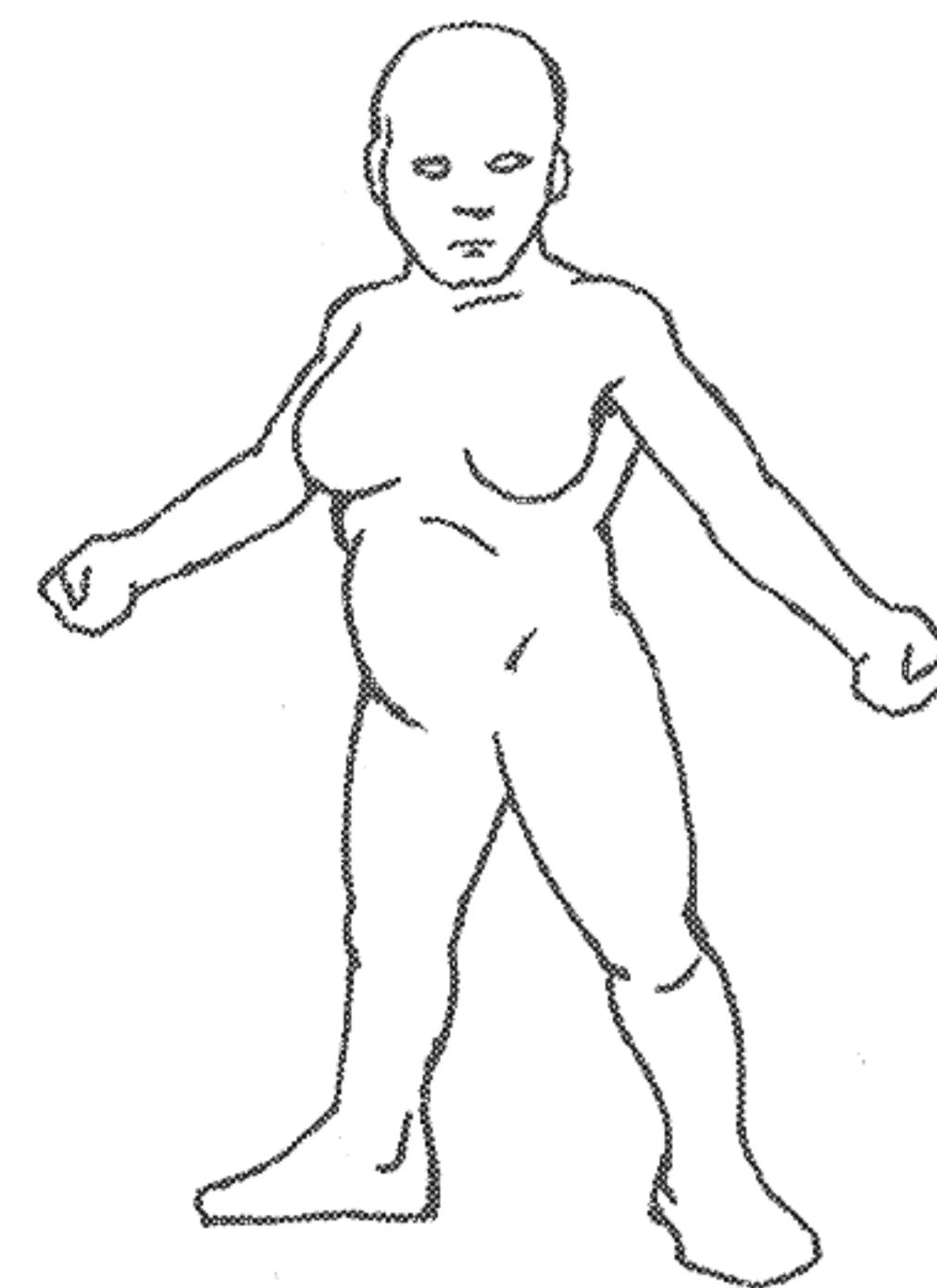
Dwarf, male



Dwarf, female



Halfling, male



Halfling, female

