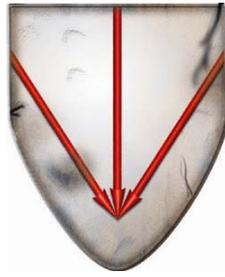




This Record Certifies that



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
YEO7-02 Skin Deep
A Regional Adventure
Set in the Yeomanry

Event: Date:
DM: Signature RPGA #

APL 2
max 450 xp;
450 gp

APL 4
max 675 xp;
650 gp

APL 6
max 900 xp;
900 gp

Cross out any game effects this character does not gain.

Reward of the University of Loftwick: For solving the crime involving the missing women amongst their student body, the University deans have granted the character one of the following boons, to be determined at the time of reward (circle the one chosen and cross out the other two):

- 1. Access (Frequency: Regional) to one of the following weapon special ability upgrades (circle the one selected): flaming, frost, bane (giant).
2. A 10% discount on the next purchase of an upgrade to a bracers of armor, amulet of natural armor, ring of protection, or vest of resistance (MIC). Mark this boon as USED when it is spent.
3. Access to one of the following spells from Spell Compendium (circle the one selected): benign transposition, wall of smoke, dark way, balor nimbus, chain missile, wall of light, greater disrupt undead, know vulnerabilities.

TU Starting TU

1 or 2 TU TU Cost

- TU Added TU Costs

TU REMAINING

ITEMS FOUND DURING THE ADVENTURE

Cross off all items NOT found

APL 2:

- Elixir of Sneaking (Adventure; Dungeon Master's Guide)
Skill Shard, Lesser, Hide (Adventure; Magic Item Compendium; Limit 5)

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

- Elemental Gem, Earth (Adventure; Dungeon Master's Guide; Limit 1)
Elixir of Hiding (Adventure; Dungeon Master's Guide)
Elixir of Love (Adventure; Dungeon Master's Guide)
Incense of Concentration (Adventure; Magic Item Compendium; Limit 1)
Tanglepatch (Adventure; Magic Item Compendium; Limit 2)

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

- Beetle Elixir (Adventure; Magic Item Compendium; Limit 1)
Rod of Viscid Globs (Adventure; Magic Item Compendium; Limit 1)

XP Starting XP

- XP XP lost or spent

XP Subtotal

+ XP XP Gained

XP 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

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

Items Sold

Table with 2 columns for item name and value

Total Value of Sold Items

Add 1/2 this value to your gp value

Items Bought

Table with 2 columns for item name and value

Total Cost of Bought Items

Subtract this value from your gp value