

Mission Log:

Stefan

Aaron

Marius

Played a scenario (30xp)	<input checked="" type="checkbox"/>	Played a scenario (30xp)	<input checked="" type="checkbox"/>	Played a scenario (30xp)	<input checked="" type="checkbox"/>
At Least one own crew member killed (30xp)	<input type="checkbox"/>	At Least one own crew member killed (30xp)	<input type="checkbox"/>	At Least one own crew member killed (30xp)	<input type="checkbox"/>
Loot tokens unlocked (+20 xp)	<div><div><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/></div><div><input type="checkbox"/><input type="checkbox"/></div></div>	Loot tokens unlocked (+20 xp)	<div><div><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/></div><div><input type="checkbox"/><input type="checkbox"/></div></div>	Loot tokens unlocked (+20 xp)	<div><div><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/></div><div><input type="checkbox"/><input type="checkbox"/></div></div>
Successful power casts (+10 xp / Max 100 xp)	<div><div><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/></div><div><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/></div></div>	Successful power casts (+10 xp / Max 100 xp)	<div><div><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/></div><div><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/></div></div>	Successful power casts (+10 xp / Max 100 xp)	<div><div><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/></div><div><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/></div></div>
Rival crew members killed (+10 xp / Max 40 xp)	<div><div><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/></div></div>	Rival crew members killed (+10 xp / Max 40 xp)	<div><div><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/></div></div>	Rival crew members killed (+10 xp / Max 40 xp)	<div><div><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/></div></div>
NPCs killed (+5 xp / Max 20 xp)	<div><div><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/></div></div>	NPCs killed (+5 xp / Max 20 xp)	<div><div><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/></div></div>	NPCs killed (+5 xp / Max 20 xp)	<div><div><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/></div></div>
Scenario specific xp gained	<div><div><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/></div><div><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/></div></div>	Scenario specific xp gained	<div><div><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/></div><div><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/></div></div>	Scenario specific xp gained	<div><div><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/></div><div><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/></div></div>
Total XP Gained:	<div></div>	Total XP Gained:	<div></div>	Total XP Gained:	<div></div>