CAMPAIGN: SESSION: GM:	PARTY EP COMBAT STORY CHALLENGES	CURRENT EP TOTAL		Rating Chart: Role-Play Rating Chart: All Other Categor CLEAR SESSION Credi
Character:	Class: Level: Align: 3 4 5 6 7 8 9 10	Quirks	Character: Race:	Level: Quirks Align: 8 9 10
Alignment Adherence: Class Adherence: Role-Play: Honor: Personal EP Awards:	EP Req to Level	Flaws	Alignment Adherence: Class Adherence: 5 Role-Play: Honor: Personal EP Awards: EP Req to Level	Flaws
Character:	Class: Level: Race: Align: 3 4 5 6 7 8 9 10	Quirks	Character: Race:	Level: Quirks Align: 8 9 10
Alignment Adherence: Class Adherence: Role-Play: Honor: Personal EP Awards:	EP Req to Level	Flaws	Alignment Adherence: Class Adherence: Role-Play: Honor: Personal EP Awards: EP Req to Level	Flaws
Character:	Class: Level:	Quirks	Character: Race:	Level: Quirks Align: 8 9 10
Alignment Adherence: Class Adherence: Role-Play: Honor: Personal EP Awards:	EP Req to Level	Flaws	Alignment Adherence: Class Adherence: Role-Play: Honor: Personal EP Awards: EP Req to Level	Flaws
Character:	Class: Level:	Quirks	Character: Race:	Level: Quirks Align: 8 9 10
Alignment Adherence: Class Adherence: Role-Play: Honor: Personal EP Awards:	EP Req to Level	Flaws	Alignment Adherence: Class Adherence: Role-Play: Honor: Personal EP Awards: EP Req to Level	Flaws

HackMaster Session Honor/Experience Awards PLAYER CHARACTER: CAMPAIGN: SESSION: GM: HONOR Alignment Adherence: Class Adherence: Role-Play: Honor: Honor Award Total: **EXPERIENCE** Combat: Story: Challenges: Individual Award:

EP Total:

RETURN

HackMaster Session Award Form

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HackMaster

	Session	Honor/Experie	ence Award	ls	
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(CAMPAIGN:		Charles and and		
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to the state of the	1	Honor:	P	1	
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		Combat:			
	7-7	Story:			7
		Challenges:			
	Individ	dual Award:		2	
	F	EP Total:	n k i i dodi		

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HackMaster

	Session	Honor/Experie	nce Awards		
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	SESSION:				
	GM:				
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1 7		Role-Play:	1	As .	
		Honor:	P		
	Honor A	ward Total:	40 00 5000		
EXPERIEN	ICE —		175-74	10	
		Combat:	2	*	
	-	Story:		1	4
		Challenges:	1		
	Indivi	dual Award:	1		
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4 HackMaster
Session Honor/Experience Awards
PLAYER

CHARACTER:

CAMPAIGN:

SESSION:

GM:

HONOR

Alignment Adherence:

Class Adherence:

Role-Play:

Honor:

Honor Award Total:

EXPERIENCE

Combat:

Story:

Challenges:

Individual Award:

EP Total:

9.

RETURN

HackMaster Session Award Form

HackMaster Session Honor/Experience Awards PLAYER CHARACTER: CAMPAIGN: SESSION: GM: **HONOR** Alignment Adherence: Class Adherence: Role-Play: Honor: Honor Award Total:

EXPERIENCE

Combat:

Story:

Challenges:

Individual Award:

EP Total:

HackMaster Session Honor/Experience Awards PLAYER CHARACTER: CAMPAIGN: SESSION: GM: **HONOR** Alignment Adherence: Class Adherence: Role-Play: Honor: Honor Award Total: **EXPERIENCE** Combat: Story: Challenges:

RETURN HackMaster Session Award Form

Individual Award:

EP Total:

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HackMaster

	Session	Honor/Experie	ence Awards	
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	CAMPAIGN:		Outrook to the second	
	SESSION:			
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	Clas	s Adherence:		
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		Combat:		
		Story:		7
		Challenges:		
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HackMaster

	Session	Honor/Experien	nce Awards	
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(CAMPAIGN:			
40	SESSION:			
	GM:			£ 4
HONOR	1200	4, 11		
	Alignmen	t Adherence:		
	Clas	s Adherence:		
19.		Role-Play:	As .	
	1	Honor:	P	
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EXPERIEN	ICE —			
1 7 11		Combat:		
		Story:	1 2 3	7
		Challenges:	100	
	Indivi	dual Award:	land the same	
	H	EP Total:		

Rating	Honor award	Qualitative Example
10	4	Absolutely superb off-the-charts play for alignment and class
9	3	Great
8	3	Very Good
7	2	Good
6	2	Average
5	1	Fair
4	0	Mediocre
3	-1	Weak
2	-2	Poor
1	-3	Craptastic (seldom plays alignment and/or class)

Rating	Honor award	Qualitative Example
10	4	Flawless play (role-plays quirks and flaws even when it's to the character's detriment, always acts honorably)
9	3	Great
8	3	Very Good
7	2	Good
6	2	Average
5	1	Fair
4	0	Mediocre
3	-1	Weak
2	-2	Poor
1	-3	Horrific (never role-plays quirks and flaws, refuses to stand up for Honor, Elf hangs out with dwarves, etc.)