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: ( )

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: ( )

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: ( )

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: ( )

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: ( )

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: ( )

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: ( )

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: ( )

NOTES:

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

Copyright 1996 Palladium Books Inc. Rifts® is a registered trademark of Palladium.

This sheet can be reproduced for personal use only.