

Experience Point Log T-6.7

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

GM Use Only
 Notes:

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

Maneuver EP Key

1. Keep a tally of how many of each type of maneuver was performed.
2. The Danger Rating refers to the situation in which the maneuver was performed (not the danger of the maneuver 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 maneuver (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				
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									

Combat EP Key

1. Keep a tally 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 tally 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).

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.