Rifts® Game Master Experience Log

Character:

25 pts.:	Perform skill:
25 pts.:	Clever/futile idea:
100 pts.:	Clever/useful idea/action:
100 pts.:	Quick thinking idea/action:
200 pts.:	Critical plan/action -saves character/comrades:
400-1000 pts.:	Critical plan/action -saves group/many people:
100-300 pts.:	Endangering own life -help others:
500-700 pts.:	Self-sacrifice/potential -life/death situation:
100 pts.:	Avoiding unnecessary violence:
100-200 pts.:	Deductive reasoning/insight:
50 pts.:	Good judgement:
50 pts.:	Playing in character:
50-100 pts.:	Daring:
25-50 pts.:	Killing/subduing minor menace:
75-100 pts.:	Killing/subduing major menace:
150-300 pts.:	Killing/subduing great menace:

Total Experience Points:
Needed for Next Level: ( )

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_____ Level.:__ H.P.:___ ☐.D.C.:____
_____ A.R.:__ ☐.D.C.:____ A.P.M.:___
H to H: _____ Strike:+___ Parry:+___
Dodge:+___ Roll:+___ Damage:+___ Initiative:____
Weapons:___ ___ ___ ___ ___ ___ ___ ___ ___ ___
Fled:____ K O:____ Dead:____ Surrendered:____

☐.D.C.-Natural:_____
☐.D.C.-Armor:_____
_____-_____:_____
H.P.:_____

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☐.D.C.-Natural:_____
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☐.D.C.-Natural:_____
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_____-_____:_____
H.P.:_____

Weapons:

	range	payload	damage
# 1 _____	_____	_____	_____
# 2 _____	_____	_____	_____
# 3 _____	_____	_____	_____
# 4 _____	_____	_____	_____
# 5 _____	_____	_____	_____
# 6 _____	_____	_____	_____
# 7 _____	_____	_____	_____
# 8 _____	_____	_____	_____

Skills:_____

Equipment:_____

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