

## FEATS OF EXPLORATION

**Procedure:** Total the sum of how much XP all PCs need to advance from the start of the level at which they are currently to the next level. That number is constant until a PC gains a level. When a PC achieves a feat, the entire party is awarded the percentage listed of that total. Divide that number by the number of players present during the session to arrive at the per-PC share.

**How to Use the Sheet:** 1) Input the Total Party XP Needed into the outlined cell. The four award percentages will populate in their respective fields. 2) Note the number of instances of feat achievements in the appropriate fields. Blocked out fields indicate that level of award does not apply for the given feat. XP values will populate in their respective fields, and then output a Total XP award for the party. 3) Input the number of players who attended. This will divide the Total XP award and output a per-PC XP award.

Session:		Total Party XP Needed: <input style="border: 1px solid black;" type="text" value="15500"/>							
FEAT	DEFINITION	2%	5%	10%	15%				
		No. of Instances	No. of Instances	No. of Instances	No. of Instances				
Rumor	Confirm a rumor's veracity	1	310						
Quest	Complete a quest								
Location	Discover an important location								
Trap	Overcome a trap	1	310						Pit trap
Puzzle	Solve a puzzle								
Secret	Find a secret or interpret hidden lore	1	310						Visions of Neferet's tomb and the Seat of Contemplation
Faction	Manipulating or crippling a faction to your benefit								
NPC	Interact beneficially with an important NPC when stakes are at play								
Lore	Apply in-world lore in a useful or flavorful manner								
Haven	Establish a reliable safe haven								
Explore	Explore at least five areas of a single dungeon level								
Skills	Use equipment or abilities in an unorthodox yet useful manner								
Hazards	Surmount an environmental obstacle or hazard								
Subtotal			930	0	0	0			
		Total:		930					
		# Players Attending:		2					
		Total XP per PC:		465					
		<input type="button" value="Reset Instances"/> <input type="button" value="Clear Descriptions"/>							