

Group XP Awards

Clue Recovered 25 XP
Foe Tricked/Defeated 50% XP Value
Foe Tricks/Defeats PC's 25% XP Value
Foe Slayed 100% XP Value
Treasure Obtained 1 XP/10stl Value
Victory, Total 500 XP/TPL
Victory, Partial 250 XP/TPL
Victory, Marginal 100 XP/TPL

Individual XP Awards

Clever Ideas/Actions 25 XP
Heroic Actions 100 XP
Save The Party 200 XP
Encourage Other PC's 100 XP
Role Playing Excellence 200 XP
Surviving Adventure 100 XP
Cooperate With PC's 100 XP
Cooperate With DM 200 XP

Class XP Awards

Warriors: Defeat/Slay Foes 10 XP/HD, Use Paladin Ability 25 XP, Use Ranger Ability 25 XP, Spells Cast 50 XP/Spell Level
Priests: Spells Cast 100 XP/Spell Level, Use Granted Power 100 XP, Create Magic Item XP Value Of Item, Successful Convert 250 XP
Wizards: Spells Cast 50 XP/Spell Level, Spells Researched 500 XP/Spell Level, Create Magic Item XP Value Of Item, Learn New Spell 50 XP/Spell Level
Rogues: Use Thief Ability 100 XP, Treasure Acquired 2 XP/1stl Value, Bard Defeats/Slays Foe 5 XP/HD, Spells Cast 25 XP/Spell Level
Psionicists: Use Psionic Defense 15 XP/PSP Used, Use Psionic Attack 10 XP/PSP Used, Defeat/Slay Psionic Foe 100 XP/HD, Create Psionic Item 500 XP/Level

Character Name

Character XP Awards

Table with 2 columns: Character Name, Character XP Awards. Rows include 25, 50, 100, 200 XP Awards and Other XP Awards for multiple characters.

Group XP Awards

Group XP Awards table with multiple empty rows for recording.

XP Grand Total

XP Awarded

Rounds

Grid of round numbers from [01] to [60].

Turns

Grid of turn numbers from [01] to [60].

Adventure Clock

Adventure Clock table with time slots from 12:00 AM to 11:00 PM and corresponding roll numbers [1] through [7].

Spell Durations/Timed Effects

Table with 3 columns: Spell/Effect, Begins(Rnd#/Trn#), Ends(Rnd#/Trn#).

Adventure Date

Dungeon Master's Adventure Footnotes

Table with 2 columns: Adventure Date, Dungeon Master's Adventure Footnotes.

Monster Combat Records

_____	HP _____	Wounds _____	_____	HP _____	Wounds _____
_____	HP _____	Wounds _____	_____	HP _____	Wounds _____
_____	HP _____	Wounds _____	_____	HP _____	Wounds _____
_____	HP _____	Wounds _____	_____	HP _____	Wounds _____
_____	HP _____	Wounds _____	_____	HP _____	Wounds _____
_____	HP _____	Wounds _____	_____	HP _____	Wounds _____
_____	HP _____	Wounds _____	_____	HP _____	Wounds _____
_____	HP _____	Wounds _____	_____	HP _____	Wounds _____
_____	HP _____	Wounds _____	_____	HP _____	Wounds _____
_____	HP _____	Wounds _____	_____	HP _____	Wounds _____
_____	HP _____	Wounds _____	_____	HP _____	Wounds _____
_____	HP _____	Wounds _____	_____	HP _____	Wounds _____
_____	HP _____	Wounds _____	_____	HP _____	Wounds _____
_____	HP _____	Wounds _____	_____	HP _____	Wounds _____
_____	HP _____	Wounds _____	_____	HP _____	Wounds _____
_____	HP _____	Wounds _____	_____	HP _____	Wounds _____
_____	HP _____	Wounds _____	_____	HP _____	Wounds _____
_____	HP _____	Wounds _____	_____	HP _____	Wounds _____
_____	HP _____	Wounds _____	_____	HP _____	Wounds _____
_____	HP _____	Wounds _____	_____	HP _____	Wounds _____
_____	HP _____	Wounds _____	_____	HP _____	Wounds _____
_____	HP _____	Wounds _____	_____	HP _____	Wounds _____
_____	HP _____	Wounds _____	_____	HP _____	Wounds _____
_____	HP _____	Wounds _____	_____	HP _____	Wounds _____
_____	HP _____	Wounds _____	_____	HP _____	Wounds _____
_____	HP _____	Wounds _____	_____	HP _____	Wounds _____
_____	HP _____	Wounds _____	_____	HP _____	Wounds _____
_____	HP _____	Wounds _____	_____	HP _____	Wounds _____
_____	HP _____	Wounds _____	_____	HP _____	Wounds _____
_____	HP _____	Wounds _____	_____	HP _____	Wounds _____
_____	HP _____	Wounds _____	_____	HP _____	Wounds _____
_____	HP _____	Wounds _____	_____	HP _____	Wounds _____
_____	HP _____	Wounds _____	_____	HP _____	Wounds _____
_____	HP _____	Wounds _____	_____	HP _____	Wounds _____
_____	HP _____	Wounds _____	_____	HP _____	Wounds _____
_____	HP _____	Wounds _____	_____	HP _____	Wounds _____

