



This Record Certifies that

Played by

Player

RPGA #

Has Completed
URC6-09 - A Game of Pawns
A Regional Adventure
Set in the County of Urnst

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 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

Event: Date:

DM: RPGA #

Signature

RPGA #

Favor of Sir Aldorin Trabeaux: This counts as an influence point with House Trabeaux. (Cross off once used.)

Favor of Lady Ilisya Trabeaux: Lady Ilisya has many friends in high places. This counts as an influence point with the Noble house of your choice (in the County). (Cross off once used.)

Ol' Jeb's Favor: This influence point can be used in one of two ways. (Cross off once used.)

[ ] Promotion in the military

[ ] Cover the gp cost for ONE County meta-org for one year.

Infamy: You have earned an infamy point with the Churches of Pelor and the Knights of the Swan. This immediately cancels out any influence you may have with either of these factions. You cannot progress in these metaorgs until you have spent one influence point to remove this infamy.

Offer of Vassalage: You can exchange one influence point with House Trabeaux to become a vassal of Sir Aldorin. This has a few advantages:

- You are now considered a member of House Trabeaux. (You may take the name)
Counts as a permanent influence with House Trabeaux
You get free Standard upkeep when playing an adventure in the lands of House Trabeaux.
You MUST join the Thane of the Realm meta-org and remain a member in good standing. If you lapse in your membership, you receive an infamy point with the house. (This qualifies you for the meta-org)

ITEMS FOUND DURING THE ADVENTURE

Cross off all items NOT found

APL 4

- +1 glamered chain shirt (Adventure, 3,950gp, DMG)
Silversheen (Adventure, DMG)
Vest of resistance +1 (Adventure, 1,000gp, CAr)

APL 6 (all of APL4 plus the following)

- +2 glamered chain shirt (Adventure, 6,950gp, DMG)
Vest of resistance +2 (Adventure, 4,000gp, DMG)

APL 8 (all of APLs 4-6 plus the following)

- +1 bane (elf) scythe (Adventure, 8,318gp, DMG)
Bracers of armor +2 (Adventure, DMG)
+2 longsword (Adventure, 8,315gp, DMG)

APL 10 (all of APLs 4-8 plus the following)

- Amulet of health +4 (Adventure, DMG)
Belt of giant strength +4 (Adventure, DMG)
+2 chain shirt (Adventure, 4,250gp, DMG)
+2 composite longbow (+1 Str bonus) (Adventure, 8,500gp, DMG)
+2 rapier (Adventure, 8,320gp, DMG)
Ring of protection +2 (Adventure, DMG)

APL 12 (all of APLs 4-10 plus the following)

- +1 animated heavy steel shield (Adventure, 9,170gp, DMG)
Bracers of armor +3 (Adventure, DMG)
Cloak of charisma +4 (Adventure, DMG)
+1 defending dagger (Adventure, 8,302gp, DMG)
+3 glamered chain shirt (Adventure, 11,950gp, DMG)
Vest of resistance +3 (Adventure, 9,000gp, 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 Items

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

FINAL GP TOTAL

TU

Starting TU

1 or 2

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