

Individual experience points for: _____

Experience from proficiency checks, combat, spell casting, etc.

Reason

Experience points accumulated

Categories: DT=damage taken, ST=saving throws, SC=spells cast, AC=ability/skill checks, MI=monster identification, MG=magic items, MS=miscellaneous, FH=foolhardy, PN=penalties (negative xp)

Spells: 0=1/0, 1=4/1, 2=9/3, 3=16/5, 4=25/8, 5=36/12, 6=49/16, 7=64/21, 8=81/27, 9=100/33