



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
NAE6-01M Fun Fair
Set in The Principality of Naerie

Event: Date:
DM: Signature RPGA #

APL 2
max 180xp; 05gp

APL 4
max 270xp; 0gp

APL 6
max 360xp; 0gp

APL 8
max 450xp; 0gp

APL 10
max 540xp; 0gp

APL 12
max 630xp; 0gp

Placed First in the Nightingale Tournament:
Your team placed first in the Nightingale Tournament, and you have a golden nightingale brooch to show for it. While wearing this brooch in the Principality of Naerie, you gain +2 to all Gather Information, Knowledge (Splintered Suns) and Diplomacy checks for one year from the date marked on this AR.

Placed Third in the Nightingale Tournament:
Your team placed third in the Nightingale Tournament, and you have a bronze nightingale brooch to show for it. While wearing this brooch in the Principality of Naerie, you gain +1 to all Gather Information, Knowledge (Splintered Suns) and Diplomacy checks for one month from the date marked on this AR.

Placed Second in the Nightingale Tournament:
Your team placed second in the Nightingale Tournament, and you have a silver nightingale brooch to show for it. While wearing this brooch in the Principality of Naerie, you gain +1 to all Gather Information, Knowledge (Splintered Suns) and Diplomacy checks for one year from the date marked on this AR.

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

As an interactive scenario, the following items are available for purchase:

- Anything in the PHB from table 7-3, 7-5, 7-6, and 7-8, except spells cast on you by an NPC.
Any potion or oil from the DMG Table 7-17 with a market price of 750 gp or less.
Any Scroll from the DMG Tables 7-23 & 7-24 with a market price of 750 gp or less.
Any +1 weapon of a type listed on Table 7-5: Weapons (small & medium sized) in the PHB.
Any +1 armor or +1 shield (including barding) of a type listed on Table 7-6: Armor & Shields in the PHB.
You may upgrade any standard masterwork weapon (ammunition in groups of 50), armor, or shield into a +1 version of that item.
You may add alchemical silver to an existing steel weapon per the rules on page 284 in the DMG.
You may purchase a normal, masterwork, or +1 weapon of a type listed on Table 7-5: Weapons in the PHB made of cold iron per the costs listed in the DMG, page 284.
Ring of Protection +1
Amulet of Natural Armor +1,
Bracers of Armor +1,
Cloak of Resistance +1
Standard stat boost item +2

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

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

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