Living Greyhawk Master Item Log sheet

MIL #:

Character Name: ____________________ Date: __________

Player Name: ____________________ RPGA#: __________

Judges Signature: ____________________ RPGA#: __________

Headband, Hat, Helmet, or Phylactery (Head)

Item	Cost	Found AR#	Bought AR#	Gone AR#

Eye Lenses or Goggles (Eyes)

Item	Cost	Found AR#	Bought AR#	Gone AR#

Amulet, Brooch, Medallion, Necklace, Periapt, or Scarab (Neck)

Item	Cost	Found AR#	Bought AR#	Gone AR#

Vest, Vestments, or Shirt (Torso)

Item	Cost	Found AR#	Bought AR#	Gone AR#

Robe or Suit of Armor (Body)

Item	Cost	Found AR#	Bought AR#	Gone AR#

Belt (Waist)

Item	Cost	Found AR#	Bought AR#	Gone AR#

Cloak, Cape, or Mantle (Sholders)

Item	Cost	Found AR#	Bought AR#	Gone AR#

Bracers or Braclets (Arms or Wrists)

Item	Cost	Found AR#	Bought AR#	Gone AR#

Gloves or Gauntlets (Hand)

Item	Cost	Found AR#	Bought AR#	Gone AR#

Boots, Shoes, Slippers (Feet)

Item	Cost	Found AR#	Bought AR#	Gone AR#

Rings (Hand, one on each)

Item	Cost	Found AR#	Bought AR#	Gone AR#

Weapons and Shields

Item	Cost	Found AR#	Bought AR#	Gone AR#

Misc. Items

Item	Cost	Found AR#	Bought AR#	Gone AR#

One Shot Items (Scrolls, Potions, etc.)

Item	Cost	Found AR#	Bought AR#	Gone AR#

Continued on page 2

Ammunition, Staffs, Wands, and Other Charged/Limited Use Items

Item | Cost | Found AR# | Bought AR# | Gone AR#

Charges/Uses Remaining | Other Information

Item | Cost | Found AR# | Bought AR# | Gone AR#

Charges/Uses Remaining | Other Information

One Shot Items (Scrolls, Potions, etc.), Cont.

Item | Cost | Found AR# | Bought AR# | Gone AR#