

Experience Awards System Form

Adventure: _____

Session: _____

Monsters: As stated in monster description. Usually not individual awards.

Treasure: For magical items only; not for coins, gems, jewelry, etc.

Goals: Total monster XP up to this point in the adventure; or as specified for goals.

Actions/Role-Playing: 1-3 Award Units (AU) per piece. (1 AU = See →.)

$$1 AU = \frac{\sum_{All\ PCs} (XP\ to\ Next\ level - XP\ to\ Current\ level)}{(No.\ of\ PCs) \times 100} =$$

Player	Character	Individual Experience Awards
Party Experience		