

Rifts Game Master Experience Log

Character:	
25 Pts:	Perform Skill
25 Pts:	Clever/Futile Idea
100 Pts:	Clever/Useful Idea
100 Pts:	Quick Thinking
200 Pts:	Critical Plan/Saves Self
400-1000 Pts:	Critical Plan/Saves Others
100-300 Pts:	Endangering Life to Save Others
500-700 Pts:	Self Sacrifice
100 Pts:	Avoid Unnessessary Violence
100-200 Pts:	Deductive Reasoning
50 Pts:	Good Judgement
50 Pts:	Playing in Character
50-100 Pts:	Daring
25-50 Pts:	Kill/Subdue: Minor
75-100 Pts:	Kill/Subdue: Major
150-300 Pts:	Kill/Subdue: Great
Total Exp.:	Next Level: ()

Character:	
25 Pts:	Perform Skill
25 Pts:	Clever/Futile Idea
100 Pts:	Clever/Useful Idea
100 Pts:	Quick Thinking
200 Pts:	Critical Plan/Saves Self
400-1000 Pts:	Critical Plan/Saves Others
100-300 Pts:	Endangering Life to Save Others
500-700 Pts:	Self Sacrifice
100 Pts:	Avoid Unnessessary Violence
100-200 Pts:	Deductive Reasoning
50 Pts:	Good Judgement
50 Pts:	Playing in Character
50-100 Pts:	Daring
25-50 Pts:	Kill/Subdue: Minor
75-100 Pts:	Kill/Subdue: Major
150-300 Pts:	Kill/Subdue: Great
Total Exp.:	Next Level: ()

Character:	
25 Pts:	Perform Skill
25 Pts:	Clever/Futile Idea
100 Pts:	Clever/Useful Idea
100 Pts:	Quick Thinking
200 Pts:	Critical Plan/Saves Self
400-1000 Pts:	Critical Plan/Saves Others
100-300 Pts:	Endangering Life to Save Others
500-700 Pts:	Self Sacrifice
100 Pts:	Avoid Unnessessary Violence
100-200 Pts:	Deductive Reasoning
50 Pts:	Good Judgement
50 Pts:	Playing in Character
50-100 Pts:	Daring
25-50 Pts:	Kill/Subdue: Minor
75-100 Pts:	Kill/Subdue: Major
150-300 Pts:	Kill/Subdue: Great
Total Exp.:	Next Level: ()

Character:	
25 Pts:	Perform Skill
25 Pts:	Clever/Futile Idea
100 Pts:	Clever/Useful Idea
100 Pts:	Quick Thinking
200 Pts:	Critical Plan/Saves Self
400-1000 Pts:	Critical Plan/Saves Others
100-300 Pts:	Endangering Life to Save Others
500-700 Pts:	Self Sacrifice
100 Pts:	Avoid Unnessessary Violence
100-200 Pts:	Deductive Reasoning
50 Pts:	Good Judgement
50 Pts:	Playing in Character
50-100 Pts:	Daring
25-50 Pts:	Kill/Subdue: Minor
75-100 Pts:	Kill/Subdue: Major
150-300 Pts:	Kill/Subdue: Great
Total Exp.:	Next Level: ()

Character:	
25 Pts:	Perform Skill
25 Pts:	Clever/Futile Idea
100 Pts:	Clever/Useful Idea
100 Pts:	Quick Thinking
200 Pts:	Critical Plan/Saves Self
400-1000 Pts:	Critical Plan/Saves Others
100-300 Pts:	Endangering Life to Save Others
500-700 Pts:	Self Sacrifice
100 Pts:	Avoid Unnessessary Violence
100-200 Pts:	Deductive Reasoning
50 Pts:	Good Judgement
50 Pts:	Playing in Character
50-100 Pts:	Daring
25-50 Pts:	Kill/Subdue: Minor
75-100 Pts:	Kill/Subdue: Major
150-300 Pts:	Kill/Subdue: Great
Total Exp.:	Next Level: ()

Character:	
25 Pts:	Perform Skill
25 Pts:	Clever/Futile Idea
100 Pts:	Clever/Useful Idea
100 Pts:	Quick Thinking
200 Pts:	Critical Plan/Saves Self
400-1000 Pts:	Critical Plan/Saves Others
100-300 Pts:	Endangering Life to Save Others
500-700 Pts:	Self Sacrifice
100 Pts:	Avoid Unnessessary Violence
100-200 Pts:	Deductive Reasoning
50 Pts:	Good Judgement
50 Pts:	Playing in Character
50-100 Pts:	Daring
25-50 Pts:	Kill/Subdue: Minor
75-100 Pts:	Kill/Subdue: Major
150-300 Pts:	Kill/Subdue: Great
Total Exp.:	Next Level: ()

Notes:
