



ADVENTURE LOGSHEET

Record each session of play below. Express downtime totals in daily increments. Record permanent magic items towards Magic Item Limit; story, consumable and common magic items do not count towards this limit. Note that 4 to 8 hours of hardcover play may result in a level gain - be sure to consult the AL Players Guide.

Magic Item Limit T1: 1 T2: 3 T3: 6 T4: 10		GP Limit Per Level T1: 80 gp T2: 240 gp T3: 1600 gp T4: 6000 gp	
CLASSES AND LEVELS		BACKGROUND	
FACTION (Optional)		PLAYER NAME	
RACE		SHEET #	
CHARACTER NAME			

Adventure Name		Session #		Date		DM Name and optional DCI #	
Starting Level	Starting Gold	Gold to Limit	Starting Downtime	Starting Magic Items			
Level Accepted Y/N	Gold +/-	Gold Earned	Downtime +/-	Magic Items +/-			
Ending Level	Gold Total	Remaining Gold to Limit	Downtime Total	Total Magic Items			
Adventure Notes/Downtime Activity				Renown Suspended? []			

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