Living Greyhawk

This Record Certifies that

_____

Played by_____
Player RPGA #

Has Completed

BIS7-07 *Radiance and Resolution*

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#

597 CY
ADVENTURE
LEVEL OF PLAY
(CIRCLE ONE)

APL 2
max 900 xp; 900 gp

APL 4
max 1,350 xp; 1,300 gp

APL 6
max 1,800 xp; 1,800 gp

APL 8
max 2,250 xp; 2,600 gp

APL 10
max 2,700 xp; 4,600 gp

APL 12
max 3,150 xp; 6,600 gp

Cross out any game effects this character does not gain.

☛ **Bissel Military Commendation**: You have successfully closed the planar rift in Truelight. The Great Army of Bissel hereby grants you a military commendation, per the *Bissel Omnibus*.

☛ **Blissful Afterlife**: You have decided to remain in Elysium, enjoying your eternal rewards. This PC is permanently removed from play.

☛ **Greater Touch of Pelor**: If you are **Touched by Pelor's Hand** (from BIS5-06 *Vanity and Vexation*), your aura is enhanced. You now shed brighter light, clearly illuminating a 10 foot radius, and providing shadowy illumination out to a 20 foot radius. You gain a +4 divine bonus on Sense Motive and Diplomacy checks when interacting with good creatures. As well, you may now suppress or reactivate this effect as a full-round action, by whispering a brief prayer to the Sun Father.

☛ **Contemplative of Pelor**: This PC has met a solar in the service of the Sky Father… and perhaps the deity himself. This fulfills the special requirement for the Contemplative prestige class for followers of Pelor.

Hole in My Soul: The devil general probed your mind, giving the denizens of hell information about your home. This may have consequences in the future.

☛ ***Liquid Life***: You have returned with some of the liquefied positive energy from the Positive Energy Plane. Imbibing a vial of this liquid as a potion creates a *greater vigor* (CL 9th; SpC) effect upon you, granting you fast healing 4 for 19 rounds. Mark off each vial as it is used. ○ ○ ○

Blessed Quiver: This quiver functions as a *quiver of Ehlonna*. In addition, up to three times per day, the user may place a bow in the quiver, utter a command word, and invoke *bless weapon* on the bow inside. Moderate conjuration; CL 9th; Craft Wondrous Item, *bless weapon, Leomund's secret chest*; Price: 10,000 gp; Weight: 2 lbs.

☛ **Master and Commander**: You have taken command of a celestial battlefield, and proven your prowess as a commander. Once per adventure you may use this favor to add a +10 competence bonus to any Intimidate or Diplomacy check made to command military personnel.

TU	Starting TU
2 or 4 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 (all of the following):
- ❖ *Everbright* Weapon Special Ability Upgrade (*Adventure; MIC; Limit 1*)
- ❖ *Illuminating* Weapon Special Ability Upgrade (*Adventure; MIC; Limit 1*)
- ❖ *Ring of Mystic Healing* (*Adventure; Magic Item Compendium; Limit 1*)
- ❖ *Ring of Positive Protection* (*Adventure; Magic Item Compendium; Limit 1*)

APL 4 (all of APL2 plus the following):
- ❖ *Blessed* Weapon Special Ability Upgrade (*Adventure; MIC; Limit 1*)
- ❖ *Ghost Touch* Weapon Special Ability Upgrade (*Adventure; DMG; Limit 1*)
- ❖ *Sacred* Weapon Special Ability Upgrade (*Adventure; MIC; Limit 1*)

APL 6 (all of APLs 2, 4 plus the following):
- ❖ *Ghost Strike* Weapon Special Ability Upgrade (*Adventure; MIC; Limit 1*)
- ❖ *Incorporeal Binding* Weapon Special Ability Upgrade (*Adventure; Magic Item Compendium; Limit 1*)
- ❖ *Sacred Burst* Weapon Special Ability Upgrade (*Adventure; MIC; Limit 1*)

APL 8 (all of APLs 2, 4, 6 plus the following):
- ❖ *Disruption* Weapon Special Ability Upgrade (*Adventure; DMG; Limit 1*)
- ❖ *Force* Weapon Special Ability Upgrade (*Adventure; MIC; Limit 1*)
- ❖ *Holy* Weapon Special Ability Upgrade (*Adventure; DMG; Limit 1*)

APL 10 (all of APLs 2, 4, 6, 8 plus the following):
- ❖ *Anglehelm* (*Adventure; Magic Item Compendium; Limit 1*)
- ❖ *Blessed Quiver* (*Adventure; See Above; Limit 1*)

APL 12 (all of APLs 2, 4, 6, 8, 10 plus the following):
- ❖ *Brilliant Energy* Weapon Special Ability Upgrade (*Adventure; DMG; Limit 1*)
- ❖ *Freedom* Armor Special Ability Upgrade (*Adventure; MIC; Limit 1*)
- ❖ *Radiant* Armor Special Ability Upgrade (*Adventure; MIC; Limit 1*)

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