

# MIDIAN

DARK FANTASY ROLE-PLAYING GAME

FROM LOST SOULS

—PUBLISHING

## PLAYER'S ADVANTAGE SHEET

### EXPERIENCE

PLAYING IN CHARACTER: 100–300 points  
CLEVER USE OF skills/abilities (PER USAGE): 20–100 points  
GAMESMANSHIP: 100–500 points  
ORGANIZATION IN GAME: 100–300 points  
ORGANIZATION OUT OF GAME: 50–200 points  
HEROIC ACTION (PER ACTION): 100–1000 points  
CLEVER/quick THINKING PLAN: 100–500 points  
CLEVER INSIGHT, REASONING, OR JUDGMENT: 50–200 points  
DEFEATING A MINOR ENEMY, OBSTACLE, TRAP, OR PROBLEM: 10–50 points  
DEFEATING A MODERATE ENEMY, OBSTACLE, TRAP, OR PROBLEM: 50–200 points  
DEFEATING A MAJOR ENEMY, OBSTACLE, TRAP, OR PROBLEM: 200–500 points  
DEFEATING AN EPIC-LEVEL ENEMY, OBSTACLE, TRAP, OR PROBLEM: 500–10,000 points  
MISCELLANEOUS COOL ACTIONS: 10–250 points  
REMEMBERING SOMETHING WHEN PROMPTED: 250 points  
REMEMBERING SOMETHING THAT THE GAME MASTER FORGOT (NAMES OF PEOPLE & PLACES): 200 points

### EXPERIENCE TRACKING

### BATTLE

IS THIS THE BEST COURSE OF ACTION?  
DO I HAVE OTHER OPTIONS?  
IS THIS THE BEST TOOL FOR THE JOB?  
DO I HAVE ANY SKILLS, TRAITS, OR EQUIPMENT THAT MAY HELP?  
WHAT AM I OVERLOOKING?

### DESCRIPTIVE COMBAT

Any description: +1  
Graphic description: +2  
Using the PREVIOUS ACTIONS OR ACTIONS OF OTHERS: additional +1  
INCORPORATING THE ENVIRONMENT/SCENE: additional +1

### Combos

### WEAPONS & ARMOUR NOTES

ITEM:  
ENCUMBRANCE:  
INITIATIVE:  
RELOAD:  
ATTACK:  
DAMAGE:  
AMMUNITION:  
PARRY/block:  
ARMOUR CLASS:  
DAMAGE REDUCTION  
SPECIFIC RESISTANCES:  
FEATURES/NOTES:

### DAMAGE TRACKING

LIFE POINTS

HIT POINTS

### RECENTLY ACQUIRED ITEMS