

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: 63	Total Party XP Needed:		83500							
			2%		5%		10%		15%	
			No. of Instances	1670	No. of Instances	4175	No. of Instances	8350	No. of Instances	12525
FEAT	DEFINITION									DESCRIPTION
Rumor	Confirm a rumor's veracity		2	3340						Deino's desires; existence of the heqeti
Quest	Complete a quest									
Location	Discover an important location									
Trap	Overcome a trap									
Puzzle	Solve a puzzle									
Secret	Find a secret or interpret hidden lore		1	1670						Goblin Scepter possibly in the Nether Reaches
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		5010		0		0		0
		Total:		5010						
		# Players Attending:		3						
		Total XP per PC:		1670						
		<input type="button" value="Reset Instances"/>								
		<input type="button" value="Clear Descriptions"/>								