



This Record Certifies that



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)

Played by _____
Player _____ RPGA # _____

Has Completed
GRM7-IN6 Hammerfall
A Regional Interactive
Set in Gran March

Home Region _____

Event: _____ Date: _____

DM: _____
Signature _____ RPGA # _____

APL 2
max 900 xp;
900 gp

APL 4
max 1,350 xp;
1,300 gp

APL 6
max 1,800 xp;
1,800 gp

APL 8
max 2,250 xp;
2,600 gp

Cross out any game effects this character does not gain.

• **Special Favor of Knight Colonel Jabbar:** You have the favor of Knight Colonel Jabbar. This favor may be useful in the future. Until this favor is used, this PC gets free High Lifestyle in any Gran March adventure. Mark favor as USED when it is spent.

• **The First:** A Gran March military member or veteran (who must go back to active duty) who started this adventure as a member of the Order of the Silver Hammer may transfer to the 1st Battle effective immediately. To determine what actual posting you might hold in the First, contact the Military Metaorganization POC.

• **The Pride:** Gran March Military members or veterans (who must return to active duty) who are members of the Order of the Golden Hammer and also are Knights of the March, may transfer to the Baronial Pride of Barony Hammer, and may not transfer out, EVER. You are granted hereditary lands in the Barony Hammer that you may accept once your PC retires from adventuring (i.e. becomes an NPC). Until that day, you are a Lord or Lady (and technically noble) with the Baroness as steward over your lands. Contact the Military Metaorganization POC and the Triad if you take this bargain, as a Baronial Pride only has 50 members and only 50 members get the offer or the land.

• **Order of the Silver Hammer:** You are inducted into the Order of the Silver Hammer. You can use the title Hammerfall as a result. A Hammerfall gets a +1 circumstance bonus to their Leadership Score and a +5 circumstance bonus to Gather Information checks in Gran March.

• **Favor of the Gran March Military:** You gain one influence point with the Gran March Military and River Guard. Mark favor as USED when it is spent.

• **Favor of Baroness Hammer:** You gain one Influence Point with the Baroness Hammer. Mark favor as USED when it is spent.

• **Favor of the Church of Ulaa:** You gain one influence point with the Church of Ulaa. Mark favor as USED when it is spent.

• **Baronial Medal of Valor:** You were awarded the Baronial Medal of Valor by the Baroness Hammer.

• **Promotion Recommendation:** One of the knights (of Beast of the Earth rank) in Baroness Hammer's command group will recommend your knight or squire character for promotion within the order.

• **Favor of Lieutenant Azar Taloan:** You receive the favor of Azar Taloan, for making his ship once more the key to a successful mission. Mark favor as USED when it is spent.

Starting TU

4 or 8 TU
TU Cost

- _____ TU
Added TU Costs

TU REMAINING

ITEMS FOUND DURING THE ADVENTURE

(Cross off all items **NOT** found)

No items found.

Starting XP

- _____ XP
XP lost or spent

Subtotal

+ _____ XP
XP Gained

FINAL XP TOTAL

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 _____

Starting GP

- _____ GP
GP Spent

Subtotal

+ _____ GP
GP Gained

Subtotal

+ _____ GP
GP Gained

Subtotal

- _____ GP
GP Spent

Subtotal

+ _____ GP
GP Gained

FINAL GP TOTAL

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