### 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.

#### GP Limit Per Level
- T1: 80 gp
- T2: 240 gp
- T3: 1600 gp
- T4: 6000 gp

#### Magic Item Limit
- T1: 1
- T2: 3
- T3: 6
- T4: 10

### Character Information

- **Character Name**
- **Race, Classes and Levels**
- **# of Soul Coins Carried**
- **Player Name**
- **Faction (Optional)**
- **Sheet #**

### Adventure Log

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<thead>
<tr>
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<th>Date</th>
<th>DM Name</th>
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<tr>
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<td>Gold +/-</td>
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**Adventure Notes/Downtime Activity**

Soul Coin Charges Used [   ]

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### Additional Information

- **Soul Coin Charges Used [   ]**

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Adventure Notes/Downtime Activity

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**Ending Level**

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