



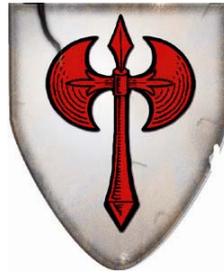
This Record Certifies that

Played by _____
Player RPGA #

Has Completed

ULP6-02 Hook, Line, and Sinker

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



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

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

Cross out any game effects this character does not gain.

• **Thanks from a Fish:** In gratitude for reuniting Mendas Jenks with his beloved wife, the wily fish has spread word of this PCs' kindness among the fishes of the Azure Sea. This PC gains a +2 circumstance bonus on all Cha-based skill checks made against non-evil denizens of the Azure Sea.

• **A Sea Song:** Water carries sound amazingly well, often far beyond its origin. At the start of any combat taking place under the Azure Sea, this character gains a +1 morale bonus to attack rolls, weapon damage rolls, and saves against fear and enchantment, exactly as if affected by a 3rd-level bard's *inspire courage* ability, for 5 rounds.

• **Vision of Triumph:** Having seen tenuous images of future success, this character is filled with a sense of confidence. This PC may make a single skill check with a +20 insight bonus to the roll. The character may not Take 20 on that check. Use of this ability must be declared before dice are rolled. Mark this vision as USED once the bonus has been taken.

• **Vision of Failure:** Having gotten a glimpse of future failings, this character is filled with a sense of caution. This PC may reroll a failed saving throw with a +10 insight bonus and choose the better of the two saves. Mark this vision as USED once the reroll has been taken.

• **Lord Tempest's Ire:** For committing theft and/or murder in his home, Lord Tempest has warned you in a dream that you will not long evade justice. You suffer a -4 circumstance penalty to all Cha-based checks made against giants, and giants gain a +1 morale bonus to attack rolls against you in their zeal to bring a criminal to justice.

• **Brandoreen's Favor:** By giving Brandoreen pearls for her birthday, this male halfling PC has earned her "favor". Choose a magic item in your possession worth at least 1,000 gp (note item here _____). Brandoreen has taken that item, leaving in its place a note reading "Now we have a reason to meet again, my sweet little pigeon," and a lockpick (see below, you gain this lockpick without paying for it).

• **Brandoreen's Lucky Lockpick:** While carrying this lockpick, a halfling's racial bonus to saving throws increases by 1, and he may reroll one Reflex save or Dex-based skill check, once per day, choosing the better of the two rolls. Moderate divination and abjuration; CL 9th.

• **Borrowed Goods:** Sir Valier Cresting Wave, Knight Protector of the Principality's coasts, is impressed with your heroism and derring-do in the quest to save Verina Jenks. He shows his gratitude by making some of his more useful tools available for purchase. This favor grants access (Frequency: Regional) to purchase *potions of swim* (*Spell Compendium*) and *tridents of warning*.

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:

- ❖ Aquatic Crossbow (*Adventure; Stormwrack*)
- ❖ Masterwork Shardskin Armor (*Adventure; Stormwrack*)
- ❖ Potion of Barkskin +5 (*Adventure; Dungeon Master's Guide*)
- ❖ Potion of Swim (*Adventure; Spell Compendium*)
- ❖ Trident of Warning (*Adventure; Dungeon Master's Guide*)

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

- ❖ +1 Shardskin Armor (*Adventure; Stormwrack*)

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

- ❖ Circlet of Persuasion (*Adventure; Dungeon Master's Guide*)
- ❖ Golembane Scarab (*Adventure; Dungeon Master's Guide*)
- ❖ Pearl of Power, 1st Level Spell (*Adventure; Dungeon Master's Guide*)
- ❖ Pearl of Power, 2nd Level Spell (*Adventure; Dungeon Master's Guide*)
- ❖ Wand of Resist Energy (3rd level caster, *Adventure; Dungeon Master's Guide*)

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

- ❖ +1 Bane (Elf) Lance (*Adventure; Dungeon Master's Guide*)
- ❖ Pearl of Power, 3rd Level Spell (*Adventure; Dungeon Master's Guide*)

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

- ❖ +3 Shardskin Armor (*Adventure; Stormwrack*)
- ❖ Pearl of Power, 4th Level Spell (*Adventure; Dungeon Master's Guide*)

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