



This Record Certifies that

Played by \_\_\_\_\_ Player \_\_\_\_\_ RPGA # \_\_\_\_\_

Has Completed COR6-20 Shades of Grey A Core Adventure Set in the Orcish Empire of the Pomarj

- Play Notes: Gained a level, Lost a level, Ability Drained, Died, Was raised/res'd, Was reincarnated

Adventure Record#

596 CY ADVENTURE

Home Region \_\_\_\_\_

LEVEL OF PLAY (CIRCLE ONE)

Event: \_\_\_\_\_ Date: \_\_\_\_\_ DM: \_\_\_\_\_ Signature \_\_\_\_\_ RPGA # \_\_\_\_\_

- APL 2 max 450 XP; 450 gp
APL 4 max 675 XP; 650 gp
APL 6 max 900 XP; 900 gp
APL 8 max 1,125 XP; 1,300 gp
APL 10 max 1,350 XP; 2,300 gp
APL 12 max 1,575 XP; 3,300 gp

Tyrant's Favor: For having helped him recover his lost property (either directly or indirectly) Turrosh Mak has cajoled his agents into recovering an item you've misplaced. Use this favor to gain "adventure" access to any single item on an AR to which you no longer have access...

Stain of capture: You have been taken into custody and for a number of weeks, tortured. Eventually brave adventurers manage to rescue you and your equipment. You immediately lose 10 Time Units and start your next adventure with only one quarter of your normal hit points.

Adventure Access Item: \_\_\_\_\_

A New Day: For having saved the defector from an execution you may choose one of the following three options:

- Access to upgrade any one amulet of health, cloak of charisma, gloves of dexterity headband of intellect, or periapt of wisdom from +2 to +4 at standard cost.
Core access to the following: pearl of power (1st-level, 2nd-level, 3rd-level), longspoon thieves tools (CV), immovable rod, monk's belt, and the bane (humanoid - orcs) weapon enhancement.

TU Starting TU 2 TU TU Cost Added TU Costs TU REMAINING

ITEMS FOUND DURING THE ADVENTURE

Cross off all items NOT found

- APL 2 Weapon capsule retainer (Adventure; CV), Quicksparc and quickfrost capsules (Adventure; CV), Bracers of quickstrike (Adventure; MH), Lens of detection (Adventure; DMG)

- APL 4 (all of APL 2 plus the following) Mithral chain shirt (Core; DMG), +1 vest of resistance (Adventure; CA), Armbands of might (Adventure; CV)

- APL 6 (all of APL2-4 plus the following) Quiver of Ehlonna (Core; DMG)

- APL 8 (all of APLs 2-6 plus the following) +4 belt of giant strength (Core; DMG), +3 vest of resistance (Adventure; CA), +2 mithral chain shirt (Core; DMG), Ring of counterspells (Adventure; DMG)

- APL 10 (all of APLs 2-8 plus the following) Boots of speed (Adventure; DMG), +4 amulet of health (Adventure; DMG), +1 maiming elven thin blade (Adventure; DMG)

- APL 12 (all of APLs 2-10 plus the following) +6 belt of giant strength (Adventure; DMG)

XP Starting XP XP lost or spent XP Subtotal XP Gained FINAL XP TOTAL

Lifestyle None, Standard (12 gp x TU), Rich (50 gp x TU), Luxury (100 gp x TU) Lifestyle Cost, Other Coin Spent, Total Coin Spent

Items Sold, Total Value of Sold Items, Add 1/2 this value to your gp value

Items Bought, Total Cost of Bought Item, Subtract this value from your gp value

GP Starting GP GP Spent GP Subtotal GP Gained GP Subtotal GP Gained GP Spent GP FINAL GP TOTAL