



## EXPERIENCE TRACKING

### IN-GAME RECORD

Date:

Players Present:

<b>RIFTS EXPERIENCE CHART</b>	Bradley, Shane	Harmon, Chris	Scruggs, Casey	Westerfield, Colby	Value Range
Perform Skill (successful or not)					25
Clever, but futile, Idea					25
Clever, useful, Idea					100
Quick-Thinking Idea or Action					100
Critical Plan or Action Saving Self or Ally					200
Critical Plan or Action Saving Entire Group					400-1000
Endangering Self to Save Others					100-300
Self-Sacrifice to Save Others					500-700
Avoiding Unnecessary Violence					100
Deductive Reasoning or Insight					100-200
Good Judgment					50
Playing In Character					50
Daring (Clever or Not)					50-100
Killing or Subduing a Minor Menace					25-50
Killing or Subduing a Major Menace					75-100
Killing or Subduing a Great Menace					150-300

### QUOTABLE QUOTATIONS

### NOTES