



# This Record Certifies that



Played by \_\_\_\_\_  
Player RPGA #

**Has Completed**  
GRM8-04 *Deceit*  
**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#  
**598 CY**  
**ADVENTURE**  
**LEVEL OF**  
**PLAY**  
(CIRCLE ONE)

Home Region \_\_\_\_\_

Event: \_\_\_\_\_ Date: \_\_\_\_\_

DM: \_\_\_\_\_ RPGA #  
Signature

**APL 2**  
max 450 xp; 450 gp

**APL 4**  
max 675 xp; 650 gp

**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

**APL 14**  
max 1,800 xp; 6,600 gp

**APL 16**  
max 2,025 xp; 9,900 gp

Cross out any game effects this character does not gain.

➤ **Ire of Elector Dira Hamistr:** You have incurred the wrath of someone with a great deal of secret influence. For the rest of the campaign all uses of Influence Points relating to members or organizations affiliated with the government of Gran March, except the Commandant himself, cost double. This eliminates the Influence Point from the **Favor of Chancellor Housemann**, and the circled items from that favor becomes Frequency: Regional instead of Metaregional.

➤ **Favor of Chancellor Housemann:** For assisting in bringing down the criminal organization formerly known as the Corporation, Chancellor Housemann holds you in high regard. This favor may be used as an Influence Point with any one Gran March organization. In addition you may circle one item from **ITEMS FOUND DURING THE ADVENTURE** at your APL or lower to add Frequency: Metaregional to it.

➤ **Honor of the First:** Military and Veteran PCs have brought honor to the 1<sup>st</sup> Battle and you receive an offer to transfer immediately (even if you have already used your yearly transfer) to the 1<sup>st</sup> Battle (Elite unit members will become 1<sup>st</sup> Battle liaisons, remaining a part of their elite unit; any veteran taking this offer would, of course, have to rejoin the military). Should you accept the transfer, you are promoted one step (no higher than Senior Staff Sergeant, for non-commissioned officers, and Captain, for officers) with Pride/Line/Quiver Sergeants and higher rank offered a commission (circle the word commission if it is accepted). This promotion ignores time in grade limitations.

➤ **Favor of Dispatcher Tyric Jestin:** For clearing his name of a crime for which he was falsely implicated, you have received the favorable attention of Tyric Jestin/Ferrule Garde. He has contacts and can help make rare items available to you. This favor can be used to add access (Frequency: Metaregional) to any single item from any year 7 or 8 Gran March Regional adventure to which you have had access. List the AR# and the item here: \_\_\_\_\_

➤ **Escape:** You allowed or helped Aeleana Ephantril to escape justice. She is quite thankful for your inactivity or assistance (which to her is the same thing). You find that any items purchased on this AR cost 80% of their normal price.

➤ **No More Corporation:** Members of the Corporation metaorganization may choose to confess to their deeds for the organization and renounce membership in the Corporation, or choose not to confess & renounce and suffer a 104 TU penalty on the work gang (ending play for this PC), or become an outlaw/fugitive convicted of treason in your absence (where if you are found in Gran March, then penalty is permanent death for the PC).

As far as your PC can tell, there is no more Corporation – all benefits, restrictions, penalties and requirements of the organization cease, except for skill bonus that represent specialized training the PC might have received prior to the dissolution of the organization.

Circle your choice: Confess Work Gang Fugitive

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 2 (all of the following):

- ❖ Clasp of Energy Protection (Fire), Least (Adventure; MIC; Limit 1)
- ❖ Dragon Mask (Adventure; MIC; Limit 1)

APL 4 (all of APL 2 plus the following):

- ❖ Crystal of Energy Assault (Fire), Lesser (Adventure; MIC; Limit 1)
- ❖ Mithral Breastplate (Adventure; DMG)

APL 6 (all of APLs 2, 4 plus the following):

- ❖ +1 Dispelling Longsword (Adventure; MIC; Limit 1)
- ❖ Clasp of Energy Protection (Fire), Lesser (Adventure; MIC; Limit 1)

APL 8 (all of APLs 2, 4, 6 plus the following):

- ❖ Boots of Speed (Adventure; DMG)
- ❖ Clasp of Energy Protection (Acid), Lesser (Adventure; MIC; Limit 1)

APL 10 (all of APLs 2, 4, 6, 8 plus the following):

- ❖ +1 Disarming Spiked Chain (Adventure; MIC; Limit 1)
- ❖ +1 Improved Shadow Improved Silent Moves Mithral Breastplate (Adventure; DMG)

APL 12 (all of APLs 2, 4, 6, 8, 10 plus the following):

- ❖ Crystal of Energy Assault (Cold), Lesser (Adventure; MIC; Limit 1)
- ❖ Metamagic Rod, Maximize, Lesser (Adventure; DMG; Limit 1)

APL 14 (all of APLs 2, 4, 6, 8, 10, 12 plus the following):

- ❖ +1 Moderate Fortification Mithral Breastplate (Adventure; DMG)
- ❖ Metamagic Rod, Maximize (Adventure; DMG; Limit 1)

APL 16 (all of APLs 2, 4, 6, 8, 10, 12, 14 plus the following):

- ❖ Metamagic Rod, Maximize, Greater (Adventure; DMG; Limit 1)
- ❖ Ring of Freedom of Movement (Adventure; DMG)

### 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