Living Greyhawk

This Record Certifies that

_____

Played by_____
Player RPGA #

Has Completed
A Week in the Life
An Introductory Scenario Set in Gran March

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#

594 CY
ADVENTURE
LEVEL OF PLAY
(CIRCLE ONE)

APL 2
max 450 xp; 100 gp

This event can only be played by 1st level characters.

This area of the Adventure Record is used to detail new rules items such as new magic items, spells, or feats. It is also used to detail special effects the character might earn such as curses, influence, favors, access, or debts.

☛ *Commendation for Promotion*: For looking out for your fellow soldiers during the question and answer part of the Test of Knowledge, you have earned this recommendation. You are the stuff Gran March is looking for in its leaders. While you are not actually promoted, this commendation will go into your promotion record and will be taken into account when it comes time for your next review. Keep up the good work.

☛ *Enmity of Knight Colonel Jorn Envian*: You have caught the unfavorable attention of a powerful man who never forgets a slight. As his other job within the military is as a member of the Promotions Review Board, any future attempt at promotion by your character will require spending three additional Influence Points with the Gran March Military and/or Favors with an officer of Captain's rank or higher to proceed, in addition to all the promotions regular requirements.

☛ *Influence Point with Elector Ellthorn*: For scoring "high marks" in the Test of Knowledge by defeating the ogre, you have gained favor with the Elector.

☛ *Favor of Plaijin the Elder*: For being respectful to your elders, you earn the sage's favor. In a future regional module near Hookhill, he will provide all he knows concerning his fields of study. These include history, geography, and the Knights of the Watch. For each of these fields, his skill modifier for Knowledge checks is +9. As long as the player displays good manners to Plaijin and his niece Elandrel, this favor is reusable.

☛ *Graduated with Distinction*: For showing individual courage, initiative, and leadership, you have earned this reward upon your graduation. This is considered a Military Commendation for promotion. Gran March expects a lot from you, soldier. For Commandant and Country! (To be awarded only to eligible Active Duty PC's.)

☛ *Influence Point with the Gran March Military*: For success, you have earned this point of Influence. See the latest version of the Gran March Military document for details on its use.

☛ *Influence Point with the Herdsman's Guild*: For slaying the female worg, a dangerous monster that has preyed upon ranchers and their herds, you are given this influence. See the latest version of the Gran March Herdmasters document for details on its use.

TU	Starting TU
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

This area is typically used to list items from the DMG or from the area above that have been found in the scenario and are now available for purchase as a result of playing the scenario. As an Introductory Scenario, this event does not list any such items.

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