Living Greyhawk

This Record Certifies that

_____

Played by_____
Player RPGA #

Has Completed

GRM5-IN2 *Trouble in Tribulation* (APLs 2 to 6)

A Regional Interactive
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#

595 CY ADVENTURE LEVEL OF PLAY
(CIRCLE ONE)

APL 2
max 450 xp; 450 gp

APL 4
max 675 xp; 650 gp

APL 6
max 900 xp; 900 gp

Cross out any game effects this character does not gain.

☛ **Military Commendation:** You have earned a commendation from the Gran March military for volunteering your services to Warden Tragorn at Fort Tribulation.

☛ **Military Demerit:** You have earned a demerit the Gran March military for not following orders or chain of command.

☛ **Military Leave:** Gran March military has granted you extra vacation time for year 596. You are able to use 2 additional military TUs for nonmilitary time beyond your normal amount.

☛ **Reward for Outstanding Service:** You have been recognized as a Gran March military soldier who went above and beyond the call of duty in serving to protect the March from enemies both internal and external. You have earned the Commandant's Shield for your actions.

☛ **Favor of the Gran March Military:** You may use this favor to gain access (Frequency: Regional for Gran March military members, Adventure for all others) to purchase one of the following upgrades (circle one): armor special abilities (*glamered*, *slick*, *shadow*, or *silent moves*), weapon special abilities (*bane* (evil outsiders, aquatic humanoids, reptilian humanoids, or monstrous humanoids), *impact*, or *keen* (*Arms & Equipment Guide*)). Mark this favor as USED when expended.

☛ **Favor of Knight Warden Vitness Tragorn:** You have earned Warden Vitness Tragorn's appreciation for answering his call for aid. You may use this favor to gain access (Frequency: Regional for Gran March military members, Adventure for all others) to purchase one of the following items (circle one): armor special abilities (*energy resistance* (any)), mithral (light armor or shield), wondrous item (*Dungeon Master's Guide*; 2,000 gp or less; list item here _____; no *bags of tricks*). Mark this favor as USED when expended.

☛ **Krag's Service:** You may use this favor to gain access (Frequency: Regional for Gran March military members, Adventure for all others) to purchase one of the following items/upgrades (circle one) for 2 additional TUs plus the standard cost: *amulet of health +4*, *belt of giant strength +4* (item only), *gloves of dexterity +4*, *periapt of wisdom +4*. Mark this favor as USED when expended. This favor is void after the end of CY 596.

☛ **Favor of the Lizardfolk:** For saving the lizardfolk young, Szisstrissk and Hezzresh offer their help. You may use this favor to gain access (Frequency: Adventure) to purchase one of the following upgrades/items (circle one): armor special abilities (*wild*, *woodwalk* (*Races of the Wild*), or *beastskin* (*Complete Adventurer*)), darkwood (armor or shield). Mark this favor as USED when expended.

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:
- ❖ *Elixir of Swimming* (*Adventure*; *Dungeon Master's Guide*)
- ❖ *Vest of Resistance +1* (*Adventure*; *Complete Arcane*)

APL 4 (all of APL 2 plus the following):
- ❖ *Metamagic Rod, Silent, Lesser* (*Adventure*; *Dungeon Master's Guide*)
- ❖ *Pearl of Power, 1st Level Spell* (*Adventure*; *Dungeon Master's Guide*)

APL 6 (all of APLs 2, 4 plus the following):
- ❖ *Vest of Resistance +2* (*Adventure*; *Complete Arcane*)

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