# Advanced D&D Adventure Record

**Name:**

**Class:**

**Level:**

**Race:**

**Alignment:**

**Move Base:**

**Concealed Climb:**

**Special Move Light Source:**

**Vision Secret Doors Listening:**

**Dates:**

**Adventures**

**Employer:**

**Payment:**

**Purpose:**

**Paid?**

**Why Not:**

**Fellow Adventurers**

<table>
<thead>
<tr>
<th>Name</th>
<th>Class</th>
<th>Level</th>
<th>Status</th>
<th>Name</th>
<th>Class</th>
<th>Level</th>
<th>Status</th>
</tr>
</thead>
</table>

**Treasure Policy:**

**Appearance/Dissguise:**

Current Adjustments to Abilities:

<table>
<thead>
<tr>
<th>Ability</th>
<th>+/− Ability</th>
<th>Condition</th>
<th>+/− Ability</th>
<th>Condition</th>
</tr>
</thead>
</table>

**AC:**

**Hit Points:**

Wounds:

|----------|--------------|------------|----------------------|-----------|-------------------------|-------------|

**Saving Throws:**

Poison —

Petrifaction —

Rods, Staves, or Wands —

Breath —

Spells —

**Spells— Memorized:**

<table>
<thead>
<tr>
<th>1st</th>
<th>2nd</th>
<th>3rd</th>
<th>4th</th>
<th>5th</th>
<th>6th</th>
<th>7th</th>
<th>8th</th>
<th>9th</th>
</tr>
</thead>
</table>

**Magical Items/Components:**

**CARRYING:**

**Capacity:**

|-----------|----------|------|-----------|----------|------|

**Left Side:**

<table>
<thead>
<tr>
<th>Item</th>
<th>Location</th>
<th>WT</th>
<th>Item</th>
<th>Location</th>
<th>WT</th>
<th>Item</th>
<th>Location</th>
<th>WT</th>
</tr>
</thead>
</table>

**Center or Back:**

<table>
<thead>
<tr>
<th>Item</th>
<th>Location</th>
<th>WT</th>
<th>Item</th>
<th>Location</th>
<th>WT</th>
<th>Item</th>
<th>Location</th>
<th>WT</th>
</tr>
</thead>
</table>

**Right Side:**

<table>
<thead>
<tr>
<th>Item</th>
<th>Location</th>
<th>WT</th>
<th>Item</th>
<th>Location</th>
<th>WT</th>
<th>Item</th>
<th>Location</th>
<th>WT</th>
</tr>
</thead>
</table>

**Encumbrance:**

**Maximum:**

Provisions: Water:

**Total Load:**

**Supply Used:**

**Water:**

**Followers:**

<table>
<thead>
<tr>
<th>#</th>
<th>Name</th>
<th>Race</th>
<th>Class</th>
<th>Level</th>
<th>Relation</th>
<th>AC</th>
<th>Move</th>
<th>Hit</th>
<th>Total Attacks</th>
</tr>
</thead>
</table>

**Treasure Acquired:**

**Monsters Overcome:**

**Other:**

**Experience Points:**

<table>
<thead>
<tr>
<th>Beginning</th>
<th>Treasure</th>
<th>Combat</th>
<th>Other</th>
</tr>
</thead>
</table>

**Sub-Total:**

**Adjust (5):**

**Total:**

**Notes:**
HIGHLIGHTS OF ADVENTURE:

SPECIAL INFORMATION ACQUIRED:

NON-PLAYER CHARACTERS OF NOTE:

NAME | DESCRIPTION & ENCOUNTER OUTCOME

NARRATIVE:

SPECIAL TREASURES ACQUIRED:

ITEM | DESCRIPTION | VALUE

DEBTS INCURRED:

CREDITOR | TERMS

PAYMENT OF HIRELINGS:

NAME | PAYMENT | NAME | PAYMENT

COMRADES LOST:

NAME | CAUSE | NAME | CAUSE