**Stayed Alive**

- Major Adventure Goal: 00000
- Minor Adventure Goal: 00000
- Made the World a Better Place: 00000
- PCs Made Friends: 00000
- Personal Growth: 00000
- Good Roleplaying: 00000
- Clever Plan: 00000
- Worked Well as Group: 00000
- Worldview Success: 00000
- Personal Ideal Success: 00000
- Split Up Group: 00000
- Made the World a Worse Place: 00000
- Player Character Death: 00000

**Total:**

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**Clever Plan**

- Major Adventure Goal: 00000
- Minor Adventure Goal: 00000
- Made the World a Better Place: 00000
- PCs Made Friends: 00000
- Personal Growth: 00000
- Good Roleplaying: 00000
- Clever Plan: 00000
- Worked Well as Group: 00000
- Worldview Success: 00000
- Personal Ideal Success: 00000
- Split Up Group: 00000
- Made the World a Worse Place: 00000
- Player Character Death: 00000

**Total:**

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**Made the World a Better Place**

- Major Adventure Goal: 00000
- Minor Adventure Goal: 00000
- Made the World a Better Place: 00000
- PCs Made Friends: 00000
- Personal Growth: 00000
- Good Roleplaying: 00000
- Clever Plan: 00000
- Worked Well as Group: 00000
- Worldview Success: 00000
- Personal Ideal Success: 00000
- Split Up Group: 00000
- Made the World a Worse Place: 00000
- Player Character Death: 00000

**Total:**