

RENOWN POINT CHART:

Accomplishment	Points Earned	Frequency
Create a Gamma World Character	5	Once
Survive 12+ sessions without dying	2	Once
Complete an encounter	3	Once per session
20+ damage to a single target with 1 attack	1	Once per session
25+ damage to a single target with 1 attack	2	Once per session
Kill 3 minions with 1 attack	1	Once per session
Kill 4 minions with 1 attack	2	Once per session
Prevent an ally from being attacked	1	Once per session
Kill an enemy when it's not your turn	2	Once per session
Cause a bloodied ally to not be bloodied	1	Once per session
Revive a dying ally	2	Once per session
Stabilize a dying ally	1	Once per session
Hit a milestone	1	Once per extended rest
Moment of greatness	2	Once per 5 sessions
Complete a minor quest	2	Upon quest completion
Complete a major quest	3	Upon quest completion
Create a personal quest	2	Upon quest creation
Complete a personal quest	3	Upon quest completion

RENOWN REWARDS:

Boon Title	Boon Cost	Boon Effect
Precision Vs. Effect	15 RPs	+2 bonus on <i>any</i> d20 roll OR +5 damage.
Let's Try That Again	20 RPs	Reroll any <i>single</i> die.
Second Time's the Charm	25 RPs	Use an encounter power an additional time.
Shrug It Off	30 RPs	Use Second Wind as a free action.
Auto-Save Engaged	35 RPs	Automatically make a save, charge check, overcharge check, or stabilize your dying character.