



DIRECTIONS: READ FIRST

BEFORE ADVENTURING complete the PROPOSAL in the box to the right.

Also BEFORE ADVENTURING fill in all the basic information below.



Player _____

Avatar _____

Realm _____ Guild _____

Province of Origin _____

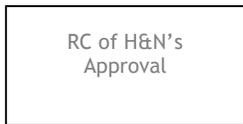
Role _____

Primary trait _____

Forte _____

Adventure # _____ Current level _____

Current XP _____



AFTER YOU FINISH YOUR ADVENTURE complete the other side of this form and follow all the directions carefully.

For GM use only:

Role reqmts: _____

Role bonuses: _____

XP adds: _____

Trait multipliers: _____

Overall multipliers: _____

Rewards: _____ to _____ New XP _____ Lvl _____

**STEP ONE:
PROPOSAL**

Date submitted _____

(1) Choose and circle the appropriate descriptions:

FICTION NON-FICTION PROSE NON-PROSE

(2) What will GENRE (for fiction) or the TOPIC (for non-fiction) be?

(3) How long do you expect this adventure to be? _____ KP

(4) When do you expect it to be completed? (calendar date) _____

(5) Choose a trait, & the GM will choose one, too:

IDEAS ORGANIZATION WORD CHOICE
VOICE CONVENTIONS SENTENCE FLUENCY

(6) What will you be writing about? (50 words or fewer)

(7) Was this adventure started by a prompt (eg, elsewhere?) YES NO If it was, staple it on.

You may begin your adventure as soon as you turn this in; GM will talk with you ASAP if there is a concern that needs addressing.

STEP TWO: ADVENTURE LOG AND SUBMISSION

Date adventure completed _____

(1) Did this take longer than you planned? _____
If it did, why?

(2) How closely did you stick to your original plan?

(3) Did you go in a different direction from the plan?
If you did, how and where?

(4) How many KP long is this writing? (Please make sure your estimate of KP is fair) →

KP

(5) Summarize this adventure
in 50 words or fewer:

SCORING: Use the appropriate rubric.

Your chosen trait:

Your score: _____

GM's score: _____

GM assigned trait:

Your score: _____

GM's score: _____

_____ bamboo included for XP

What EFFECT (if any) does your
guild's LAWN ORNAMENT have?



FOLLOW THESE DIRECTIONS CAREFULLY!

Make sure...

- (1) ...both sides of this form are complete
- (2) ...you are turning in a total of 5KP or more of writing
- (3) ...that you have displayed **ONLY** the equipment or prompt-slips that apply to this level-up in your 9-pocket displayer (You may lose XP if the wrong items are displayed!)
- (4) ...that you add this adventure to the **ADVENTURE LIST** in your Libram (Date, title, and genre)
- (5) ...that your Libram only has game-related papers and adventures in it

Then...

- (6) Put adventure(s) and paperwork into your Libram (please leave papers loose or put them in a pocket so that they can be easily taken out)
- (7) Turn in Libram to the RC of H&N