

Adventurer Name & Class

Level

XP Earned

○ Saving Throw

Bonus XP:

WIS 13+ ○ +5%

CHA 13+ ○ +5%

Prime 13+ ○ +5%

Needed to Level

BATTLEAXES & BEASTIES

fantasy roleplaying
adventurer record

PLAYER:

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

Class Abilities

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

Equipment of Note

COMBAT PROFICIENCIES

ARMOR

○ None

○ Light

○ Medium

○ Heavy

○ Shields

WEAPONS

PREFERRED WEAPONS AND ATTACKS



CLOSE COMBAT ATTACK	ATTACK	DAMAGE	NOTES

RANGED COMBAT ATTACK	ATTACK	DAMAGE	RoF	RANGE	NOTES

AMMUNITION

COINAGE ON HAND

COPPER

SILVER

GOLD

PLATINUM

ENCUMBRANCE

NORMAL 0 to 2sSTR

ENC-1 to 4sSTR

ENC-2 to 6sSTR

ENC-3 to 8sSTR

ENC-4 to 10sSTR

ENC-5 to 12sSTR

Total Enc

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 Enc

Lower Legs / Feet Enc

ENCUMBRANCE

NORMAL	<input type="text"/>	ENC-1	<input type="text"/>
0 to 2xSTR		to 4xSTR	
ENC-2	<input type="text"/>	ENC-3	<input type="text"/>
to 6xSTR		to 8xSTR	
ENC-4	<input type="text"/>	ENC-5	<input type="text"/>
to 10xSTR		to 12xSTR	

Total Carried Enc

Equipment Notes

BACKPACK CONTENTS

Strapped to Exterior

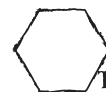
Enc

Inside Pack

Enc

Right Side Exterior Pocket

Enc



Total
Pack
Enc

Left Side Exterior Pocket

Enc



Enc

Front Center Exterior Pocket

Name _____



1st 2nd 3rd 4th 5th

**BATTLEAXES
& BEASTIES**
fantasy roleplaying
adventure record

SPELLS & MIRACLES

[illegible]

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