



This Record Certifies that

Played by

Player

RPGA #

Has Completed
URC6-05 The Bull and the Swan
A Regional Adventure
Set in the County of Urnst

Event: Date:

DM: Signature RPGA #

Play Notes:

- Gained a level
Lost a level
Ability Drained
Died
Was raised/res'd
Was reincarnated



Adventure Record#

596 CY
ADVENTURE

LEVEL OF
PLAY
(CIRCLE ONE)

APL 2

max 450xp; 450gp

APL 4

max 675xp; 650gp

APL 6

max 900xp; 900gp

APL 8

max 1,125xp; 1,300gp

APL 10

max 1,350xp; 2,300gp

APL 12

max 1,575xp; 3,300gp

Looter: You have looted soldiers of the County despite orders not to. This immediately cancels out all favor with the County's army. If you belong to the army or navy, you are reduced to the lowest rank possible. This takes effect immediately.

Public Danger: You have caused property damage. Before your next adventure in the County of Urnst, you must pay a fine of gold nobles or be thrown in jail for 1TU per 200gp. (This does not prevent you from taking part in the adventure, but you must pay upkeep, and you cannot claim free upkeep for that adventure).

Thanks of Lady Rachel: Lady Rachel thinks highly of you. You are now considered to have a point of influence with her. Cross off once used.

Lady Rachel's Armory: Lady Rachel gives you access to one of the following upgrades. Armor & Shield upgrades: sacred (A&EG). Weapon upgrades: bane (aberrations, undead, evil outsider, chaotic outsider), clouting (CAr), disarming (A&EG), holy. Cross off once used.

Thanks of Lord Darius Dane: Lord Dane thinks highly of you. You are now considered to have a point of influence with him. Cross off once used.

Lord Dane's Armory: Lord Dane gives you access to one of the following upgrades. Armor & Shield upgrades: buoyant (SW), death ward (CAr). Weapon upgrades: aquatic (SW), fortunate (A&EG). Cross off once used.

Veteran: If you belong to the military forces of House Duncombe or Torquann (and you fought on their side), this may be used as a promotion. Alternatively, you may use this favor as an influence point with your patron house. Cross off once used.

TU Starting TU

I TU TU Cost

- TU Added TU Costs

TU REMAINING

XP Starting XP

- XP XP lost or spent

XP Subtotal

+ XP XP Gained

XP FINAL XP TOTAL

ITEMS FOUND DURING THE ADVENTURE

Cross off all items NOT found

APL 2

- Vest of protection +1 (Adventure; CAr)

APL 4 (all of APL 2 plus the following):

- Bracers of armor +2 (Adventure; DMG)

APL 6 (all of APLs 2-4 plus the following):

- +1 merciful sap (Adventure; DMG)
Cloak of charisma +4 (Adventure; DMG)

APL 8 (all of APLs 2-6 plus the following):

- +2 full plate (Adventure; DMG)
+1 mithral chain shirt (Adventure; DMG)
+2 hide armor (Adventure; DMG)
+1 crocodile studded leather armor (Adventure; DMG)
Bracers of armor +2 (Adventure; DMG)

APL 10 (all of APLs 2-8 plus the following):

- +2 mithral chain shirt (Adventure; DMG)

APL 12 (all of APLs 2-8 plus the following):

- +2 mithral chain shirt (Adventure; DMG)
+1 humanbane lance (Adventure; DMG)
+3 hide armor (Adventure; DMG)
+2 crocodile studded leather armor (Adventure; DMG)
Vest of protection +2 (Adventure; CAr)

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 GP Spent

GP Subtotal

+ GP GP Gained

GP Subtotal

+ GP GP Gained

GP Subtotal

- GP GP Spent

GP Subtotal

GP FINAL GP TOTAL