



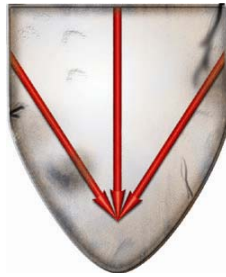
This Record Certifies that

Played by _____
Player _____ RPGA # _____

Has Completed

YEO7-IS1 Guards for Hire

An Introductory Adventure Set in the Yeomanry



Event: _____ Date: _____

DM: _____
Signature _____ RPGA # _____

Play Notes:

- ☐ Gained a level
- ☐ Lost a level
- ☐ Ability Drained _____
- ☐ Died
- ☐ Was raised/res'd
- ☐ Was reincarnated

Home Region _____



Adventure Record#

597 CY
ADVENTURE
LEVEL OF
PLAY
(CIRCLE ONE)

APL 2

max 450 xp; 450 gp

This adventure
may only be
played by 1st
level characters.

Cross out any game effects this character does not gain.

Favor of the Merchants Guild

You have done a favor for a very powerful group of people. In the future, you may be able to spend this favor to gain a reward. Mark this favor as USED if it is spent.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items *NOT* found

As an introductory adventure, this adventure offers no item access.

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

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

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