



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
NAE6-01 Danour
Set in The Principality of Naerie

Event: Date:
DM: Signature RPGA #

APL 2
max 450xp; 450gp
(120xp; 225gp)

APL 4
max 675xp; 650gp
(180xp; 325gp)

APL 6
max 900xp; 900gp
(240xp; 450gp)

APL 8
max 1,125xp; 1,300gp
(300xp; 650gp)

APL 10
max 1,375xp; 2,300gp
(160xp; 1,150gp)

Partners in Trade: The PC has been placed in contact with the Royal Merchant's Guild...

- 1-2: Pirate activity! Spend 200 gp or lose this favor.
3-12: Trade route breaks even.
13-17: Profit: earn 100 gp.
18-19: Good business: earn 200 gp.
20: Doing very well: earn 500 gp but lose 1TU.

PC became partner on AR #__

The Danour: The caravel known as the Danour is not seaworthy and is placed in dry dock by the Ahlissan military...

Once seaworthy, the PC is, for all purposes, considered the owner of a 10,000 gp caravel...

Nasek's notes: These grant access to Alienist Prestige class

Gratitude of Stormhaven: Your deeds in Stormhaven grant you influence with the church of Procan...

TU Starting TU

I 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
Masterwork barbed dagger (Adventure; CV; 335 gp)
Mithral chain shirt (Adventure; DMG; 1,250 gp)
Masterwork quickblade rapier (Adventure; CV; 375 gp)

- APL 4 (All of APL 2 plus the following)
Ring of jumping (Adventure; DMG; 2,500 gp)
+1 mithral chainshirt (Adventure; DMG; 2,250 gp)
+1 quickblade rapier (Adventure; CV; 2,375 gp)

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

- APL 8 (All of APL 3-6 plus the following)
+1 barbed dagger (Adventure; CV; 2,335 gp)
+2 bracers of armor (Adventure, DMG; 4,000 gp)

- APL 10 (All of APLs 2-8 plus the following)
+3 bracers of armor (Adventure, DMG; 4,000 gp)
Potion of resist wnergy (Adventure; DMG; CL 11; 1,110gp)
Ring of the ram (Adventure, DMG, 8,600gp)

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 Subtotal

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