

BATTLELORDS™

OF THE TWENTY-THIRD CENTURY



ADVENTURE RECORD SHEETS

Features:

- Expanded Armor diagram for all your Armor Options
- Keep track of the ammo expended for up to four weapons
- Space for secondary suits of armor or spacesuits
- Note any wounds or Vital Statistics modifiers incurred from Critical Hits
- Space for important notes needed while adventuring
- Companion to the Advanced Character Record Sheet

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Tired of ruining your character sheet as you erase armor absorption constantly during a protracted battle? Can't find that scrap of paper that you wrote that important NPC's name on? The **ADVENTURE RECORD SHEET** is for You!

The Adventure Record Sheet Player Accessory gives you a place to keep track of those constantly changing stats during an adventure, like your armor's stats and body points. This sheet provides plenty of room for all your character's information that may change or be added during an adventure.

Your **NEW Adventure Record Sheet** has some important functions that may not be obvious from the start. These features will be discussed below:

PLAYER ACCESSORY

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Page 1 • Armor and Weapons

This page contains the large master armor diagram as well as space to note ammo expended and missiles and shields carried. The armor diagram is broken up into sections where you can maintain the absorption, integrity, and ablative liner stats. Each section also has a large area to keep track of all of your armor options. The arm sections have a light line separating them so you can keep track of armor for a race with four arms. The small box in the upper right corner of each section box is for noting the amount of space remaining in that section of armor. If your armor has the Auto Doc option the "Auto Doc Meds" box allows you to list the medicines it contains.

Keeping track of ammo expended is now much easier with the Adventure Record Sheet. You can list up to four weapons on the right hand side. The Mag#/Total box is for magazine or power pack fed weapons only. This tells you what number of full magazines you have left. For instance if you are on your fourth power pack out of a total of 6 you would write 4/6. The 50 small boxes allow you to tick off ammo for weapons with a Q up to 100. For every shot, check a box. If your weapon has less than 50 shots, draw a line through all the unused boxes. If your weapon has more than fifty, simply draw a line through each

box one way as you fire, then for the second 50, draw a line the other way, making an "X." The small box next to each missile name is for the number of the rack its contained in. The box with the hash marks below the missile name is for the attack numbers of the missile in the eight range brackets.

Page 2 • Health and Adventure Notes

If your character is ever unlucky enough to take a critical hit (now when would that happen), you must note any negatives to your stats. This side of the sheet provides room for these unexpected stat modifiers. Here is also where you note your current Body Points and Power Points, as well as how many BRIs and MBRIs you have left. The two boxes with no titles in the health section are there so you can note any medical equipment you want to keep track of, like Rad Treatment Serums, or Cryo Injections.

At the bottom of the page is room for additional suits of armor your character may possess like a spacesuit. The rest of the page is separated into note fields for the many bits of information vital to your PC while on an adventure.

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ADVENTURE RECORD SHEET

Character Name	Date Created
Character Race	Experience Available
Player Name	

Armor Diagram

Armor Type	Armor Threshold	ARMOR ENC.	TOTAL ECM	TOTAL ECCM	TOTAL ENC.
Helmet Type	Helmet Threshold				

UPPER RIGHT ARM OPTIONS

HELMET OPTIONS

UPPER LEFT ARM OPTIONS

LOWER RIGHT ARM OPTIONS

LOWER LEFT ARM OPTIONS

SHIELD/PDS 1

SHIELD/PDS 2

RIGHT ARM

CHEST

LEFT ARM

AUTO DOC MEDS

ABDOMEN OPTIONS

ABDOMEN

CHEST OPTIONS

RIGHT LEG

LEFT LEG

UPPER RIGHT LEG OPTIONS

UPPER LEFT LEG OPTIONS

LOWER RIGHT LEG OPTIONS

LOWER LEFT LEG OPTIONS

STREET CLOTHES (Abs. ONLY)

Street Clothes Type1

Street Clothes Type2

Weapons & Ammo

WEAPON 1

Weapon Name

Q	Mag#/Total

WEAPON 2

Weapon Name

Q	Mag#/Total

WEAPON 3

Weapon Name

Q	Mag#/Total

WEAPON 4

Weapon Name

Q	Mag#/Total

MISSILE 1

Missile Name

Quantity	Damage

MISSILE 2

Missile Name

Quantity	Damage

MISSILE 3

Missile Name

Quantity	Damage

GRENADES/EXPLOSIVES

NAME	QTY	DAMAGE

MISSILE RACKS

NAME	THR
1	
2	
3	

PLAYER ACCESSORY

