



This Record Certifies that

Character Name _____ Classes and Levels _____

Player Name _____ RPGA # _____

Has Completed
NAE7-03 – Incognito
A Regional Adventure
Set in the Principality of Naerie



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

APL 4

max 675 xp; 650 gp

APL 6

max 900 xp; 900 gp

APL 8

max 1,125 xp; 1,300 gp

Event: _____ Date: _____

DM: _____

Signature

RPGA #

Thanks of the authorities: Captain Belva and Nasranite Watch are grateful of your assistance. You may choose one of the following:

- Free rich upkeep for one year in Naerie regionals, starting from date marked on this AR
- Access to fortification (light or moderate) armor/shield enhancement.

Enmity of Wanworth: You earn a -2 penalty to all charisma based checks with Ahlissan armies as agents of Patriotic Knights spread damaging rumors about you. All members of Patriotic knights are automatically hostile towards you and seek to do you harm. This penalty can be removed by burning one favor with Ahlissan or Naerie armies.

Favor of Prince Barzhaan: For publicly outing the truth about Commander Wanworth, you earn gratitude of the Prince. This counts as 2 influence points with House Haxx.

Meta-organization favors: This favor is only available to members of Ex-Scarlet Brotherhood Soldier, Idee Volunteers, Nasranite Watch, Church of Bralm/Llery/Lydia. This favor may be exchanged to one of the following:

Access to one of the following limited spells: armor lock (CS), bloodhound (SC), cloud of knives (PH2), divine protection (SC), divine interdiction (SC), or pulse of hate (PH2).

Access to one of the following tricks from Complete Scoundrel: clever improviser, easy escape, opening tap, or slipping past.

Access to anarchic, axiomatic or doom burst (MIC) weapon enchantment as an upgrade or to badge of valor (CV), gaunts of the blazing arc (MIC) or medal of gallantry (MIC).

ITEMS FOUND DURING THE ADVENTURE

Cross off all items NOT found

APL 2-8

- ❖ Hat of disguise (Adventure; DMG)
- ❖ Ring of mindshielding (Adventure; DMG)

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

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