



# ESPER GENESIS: CRUCIBLE CORPS

## CHARACTER LOGSHEET

Log your play sessions below. Log your downtime in solar-cycles (measured as "days" in game). Add permanent enhanced items gained to your gear locker total. Story, consumable, and mundane items do not count. Note that four to eight hours of session play qualifies for a level gain. See the CC Player's Guide for additional info.

CHARACTER NAME:	CLASS / LEVEL:	FACTION (IF ANY):
PLAYER NAME:	CRUCIBLE CORPS SERIAL #:	SHEET#:

ADVENTURE NAME	DATE	SESSION PLAY LENGTH (HRS)	GM'S NAME AND CRUCIBLE CORPS #	
STARTING LEVEL	STARTING CU	STARTING DOWNTIME	STARTING FACTION SCORE	GEAR LOCKER ITEM TOTAL
LEVEL(S) GAINED? Y/N	CU +/-	DOWNTIME +/-	FACTION SCORE +/-	ITEM REWARDS +/-
NEW LEVEL	NEW CU TOTAL	NEW DOWNTIME TOTAL	NEW FACTION SCORE	NEW GEAR LOCKER TOTAL
NOTES & DOWNTIME LOG:				

ADVENTURE NAME/CODE	DATE	SESSION PLAY LENGTH (HRS)	GM'S NAME AND CRUCIBLE CORPS #	
STARTING LEVEL	STARTING CU	STARTING DOWNTIME	STARTING FACTION SCORE	GEAR LOCKER ITEM TOTAL
LEVEL(S) GAINED? Y/N	CU +/-	DOWNTIME +/-	FACTION SCORE +/-	ITEM REWARDS +/-
NEW LEVEL	NEW CU TOTAL	NEW DOWNTIME TOTAL	NEW FACTION SCORE	NEW GEAR LOCKER TOTAL
NOTES & DOWNTIME LOG:				

ADVENTURE NAME/CODE	DATE	SESSION PLAY LENGTH (HRS)	GM'S NAME AND CRUCIBLE CORPS #	
STARTING LEVEL	STARTING CU	STARTING DOWNTIME	STARTING FACTION SCORE	GEAR LOCKER ITEM TOTAL
LEVEL(S) GAINED? Y/N	CU +/-	DOWNTIME +/-	FACTION SCORE +/-	ITEM REWARDS +/-
NEW LEVEL	NEW CU TOTAL	NEW DOWNTIME TOTAL	NEW FACTION SCORE	NEW GEAR LOCKER TOTAL
NOTES & DOWNTIME LOG:				