



This Record Certifies that



Played by _____ Player RPGA # _____

Has Completed

GRM7-07 To Prove the Warm Affection
A Regional Adventure
Set in Gran March

Play Notes:

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



Adventure Record#
597 CY
ADVENTURE
LEVEL OF
PLAY
(CIRCLE ONE)

Event: _____ Date: _____

DM: _____ Signature RPGA # _____

APL 6
max 900 xp;
900 gp

APL 8
max 1,125 xp;
1,300 gp

APL 10
max 1,350 xp;
2,300 gp

APL 12
max 1,575 xp;
3,300 gp

Cross out any game effects this character does not gain.

Favor of the Steady Flame: You have made peaceful contact with the Steady Flame (an azer mercenary company). In return for buying out their contract you gain access to their possessions (already listed in the Items Found section below).

The azer medic offers to share his chiurgeon's journal with you; you gain access to the following spells (the ones at your APL and lower, all from SpC): APL 6 - faith healing, stabilize; APL 8 - close wounds; APL 10 - panacea, positive energy aura; APL 12 - fortunate fate, mass restoration.

They also offer to have you trained in one of the following rules items (circle the one you gain access to and cross off all others): alternate class features - fighter-counterattack (PH2), rogue-disruptive attack (PH2), hexblade-dark companion (PH2); prestige classes - elemental warrior (fire) (PH). The Steady Flame trains you on the Elemental Plane of Fire.

Bazaar of the Bizarre: Choose any one item to which you once had Adventure, Regional, Metaregional or Core access from one of your prior ARs and write it here from AR #. You now have access (Frequency: Regional) to purchase this item.

Influence: This PC received (cross out those that do not apply) an influence point with: The Corporation, The Gravedigger's Union, and/or Magistrate Nestor.

Demerit: This PC received (cross out those that do not apply) a demerit with: The Corporation, The Gravedigger's Union, and/or Magistrate Nestor.

Panoply Emporium: Bjorn the Ysgardian smith will craft you any one masterwork item. For crafting purposes Bjorn has access to any item, material, or option you have access to as well as those specified here. The item may be a melee or throwing weapon, bundle of 50 arrows, suit of armor (humanoid, nonhumanoid, or barding), or shield crafted from adamantine, dragonhide [any chromatic], mithral, pearlsteel (Sw), or riverine (Sw). The item may be suited for a creature of any size from Diminutive to Huge.

Any of the following options is also available on this masterwork item: close fighting blade (RotW), dwarvencraft (RoS), elbow blade (CS), gloryborn template (DMG2), hilt hollow (Ds), knee blade (CS), netcutter spikes (RotW), or oil chamber (Ds). Items marked with an R may also be added to any existing weapons, suits of armor, or shields you own at the same time as you receive your masterwork item (as appropriate).

You may redeem this favor at any time, paying full cost for the crafted item and modifications (when adding modifications you pay double cost of the addition only). You must spend 1 additional TU seeking out Bjorn, plus 1 additional TU working with him for the item he crafts and 1 additional TU for each item he modifies for you. When redeemed, note what was purchased and mark this favor as USED.

Truncheon (BoED): A truncheon is essentially a heavier version of the sap - a one-handed martial weapon that deals nonlethal damage (a rogue may only sneak attack if she is proficient). One-handed martial melee weapon, Cost: 2 gp, Dmg S/M/L: 1d6/1d8/2d6, Critical: x2, Weight: 12 lb., Type: Bludgeoning.

TU Starting TU

I OR 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 6: Arcanist's Gloves, Boots of Agile Leaping, Chronocharm, Galeb Duhr Hammer, Restful Crystal, Truncheon, Wheel of Fortune
APL 8 (all of APL 6 plus the following): Amulet of Retributive Healing, Arcane Scroll of Karmic Aura, Bracers of the Entangling Strike, Devastation Gauntlets, Hexbands, Rearguard's Cape
APL 10 (all of APLs 6, 8 plus the following): +1 Animated Heavy Shield, Belt of Ultimate Athleticism, Deathstrike Bracers, Ring of Mystic Healing, Scout's Headband, Third Eye, Dampening or Freedom
APL 12 (all of APLs 6, 8, 10 plus the following): +1 Bane, Arcane Scroll of Karmic Backlash

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 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