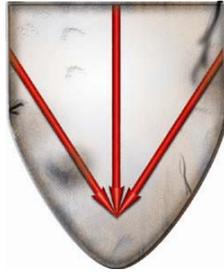




This Record Certifies that



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-IS1 Guards for Hire

An Introductory Adventure  
Set in the Yeomanry

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

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

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

APL 2

max 450 xp; 450 gp

This adventure  
may only be  
played by 1<sup>st</sup>  
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

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

**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 1/2 this value to your gp value

**Items Bought**

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

Total Cost of Bought Items \_\_\_\_\_

Subtract this value from your gp value