



XP RECORD

CHARACTER: _____



LEVEL 2 WRAP UP

When you reach the end of a session...



LEVEL 3 ...Mark XP if **your group** learned something important about the world;

...Mark XP if your **your group** looted a memorable treasure;




LEVEL 4 ...Mark XP if your **your group** overcame a notable challenge or foe;

...Mark XP if **you** role-played your ALIGNMENT;




LEVEL 5 ...Mark XP if **you** role-played your TRAIT(s);

...Mark XP if **you** role-played your CLASS.





LEVEL 6 LEVEL UP

EVERY LEVEL:

Regain 1 point of burned LUCK.





LEVEL 7

EVEN LEVELS:

Roll HIT POINTS.

Add 1 ABILITY POINT.

Abilities cannot be raised above 18.






LEVEL 9

ODD LEVELS:

Gain one MOVE.







LEVEL 10

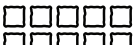
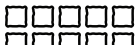
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