



This Record Certifies that

Character Name \_\_\_\_\_ Classes and Levels \_\_\_\_\_

Player Name \_\_\_\_\_ RPGA # \_\_\_\_\_

Has Completed

RTK7-04- Open Waters

An one-round regional adventure set in the region of Ratik



Play Notes:

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

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

Event: \_\_\_\_\_ Date: \_\_\_\_\_

DM: \_\_\_\_\_  
Signature \_\_\_\_\_ RPGA # \_\_\_\_\_

Adventure Record#

597 CY  
ADVENTURE

LEVEL OF  
PLAY  
(CIRCLE ONE)

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

**Joust Score:** You have unhorsed (0) (1) (2) (3) (4) (5) (6) (circle one) opponents with the lance at the Stenigar Tourney of Flocktime 597CY. Keep track of this honour as you work towards your knighthood.

In addition if you unhorsed 4 or more opponents you gain regional access to a lance of the last rider (8,306 gp; CW:172).

**Defender of the Realm:** For your extraordinary defence of Ratik from the orcs, you have been invited to join the Archbaronial Guard at the rank of Knight. If you accept this honour, your affiliation score in this meta-org will always be considered high enough for knight rank regardless of its actual value.

**Thanks of House Abonhoth/House Cormik:** For defending their territory and people the houses of Cormik and Abonhoth are grateful to you. You have an influence point with your choice of one of the two houses.

In addition if you are a member of either house (or become one in the next six months) you receive access to the following teamwork benefits: Joint Grapple Escape, Snap Out of It, and Spellcaster Guardian (all from DMG II).

**Favour of Captain Grimshaw:** Captain Grimshaw is extremely grateful for the rescue of his ship. He has arranged for you to access to either:

- One of the following alternative class features (all from PH2): Bardic Knack, Spontaneous Domain Casting, Spontaneous Rejuvenation, Deity's Favour, Adrenaline Boost or Disruptive Attack;
- One of the following feats (all from Sto): Sailor's Balance, Ship's Mage, Expert Swimmer, or Old Salt;
- One of the following prestige classes (all from Sto): Stormsinger, or Wavekeeper; or
- Free passage and board on three future occasions. This allows free standard upkeep in three coastal-based Ratik scenarios.

**Sir Aleif's Respect:** For your assistance in retrieving his property, Sir Aleif has arranged access to special training for you. You have access to one of the following alternative class features (all from PH2): Elusive Attack, Counter Attack, Decisive Strike, Charging Smite, Distracting Attack, Shield of Blades or Eclectic Learning.

TU

Starting TU

1 or 2 TU

TU Cost

- TU

Added TU Costs

TU REMAINING

ITEMS FOUND DURING THE ADVENTURE

Cross off all items NOT found

APL 2

❖ Brooch of shielding (Adventure; DMG)

APL 4 (all of APL2 plus the following)

❖ Quiver of Ehlonna (Adventure; DMG)  
❖ Mithral chain shirt +1 (Adventure; DMG)

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

❖ Rod of extend metamagic - lesser (Adventure; DMG)

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

❖ Bracers of archery - lesser (Adventure; DMG)

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

❖ Eyes of the Eagle (Adventure; DMG)

APL 12 (all of APLs 2-10 plus the following)

❖ Rod of extend metamagic (Adventure; DMG)  
❖ Bracers of archery - greater (Adventure; DMG)

XP

Starting XP

- XP

XP lost or spent

XP

Subtotal

+ XP

XP Gained

XP

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 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