



This Record Certifies that

Played by _____
Player RPGA #

Has Completed
Rain

An Interactive Adventure
Set in The Kingdom of Sunndi

Play Notes:

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

Adventure Record#

593 CY
ADVENTURE
LEVEL OF
PLAY
(CIRCLE ONE)

Home Region _____

Event: _____ Date: _____

DM: _____
Signature RPGA #

APL 2
max 275 XP; 200 gp

APL 4
max 338 XP; 300 gp

APL 6
max 450 XP; 400 gp

APL 8
max 562 XP; 625 gp

Arms and Equipment: You have gained access to a range of items from Arms and Equipment. Refer below and to *Arms and Equipment* for more information. You must pay full market price to purchase any items you wish to own.

You must have a copy of *Arms and Equipment* with you if you wish to use any of these devices.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items NOT found

APL 2

- ❖ Ascender/Descender (Regional; A&E p 21; 20 gp)
- ❖ Bolt Cutter (Regional; A&E p 21; 6 gp)
- ❖ Candles insect bane, [10] (Regional; A&E p 21; 1 s p each)
- ❖ Cloak, Forester's (Regional; A&E p 35; 20 gp)
- ❖ Grappling Ladder (20 ft.) (Regional; A&E p 23; 80 gp)
- ❖ Magnet (Regional; A&E p 24; 10 gp)
- ❖ Pack, Framed (Regional; A&E p 26; 50 gp)
- ❖ Shoes, Silent (Regional; A&E p 24; 10 gp)
- ❖ Tongs, metal (Regional; A&E p 26; 3 gp)

APL 4 (All of APL 2 plus the following)

- ❖ Boot Sheath (Regional; A&E p 36; 30gp)
- ❖ Periscope (Regional; A&E p 24; 20 gp)
- ❖ Elven Rope (Regional; A&E p 24; 50 gp)

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

- ❖ Restful Candle [1] (Regional; A&E p 33; 100 gp)

APL 8 (all of APL 2-6 plus the following)

- ❖ Restful Candles [4] (Regional; A&E p 33; 100 gp each)

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 ½ this value to your gp value

Items Bought

Total Cost of Bought Items _____

Subtract this value from your gp value

Starting GP

GP Spent

Subtotal

GP Gained

Subtotal

GP Gained

Subtotal

GP Spent

FINAL GP TOTAL

Starting TU

1 OF 2 TU
TU Cost

- TU
Added TU Costs

TU REMAINING

Starting XP

- XP
XP lost or spent

XP
Subtotal

+ XP
XP Gained

XP
FINAL XP TOTAL