



PLAY NOTES: Leveled this adventure

Current Home Region: _____

592 CY
ADVENTURE
LEVEL OF
PLAY:
(circle one)

APL 2

max XP 300, 298 gp

APL 4

max XP 600, 561 gp

APL 6

max XP 900, 922 gp

APL 8

max XP 1,110, 1,147 gp

APL 10

max XP 1,350, 1,783 gp

This Certificate Certifies that

Played by _____
Player _____ RPGA # _____

Has completed
Depth Perception
A Regional Adventure
set in Gran March

C O S T :
x TU

_____	TU Expenditure Notes
_____	Other TUs Spent
_____	TUs Remaining

Cross out the game effects not gained.

• **Influence Point: Elector** Asterran Ocedrius. For saving the Elector from certain death you have received this influence point. At any time the hero whose name appears on this Adventure Certificate is in Hookhill, he receives Adventurer's Standard upkeep for free as he stays with the Elector. Also while in Hookhill the hero named above may request the loan of any equipment the hero may need to complete a task (only mundane equipment available to the military may be had). These two uses do not expend this influence point.

One time only, the Elector grants a much larger favor to the hero. This may be used as an influence point with the College of Electors, the Church of Zilchus, or government of Hookhill (organizations with which the Elector has some sway). It may also potentially be used for other purposes. Submit unique proposals to the Gran March triad.

• **Influence Point: Gran March Military.** The hero whose name appears on this Adventure Certificate has come to the favorable notice of the military for his actions while on leave in Hookhill. In order to use this influence please contact the Gran March triad. Other uses may be written into regional events, or included in future meta-campaign organizational material.

• **Magical Token:** The character whose name appears on this Adventure Certificate has retrieved a magical token from the body of the Keoish witch hunter Gelsomino. The token is a Keoish hawk (silver piece). A hole has been bored through the center and a small silver chain run through the hole large enough to be worn as a bracelet, although it does not occupy the bracelet slot. The token and the character that carries it radiate a faint but distinct aura of magic (unidentifiable). Only one character per party may possess the Magical Token, so judges should cross this entry out on all other characters' Adventure Certificates.

Starting XP

XP Gained

XP Spent

New XP
_____ / _____
Starting gp
_____ / _____
Gp Gained

Event _____ Date: _____
DM: _____
Signature _____ RPGA # _____

Upkeep: none; Adventurers' Standard (12 gp x TU);
 Rich (50 gp x TU); Luxury (100 gp x TU).

Consumable Items: _____
Other Coin _____

scroll: spell lvl x caster lvl x 25 gp;
potion: spell lvl x caster lvl x 50 gp;
wand charge: spell lvl x caster lvl x 15 gp;
wondrous item: market value.
arrow or bolt: 5 cp normal, 7 gp masterwork, 1 gp silver, 40 gp +1, 160 gp +2, 360 gp +3, 640 gp +4, 1000 gp +5

ITEMS SOLD

_____	Total
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ITEMS BOUGHT

_____	Total
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_____ / _____
Gp Spent
_____ / _____
End of Adventure gp
_____ / _____
Bought/Sold Amounts

EQUIPMENT LIST (list item and gp value)

Basic Equipment: _____

Signature Items

- _____
- _____
- _____

Consumable Items

□□□□□□□□	_____
□□□□□□□□	_____
□□□□□□□□	_____
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□□□□□□□□	_____

_____ / _____
New Starting gp