



This Record Certifies that

Played by _____
Player RPGA #

Has Completed

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



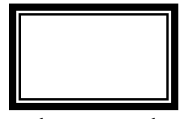
Event: _____ Date: _____

DM: _____
Signature RPGA #

Play Notes:

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

Home Region _____



Adventure Record#

597 CY
ADVENTURE
LEVEL OF
PLAY
(CIRCLE ONE)

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 chiuurgeon'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.

☛ **Panopoly 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^R (RotW), dwarvenclaw (RoS), elbow blade^R (CS), gloryborn template (DMG2), hilt hollow (Ds), knee blade^R (CS), netcutter spikes^R (RotW), or oil chamber^R (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.

ITEMS FOUND DURING THE ADVENTURE (Cross off all items NOT found)

APL 6:

- ❖ Arcanist's Gloves (Adventure; Magic Item Compendium; Limit 1)
- ❖ Boots of Agile Leaping (Adventure; Magic Item Compendium; Limit 1)
- ❖ Chronocharm, Any type (Adventure; MIC; Limit 1 of each type)
- ❖ Galeb Duhr Hammer (Adventure; Magic Item Compendium; Limit 1)
- ❖ Restful Crystal (Adventure; Magic Item Compendium; Limit 1)
- ❖ Truncheon (Adventure; See Above)
- ❖ Wheel of Fortune (Adventure; Complete Scoundrel; Limit 1)

APL 8 (all of APL 6 plus the following):

- ❖ Amulet of Retributive Healing (Adventure; Magic Item Compendium; Limit 1)
- ❖ Arcane Scroll of Karnic Aura (CL 1st; Adventure; Complete Mage; Limit 3)
- ❖ Bracers of the Entangling Strike (Adventure; Magic Item Compendium; Limit 1)
- ❖ Devastation Gauntlets (Adventure; Magic Item Compendium; Limit 1)
- ❖ Hexbands (Adventure; Magic Item Compendium; Limit 1)
- ❖ Rearguard's Cape (Adventure; Magic Item Compendium; Limit 1)

APL 10 (all of APLs 6, 8 plus the following):

- ❖ +1 Animated Heavy Shield (Adventure; Dungeon Master's Guide)
- ❖ Belt of Ultimate Athleticism (Adventure; Magic Item Compendium; Limit 1)
- ❖ Deathstrike Bracers (Adventure; Magic Item Compendium; Limit 1)
- ❖ Ring of Mystic Healing (Adventure; Magic Item Compendium; Limit 1)
- ❖ Scout's Headband (Adventure; Magic Item Compendium; Limit 1)
- ❖ Third Eye, Dampening or Freedom (Adventure; MIC; Limit 1 of each type)

APL 12 (all of APLs 6, 8, 10 plus the following):

- ❖ +1 Bane (Elemental) Starmetal Scimitar (Adventure; Complete Arcane/DMG)
- ❖ Arcane Scroll of Karnic Backlash (CL 5th; Adventure; Complete Mage; Limit 3)

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

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