ADVENTURERS LEAGUE

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 # |

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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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