

HIGHLIGHTS OF ADVENTURE

Special Information Acquired: _____

Non-Player Characters of Note: _____

Narrative: _____

Treasure Items Acquired: _____

Current Encumbrance =

Movement	Rate	Movement	Rate	XPs Earned
Base		Run (x 5)		
Jog (x 2)		Day		
Run (x 3)				
Run (x 4)				
Encumbrance Category	Weight Carried	Move Rate	Attack Penalty	AC Penalty
Light ($\frac{2}{3}$ MV)			-	-
Moderate ($\frac{1}{2}$ MV)			- 1	-
Heavy ($\frac{1}{3}$ MV)			- 2	+1
Severe (MV=1)			- 4	+3

Notes: _____