Character Combat Record

Character Name	Armor Class	Hit Points
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

Other Cobatants Record

Combatant Name	Hit Points	Wounds
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

Weather Conditions

Temperature Zone

	Winter[]	Spring[]	Seasonal Conditions		Cloud Cover	Percipitation
	70*/55*	80*/65*	Summer[]	Autumn[]		
Tropical	[] 70*/55*	[] 80*/65*	[] 100*/85*	[] 85*/70*	+20%	60% Chance
Savana	[] 65*/50*	[] 75*/60*	[] 90*/75*	[] 80*/65*	+5%	20% Chance
Desert	[] 85*/70*	[] 90*/80*	[] 105*/90*	[] 95*/85*	-10%	5% Chance
Temperate	[] 35*/20*	[] 70*/55*	[] 85*/70*	[] 75*/60*	NA	40% Chance
Mixed	[] 30*/10*	[] 65*/45*	[] 80*/60*	[] 70*/50*	+15%	60% Chance
Tundra	[] 5*/-20*	[] 35*/10*	[] 50*/25*	[] 40*/15*	+10%	40% Chance
Arctic	[] 0*/-30*	[] 5*/-25*	[] 25*/-5*	[] 5*/-25*	+5%	20% Chance

Sky Conditions

D% Roll	Condition	D% Roll	Condition
[] 01-25	Clear	[] 01-15	Becalmed(0 MPH)
[] 26-75	Ptly Cloudy(P%)	[] 16-50	Light Breeze(5 MPH)
[] 76-90	Cloudy(P%)	[] 51-75	Medium Breeze(10 MPH)
[] 91-00	Overcast(P%x2)	[] 76-00	Strong Breeze(20 MPH)

Wind Conditions

Wind Direction

D% Roll	Direction	D% Roll	Direction	D% Roll	Direction	D% Roll	Direction
[] 01-07	N	[] 26-32	E	[] 51-57	S	[] 76-82	W
[] 08-13	NNE	[] 33-38	ESE	[] 58-63	SSW	[] 83-88	WNW
[] 14-19	NE	[] 39-44	SE	[] 64-69	SW	[] 89-94	NW
[] 20-25	ENE	[] 45-50	SSE	[] 70-75	WSW	[] 95-00	NNW

Percipitation

D% Roll	Condition	Duration	Temp.	Wind
[] 01-25	Lt Rain	d6 Hours	35*+	+5 MPH
[]	N Snow	d6 Hours	30*-	+5 MPH
[] 26-45	H Rain	d12 hours	35*+	+10 MPH
[]	H Snow	d12 Hours	30*-	+10 MPH
[] 46-55	T Rain	d20 Hours	35*+	+15 MPH
[]	Blizzard	d20 Hours	30*-	+30 MPH
[] 56-80	L Fog	d4 Hours	45*+	-10 MPH
[] 81-90	H Fog	d8 Hours	45*+	-15 MPH
[] 91-95	Gale	d10 Hours	NA	+30 MPH
[] 96-00	Special Weather Results			

Special Weather

D% Roll	Condition	Duration	Restrictions	Wind
[] 01-20	Cold Wave	d6 Days	Deserts	NA
[]	-1d8x5* Temperature/Treated As Freezing Cold			
[] 21-38	Hailstorm	d20 Rounds	Deserts	+10 MPH
[]	25% Chance Of d2 Dmg/Turn Unless Wearing Metal Armor			
[] 39-50	Tornado	d20 TurnsNA		+80 MPH
[]	75% Chance Of d12 Dmg/Turn & Save Vs Death Or Die			
[] 51-62	Hurricane	d20 Hours	Deserts/Mountains	+80 MPH
[]	75% Chance Of d12 Dmg/Hour & Save Vs Death Of Die			
[] 63-80	Lightning Storm	d20 TurnsNA		-10 MPH
[]	Save Vs Death/Turn Or Take 10d6 Damage			
[] 81-00	Heat Wave	d6 days	Arctic	NA
[]	+1d8x5* Temperature/Treated As Scorching Heat			