



This Record Certifies that

Played by \_\_\_\_\_  
Player RPGA #

Has Completed

BIS5-IS4 Faith No More

An Introductory Adventure  
Set in Bissel



Play Notes:

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

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



Adventure Record#

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

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

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

APL 2

max 450 xp; 450 gp

Cross out any game effects this character does not gain.

↗ **Enmity of the Hextorite Cultists:** You have stopped an evil plot, and the cultists behind it will not soon forget. This may have consequences in future adventures.

☛ **Favor of the Churches of Bissel:** You have done a good deed for the churches of the March, and they will return the favor. You may spend this favor while at a temple of one of the major or minor churches of Bissel (Charmalaine, Fharlanghn, Geshtai, Heironeous, Istus, Joramy, Pelor, Rao, Zilchus, or the dwarven pantheon) to have the priests commune with their deity on your behalf. This is, in all respects, identical to a *commune* spell, except that you may only ask three questions and there is no cost for having the NPCs cast the spell for you. Mark this favor as USED when it has been consumed.

This adventure may only be played by 1<sup>st</sup> level characters.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items *NOT* found

As an introductory adventure, this adventure offers no item access.

\_\_\_\_\_  
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

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

Items Sold  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
Total Value of Sold Items \_\_\_\_\_

Add 1/2 this value to your gp value

+ \_\_\_\_\_  
GP

GP Gained

Items Bought  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
Total Cost of Bought Items \_\_\_\_\_

Subtract this value from your gp value

\_\_\_\_\_  
GP

Subtotal

- \_\_\_\_\_  
GP

GP Spent

\_\_\_\_\_  
GP

FINAL GP TOTAL