



This Record Certifies that



Play Notes:

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

Adventure Record#

593 CY
ADVENTURE

LEVEL OF PLAY
(CIRCLE ONE)

Played by _____
Player *RPGA #*

Has Completed
Circles of Life
A Regional Adventure
Set in Bissel

Home Region

Event: _____ Date: _____

DM: _____
Signature *RPGA #*

APL 2
max 450 xp; 400 gp

APL 4
max 675 xp; 600 gp

APL 6
max 900 xp; 800 gp

APL 8
max 1,125 xp; 1,250 gp

APL 10
max 1,350 xp; 2,100 gp

APL 12
max 1,575 xp; 3,000 gp

Cross out any game effects this character does not gain.

• **Influence Point with the Baroness of Gerorgos**
For discovering the fate of the missing children, this PC has earned 1 Influence Point with the Baroness of Gerorgos, Lady Ketzia, and the Barony of Gerorgos. Please contact the Bissel Triad for details.

TU

Starting TU

1 OR **2** 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:

- ❖ *Infusion of Detect Animals or Plants (Adventure, 1st level caster, MotW)*
- ❖ *Wand of Burning Hands (Adventure, 1st level caster, DMG)*
- ❖ *Elixir of Love (Adventure, DMG)*
- ❖ *Elixir of Vision (Adventure, DMG)*

APL 4 (APL 2 Items plus):

APL 6 (APL 2, 4 Items plus):

- ❖ *Potion of Displacement (Adventure, DMG)*

APL 8 (APL 2, 4, 6 Items plus):

- ❖ *Ring of Climbing (Adventure, DMG)*
- ❖ *Dust of Tracelessness (Adventure, DMG)*
- ❖ *Quaal's Feather Token - Whip (Adventure, DMG)*
- ❖ *Robe of Bones (Adventure, DMG)*
- ❖ *Potion of Cure Serious Wounds (Adventure, DMG)*
- ❖ *Potion of Haste (Adventure, DMG)*

APL 10 (APL 2, 4, 6, 8 Items plus):

- ❖ *Hand of the Mage (Adventure, DMG)*

APL 12 (APL 2, 4, 6, 8, 10 Items plus):

- ❖ *Horn of Fog (Adventure, DMG)*
- ❖ *+1 Flaming Scimitar (Adventure, DMG)*
- ❖ *+1 Frost Scimitar (Adventure, DMG)*
- ❖ *Wand of Scorching Ray (Adventure, 3rd level caster, DMG)*

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

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

Items Sold

Total Value of Sold Items

Add ½ this value to your gp value

Items Bought

Total Cost of Bought Items

Subtract this value from your gp value