ADVENTURE JOURNAL

PLAYER:

CAMPAIGN:

DATE (REAL WORLD):

DATE (GAME WORLD):

ALLIES/COMPANIONS:

BEGINNING STATUS:

CHARACTER ENDING STATUS

REWARDS:

WOUNDS/MALADIES/BLESSINGS:

ACTIVE POWERS/SPELLS

MISSIONS/QUESTS

LEADS/CLUES

NPCs

ITEMS GAINED:

ITEMS SPENT/LOST: