CAMPAIGN: SESSION: GM:	PARTY EP AWARDS	COMBAT STORY CHALLENGES	CURRENT EP TOTAL	HackM	laster OH	onor Rating Chart: Ronor Rating Chart: A CLEAR SESS	all Other Categor
Player:	Class:	Level:	Quirks	Player:	Class:	Level:	Quirks
Character: Alignment Adherence: Class Adherence: Role-Play: Honor: Personal EP Awards:	Race: 2 3 4 5 6	Align:	Flaws	Character: Alignment Adherence Class Adherence Role-Play Hono Personal EP Award		Align:	Flaws
Player:	Class:	Level:	Quirks	Player:	Class:	Level:	Quirks
Character:	Race:	Align:		Character:	Race:	Align:	
Alignment Adherence:				Alignment Adherence		$ \begin{array}{c ccccccccccccccccccccccccccccccccccc$	
Alignment Adherence: Class Adherence: Role-Play: Honor:			Flaws	Alignment Adherence Class Adherence Role-Pla	y:		Flaws
Personal EP Awards:	EP Req to	Level	Paragraphy State	Personal EP Award	is: EP Req to I	.evel	
Player:	Class:	Level:	Quirks	Player:	Class:	Level:	Quirks
Character: Alignment Adherence:	Race:	Align: Align: 10 10 10 10 10 10 10 10		Character: Alignment Adherence	Race:	Align:	
Alignment Adherence: Class Adherence: Role-Play: Honor: Personal EP Awards:	EP Req to	Level	Flaws	Class Adherence 7 Role-Play Hono Personal EP Aware	y:	evel	Flaws
Player:	Class:	Level:	Quirks	Player:	Class:	Level:	Quirks
Character:	Race:	Align:		Character:	Race:	Align:	
Alignment Adherence: Class Adherence: Role-Play: Honor:	2 3 4 5 6	7 8 9 10	Flaws	Alignment Adherence Class Adherence Role-Plath	e:	7 8 9 10	Flaws
Personal EP Awards:	EP Req to	Level		Personal EP Aware	is: EP Req to I	.evcl	

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

HackMaster

	Session	Honor/Exper	ience Awa	ards	
	PLAYER	COLUMN THE STREET			
C	HARACTER:			Z A C MILL	
(CAMPAIGN:		Charles In		
	SESSION:				
	GM:				
HONOR	1500	4	die le	/4 / / / / / / / / / / / / / / / / / /	
	Alignmen	t Adherence	:		A.Y
	Clas	s Adherence			
17.		Role-Play		44	
b in the state of the	1	Honor	P	1	
	Honor A	ward Total:	76.7		
EXPERIEN	ICE —		1117-1		
		Combat	•		
		Story	:		1
		Challenges	:		
	Individ	dual Award	:	Harris San	
	F	P Total:			

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HackMaster

Session	Honor/Experien	ice Awards	
PLAYER			
CHARACTER:		AND DESCRIPTION OF THE PERSON	
CAMPAIGN:			
SESSION:		Vitaria della di constanti	
GM:			
HONOR —	4	N WORLD	
Alignmen	t Adherence:		I.Y
Clas	s Adherence:		
17.	Role-Play:	44	
View Selection	Honor:	P. P. San	
Honor A	ward Total:		
EXPERIENCE -			No.
	Combat:		
	Story:		4.
	Challenges:		
Individ	dual Award:	Haze San	
· ·	EP Total:		

HackMaster
Session Honor/Experience Awards
PLAYER

Session Honor/Experience Awards 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

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:

20

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	Experience	Awards	
ma la	PLAYER	A TOP STATE OF STATE	ten nemente propositione	
C	HARACTER:		A CONTRACTOR	
	CAMPAIGN:	Danes		
	SESSION:			
	GM:			
HONOR		AND AND A	V-0/4	
	Alignment Adh	erence:		L.Y
	Class Adh	erence:		
167.	Rol	le-Play:	4	
		Honor:	il.	
, and the	Honor Award	Total:		
EXPERIEN	ICE		- 48	
	C	ombat:		
		Story:		1
	Chal	lenges:		
	Individual .	Award:		
	EP To	tal:		

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HackMaster

	Session	Honor/Experie	ence Awa	ards	
	PLAYER			Control of the second	
C	HARACTER:		ALL POST SPECIES	ALC:HILL	
(CAMPAIGN:		Asset Vivi	3677110	
	SESSION:	2012.61			
	GM:				i,
HONOR	15			24	
	Alignmen	t Adherence:			A.Y
	Clas	s Adherence:			
17.		Role-Play:		And the same	
	1	Honor:	P	100	
	Honor A	ward Total:	167 37	4.70	
EXPERIEN	ICE —		1300		
		Combat:			
		Story:			1
		Challenges:			
	Individ	dual Award:			
	F	EP Total:	DAC NOT		
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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.)