

Student Name:

Student NetID:

Section:

Aequitaria Participation Self-Assessment

Week	Before Class						During Class						Weekly EXP	Total EXP	
	Complete Homework (0, 1, 2)		Confidence Homework (0, 1, 2)		OT (2) Late (1) Absent (0)		Answer	Ask	Volunteer	Active in Group (1-5)		Speak in English (1-5)			
	M	W	M	W	M	W				M	W	M			W
1															
2															
3															
4															
5															
6	Holiday														
7	Boss 1														
8	Boss 2														
9															
10															
11															
12															
13															
14	Boss 3														
15	Final Boss														

Level	1	2	3	4	5	6	7
EXP	0-	36-	77-	122-	172-	227-	282-
	35	76	121	171	226	281	341
Achievement							

Aequitaria Adventurer

Character Avatar:

Character Class:

Choose one:

- Knight**
 - Skip one homework assignment without penalty
- Healer**
 - Drop the lowest quiz grade
- Thief**
 - Steal first choice for certain assignments
- Mage**
 - Reverse time on one Gameplay DB Post

Character Bio:

Name:







Pronouns:

Skills:

Weaknesses:

Character Stats:

Instructions: for each attribute roll two six-sided dice. The total number shown face up on the dice is the score (lowest score being 2 and highest score being 12).

Attribute	Score	Attribute	Score
 Strength		 Luck	
 Agility		 Endurance	
 Intelligence		 Charisma	