



# This Record Certifies that



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

**Has Completed**  
BIS6-07 Grace Under Fire  
**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



Adventure Record#  
**596 CY**  
**ADVENTURE**  
**LEVEL OF**  
**PLAY**  
(CIRCLE ONE)

Event: \_\_\_\_\_ Date: \_\_\_\_\_  
DM: \_\_\_\_\_ RPGA #  
Signature

**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

Cross out any game effects this character does not gain.

**Favor of the Church of Heironeous:** For rescuing Grace Stellarra you have earned the favor of the church. This counts as an Influence Point with the Church of Heironeous in Bissel.

Additionally, you may spend this favor in order to gain access (Frequency: Adventure) to purchase any one weapon, armor, or shield special ability upgrade from the *Dungeon Master's Guide* of +1 equivalent value, or a single wand of a 1<sup>st</sup> level spell from the *Dungeon Master's Guide*.

If you are a member of the Church of Heironeous metaorganization, you may instead use this favor in order to receive a NPC casting of *raise dead* at just the cost of the material component. Mark this favor as USED when it has been spent.

**Stood Trial:** Accepting responsibility for your actions, you stood trial for the killings in Bandalar. Although you were found innocent on the grounds of self-defense, this still took quite a bit of time. You immediately lose 5 additional TUs.

**On the Lam:** Trying to avoid punishment, you laid low for a while. On this and your next 10 Adventure Records, you must pay 50% more for all items purchased and lifestyle costs. After such time has passed, the charges are dropped when further investigation finds the tales to be exaggerated.

**Massacre in Bandalar:** Rumor has spread quickly of your crushing assault on the citizens of Bissel. For one year from the date on this Adventure Record, this PC suffers a -4 penalty to all Cha-based skill checks while in Bissel.

**Tillsin's Stabbing Curriculum:** You may study this tome and practice its lessons at a cost of 1 additional TU; this grants you access to learn the feat Distracting Attack (*Miniatures Handbook*). Price: 600 gp.

**Flare's Spellbook:** There are different versions of this spellbook at each APL (*SC Spell Compendium*):

**APL 2-4:** 1<sup>st</sup> – *mage armor, magic missile, ray of enfeeblement*. Price: 150 gp; Weight: 3 lbs.

**APL 6:** all of the above plus 2<sup>nd</sup> – *blast of force<sup>SC</sup>, glitterdust*. Price: 350 gp; Weight: 3 lbs.

**APL 8:** all of the above plus 3<sup>rd</sup> – *blacklight<sup>SC</sup>, hold person, touch of idiocy*. Price: 800 gp; Weight: 3 lbs.

**APL 10:** all of the above plus 4<sup>th</sup> – *phantasmal killer, shadow well<sup>SC</sup>*. Price: 1,200 gp; Weight: 3 lbs.

**APL 12:** all of the above plus 5<sup>th</sup> – *baleful polymorph, wall of dispel magic<sup>SC</sup>, wall of force*. Price: 1,950 gp; Weight: 3 lbs.

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:

- ❖ Darkwood Buckler (*Adventure; Dungeon Master's Guide*)
- ❖ Flare's Spellbook, APL 2-4 (*Adventure; See Above*)
- ❖ Wand of Cure Light Wounds (CL 1<sup>st</sup>; *Adventure; Dungeon Master's Guide*)

APL 4 (all of APL 2 plus the following):

- ❖ Pearl of Power, 1<sup>st</sup> Level Spell (*Adventure; Dungeon Master's Guide*)
- ❖ Tillsin's Stabbing Curriculum (*Adventure; See Above; Price: 600 gp*)

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

- ❖ Flare's Spellbook, APL 6 (*Adventure; See Above*)
- ❖ Tunic of Steady Spellcasting (*Adventure; Complete Adventurer*)
- ❖ Wand of Magic Missile (CL 3<sup>rd</sup>; *Adventure; Dungeon Master's Guide*)

APL 8 (all of APLs 2, 4, 6 plus the following):

- ❖ +2 Rapier (*Adventure; Dungeon Master's Guide*)
- ❖ Flare's Spellbook, APL 8 (*Adventure; See Above*)
- ❖ Pearl of Power, 2<sup>nd</sup> Level Spell (*Adventure; Dungeon Master's Guide*)

APL 10 (all of APLs 2, 4, 6, 8 plus the following):

- ❖ +1 Frost / +1 Orc Double Axe (*Adventure; Dungeon Master's Guide*)
- ❖ +2 Keen Rapier (*Adventure; Dungeon Master's Guide*)
- ❖ Flare's Spellbook, APL 10 (*Adventure; See Above*)

APL 12 (all of APLs 2, 4, 6, 8, 10 plus the following):

- ❖ +1 Frost / +1 Frost Orc Double Axe (*Adventure; Dungeon Master's Guide*)
- ❖ Flare's Spellbook, APL 12 (*Adventure; See Above*)
- ❖ Ioun Stone, Pale Green Prism (*Adventure; Dungeon Master's Guide*)

## 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