

Adventurer Name & Class

Level

XP Earned

○

Saving Throw

Bonus XP:

WIS 13+ ○ +5%

CHA 13+ ○ +5%

Prime 13+ ○ +5%

Needed to Level

## COINAGE ON HAND

\_\_\_\_\_ COPPER  
\_\_\_\_\_ SILVER  
\_\_\_\_\_ GOLD  
\_\_\_\_\_ PLATINUM

## ENCUMBRANCE

NORMAL 0 to 2xSTR ☐ ENC-1 to 4xSTR ☐  
ENC-2 to 6xSTR ☐ ENC-3 to 8xSTR ☐  
ENC-4 to 10xSTR ☐ ENC-5 to 12xSTR ☐



Total Enc

**BATTLEAXES & BEASTIES**  
fantasy roleplaying  
adventurer record

ATTRIBUTES

score

modifier

STR  
strength

INT  
intelligence

WIS  
wisdom

CON  
constitution

DEX  
dexterity

CHA  
charisma

Bonus Spells

Bonus Languages

Loyalty/Reaction

Skilled Assistants

AC Adjustment

Base Hit Bonus

## Careers

	○
	○
	○
	○

## Languages

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## PREFERRED WEAPONS AND ATTACKS

CLOSE COMBAT ATTACK    ATTACK    DAMAGE    NOTES




Armor Worn

AC

AC with shield

Hit Points

Damage Taken

Total

Unlocked  
1-2 or damage

Turned Away  
3+ or treatment

Knocking on Deaths Door

RANGED COMBAT ATTACK    ATTACK    DAMAGE    RoF    RANGE    NOTES




## AMMUNITION



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## COMBAT PROFICIENCIES

ARMOR

○ None

○ Medium

○ Light

○ Heavy

○ Shields

WEAPONS

Class Abilities

Equipment of Note

Name \_\_\_\_\_

EQUIPMENT ON BODY/AT HAND

Back (cloaks/quivers/packs)  
Enc

Head  
Enc

Neck  
Enc

Body (Clothes/Armor)  
Enc

Right Arm/Hand  
Enc

Left Arm/Hand  
Enc

Waist/Legs/Weapons  
Enc

Pouches/Pockets  
Enc

Pouches/Pockets  
Enc

Lower Legs / Feet  
Enc

ENCUMBRANCE

- NORMAL 0 to 2xSTR  
ENC-2 to 6xSTR  
ENC-4 to 10xSTR
- ENC-1 to 4xSTR  
ENC-3 to 8xSTR  
ENC-5 to 12xSTR

Total Carried Enc

BACKPACK CONTENTS



Strapped to Exterior  
Enc

Inside Pack  
Enc

Right Side Exterior Pocket  
Enc

Left Side Exterior Pocket  
Enc

Front Center Exterior Pocket  
Enc

Total Pack Enc

Name

Spells / Miracles per Spell Level

1st

2nd

3rd

4th

5th

Casting Name	Level	Range	Duration	Notes

Spells & Miracles

Casting Name	Level	Range	Duration	Notes

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