



This Record Certifies that



Play Notes:

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

Adventure Record#

596 CY
ADVENTURE
LEVEL OF
PLAY
(CIRCLE ONE)

Played by: Player RPGA #

Has Completed
ESA6-05 A Point of View
A Meta-Regional Adventure
Set in the Principality of Naerie

Home Region

Event: Date:

DM: Signature RPGA #

APL 2

max 450xp; 450gp

APL 4

max 675xp; 650gp

APL 6

max 900xp; 900gp

APL 8

max 1,125xp; 1,300gp

Pardon of the Prince: You are no longer wanted in Ahlissa for whatever crimes you might have committed previously (future crimes affect your status normally).

Betrayed! You are now wanted in Ahlissa for sabotage and association with evil forces, penalty for which is death.

Favor of Derwin Proudfoot: By spending 2 additional TU after any one future meta-regional scenario set in the Splintered Suns or a regional set in Naerie and Sunndi, you henceforward gain a +1 circumstance bonus to Gather Information and Knowledge (local: the Splintered Suns) while in the Principality of Naerie or Sunndi. A disfavor with the Iron Band smuggling cartel removes this benefit.

Atonement: Matron Nelrana has cast atonement on you free of charge when you accepted Stern Alia as your new deity.

Prisoner escaped: You have helped a dark agent escape from prison. This might have consequences in the future.

Prisoner did not escape: You prevented an evil man escaping. This grants a +2 bonus to Diplomacy checks with Naerie officials for 1 calendar year starting from the date this adventure was played.

Favor of Benrad Lyrthi: You may use this favor in one of the following ways (cross off when used):
Learn any Core access arcane spell of 3rd level or lower for free.

Upgrade any cloak/vest of resistance or weapon/armor with an additional +1 bonus, paying the normal cost.
One-time access to banner of law (HB) (Ahlissan coat of arms). This banner can be attached to a long spear, spear or lance.

TU Starting TU

I TU TU Cost

- TU Added TU Costs

TU REMAINING

ITEMS FOUND DURING THE ADVENTURE

Cross off all items NOT found

APL 2

- Alchemical tooth (Adventure; CV)K
Felten tobacco (works as focusing candle) (Meta-regional; CV)
Oil of taggit (Adventure; DMG; max 5 doses per PC)
Periscope (Adventure; A&EG)A
Scroll of lesser planar ally (Adventure; DMG)K
Scrier's kit (Adventure; A&EG)A
Wand of detect secret doors (Adventure; DMG)A

APL 6 (All of APLs 2-4 plus the following)

- Scroll of planar ally (Adventure; DMG)K

APL 8 (All of APLs 2-6 plus the following)

- Wand of hold person (Adventure; DMG)A

A = owned by Ahlissan soldiers; K = owned by Kal.

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

Items Sold table

Total Value of Sold Items

Add 1/2 this value to your gp value

Items Bought

Items Bought table

Total Cost of Bought Items

Subtract this value from your gp value