This Record Certifies that

_____

Played by_____
*Player* *RPGA #*

Has Completed
*Loyal to a Fault*
A Regional Adventure
Set in Bissel

**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#*

593 CY
ADVENTURE
LEVEL OF PLAY
*(CIRCLE ONE)*

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.*

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**:

**APL 4** (APL 2 Items plus):

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

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

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

**APL 12** (APL 2, 4, 6, 8, 10 Items plus):
- ❖ *Periapt of Wisdom +2 (Adventure, DMG)*
- ❖ *Headband of Intellect +2 (Adventure, 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** _____

*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

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*