

**Info.**

Character Name:

Player Name:

Sheet Number:

Campaign Title:

Date of Session:

Hours in Session:

DM Name:

**Levels**

Starting Level and Class(es):

Starting Checkpoints:

Checkpoints +/-:

Ending Checkpoints:

Level Increase Y/N:

Ending Level:

**Inventory**

Starting Gold:

Gold +/-:

Ending Gold:

Magic Items: \_\_\_\_\_

\_\_\_\_\_

Pack:

Burglar/Diplomat/Dungeoneer/Entertainer/Explorer/Priest/Scholar/Other\_\_\_\_\_

Items +/-: \_\_\_\_\_

\_\_\_\_\_

Ending Item Daffiest/Excess: \_\_\_\_\_

\_\_\_\_\_

Miscellaneous Items: \_\_\_\_\_

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**Renown**

Starting Renown:

1<sup>st</sup> Organization:

2<sup>nd</sup> Organization:

3<sup>rd</sup> Organization:

Renown +/-:

1<sup>st</sup> Organization:

2<sup>nd</sup> Organization:

3<sup>rd</sup> Organization:

Ending Renown:

1<sup>st</sup> Organization:

2<sup>nd</sup> Organization:

3<sup>rd</sup> Organization:

**Honor (Optional)**

Starting Honor Code:

Starting Honor Score:

Honor Code Change Y/N:

Honor +/-:

Ending Honor Score:

**Downtime**

Starting Downtime:

Downtime +:

Downtime Spent & Downtime Activity: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

Lifestyle Expenses:

**Additional Notes:** \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

DM Signature and Contact Info.: