Living Greyhawk

This Record Certifies that

_____

Played by_____

Player   _RPGA #_

Has Completed
Jailbreak
A Regional Adventure
Set in the Principality of Ulek
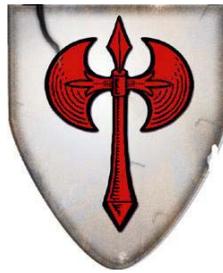
Play Notes:
- ❏ _Gained a level_
- ❏ _Lost a level_
- ❏ _Ability Drained_ _____
- ❏ _Died_
- ❏ _Was raised/res'd_
- ❏ _Was reincarnated_

_____
_____
_____

_Home Region_____

Event: _____ **Date:** _____
DM: _____
Signature   _RPGA #_

593 CY
ADVENTURE
LEVEL OF
PLAY
(CIRCLE ONE)

APL 2
max 450 xp; 400 gp

APL 4
max 675 xp; 600 gp

APL 6
max 900 xp; 800 gp

APL 8
max 1,125 xp; 1,250 gp

APL 10
max 1,350 xp; 2,100 gp

Cross out any game effects this character does not gain.

- ☞ _Influence Point with the Principality of Ulek Royal Army_
  For successfully delivering Grumshale and/or the ex-slaves to Havenhill, you have gained Influence with the Royal Army. Please contact the Principality of Ulek Triad for details on how it can be used.

	TU
Starting TU	

1 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:
- ❖ _Potion of Haste (Adventure, DMG)_

APL 4 (APL 2 Items plus):
- ❖ _Necklace of Fireballs [Type I] (Adventure, DMG)_

APL 6 (APL 2, 4 Items plus):
- ❖ _Necklace of Fireballs [Type II] (Adventure, DMG)_

APL 8 (APL 2, 4, 6 Items plus):
- ❖ _Bead of Force (Adventure, DMG)_
- ❖ _Potion of Barkskin +4 (Adventure, DMG)_
- ❖ _Potion of Shield of Faith +5 (Adventure, DMG)_

APL 10 (APL 2, 4, 6, 8 Items plus):
- ❖ _Ring of Protection +2 (Adventure, DMG)_
- ❖ _Necklace of Fireballs [Type III] (Adventure, DMG)_
- ❖ _Boots of Elvenkind (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	