



This Record Certifies that

Character Name

Classes and Levels

Player Name

RPGA #

Has Completed
BIS8-03 Battle of the Bands
A Regional Adventure set in Bissel



Play Notes:

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

Adventure Record#

598 CY
ADVENTURE
LEVEL OF
PLAY
(CIRCLE ONE)

Home Region

Event: Date:

DM: Signature RPGA #

APL 2

max 450xp; 450gp

APL 4

max 675xp; 650gp

APL 6

max 900xp; 900gp

APL 8

max 1,125xp; 1,300gp

APL 10

max 1,350xp; 2,300gp

APL 12

max 1,575xp; 3,300gp

APL 14

max 1,800xp; 6,600gp

APL 16

max 2,025xp; 9,900gp

You're Sensational: You have garnered the favor of Estander and the Legends of Lore bardic troupe...

I've Got The World On A String: You have garnered the favor of the Looking for Treble bardic troupe...

My Kind of Town: You have garnered the favor of the Self-Righteous Brothers bardic troupe...

The Best Is Yet To Come: You have garnered the favor of the Full Power Attack bardic troupe...

That Old Black Magic: You have garnered the favor of the Evard's Zombie Ensemble bardic troupe...

I Get A Kick Out Of You: You have garnered the favor of the Calpius' Craft Project bardic troupe...

TU Starting TU

I OF 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

- Silversheen (Adventure; DMG)
Unguent of timelessness (Adventure; DMG)

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

- Dust of dryness (Adventure; DMG)
Pipes of the sewers (Adventure; DMG)

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

- Dusty rose prism ioun stone (Adventure; DMG)
Potion of protection from arrows 15/magic (Adventure; DMG)

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

- Oil of greater magic weapon +4 (Adventure; DMG)
Rapier of puncturing (Adventure; DMG)

APL 10 (all of APLs 2-8 plus the following):

- Elixir of fire breath (Adventure; DMG)
Harp of charming (Adventure; DMG)

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

- +1 spell-storing longsword (Adventure; DMG)
Arcane scroll of true seeing (Adventure; DMG)

APL 14 (all of APLs 2-12 plus the following):

- Horn of goodness/evil (Adventure; DMG)
Oil of greater magic weapon +5 (Adventure; DMG)

APL 16 (all of APLs 2-14 plus the following):

- Potion of resist energy [fire] 30 (Adventure; DMG)
Ring of evasion (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 1/2 this value to your gp value

Items Bought

Total Cost of Bought Item

Subtract this value from your gp

GP Starting GP

- GP GP Spent

GP Subtotal

+ GP GP Gained

GP Subtotal

+ GP GP Gained

GP Subtotal

- GP GP Spent

GP Subtotal

GP FINAL GP TOTAL