



Play Notes:

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

Adventure Record#

595 CY ADVENTURE

LEVEL OF PLAY (CIRCLE ONE)

This Record Certifies that

Played

by Player RPGA #

Has Completed

Ekb5-05/Tus5-06 The Tusman Job

A Regional Adventure

Set in the Tusmit/Ekbir Region

Event: Date:

DM: Signature RPGA #

Home Region

APL 2

max 450xp; 450gp

APL 4

max 675xp; 650gp

APL 6

max 900xp; 900gp

APL 8

max 1,125xp; 1,300gp

APL 10

max 1,350xp; 2,300gp

APL 12

max 1,575xp; 3,300gp

Gratitude of Jazaar Ibn Fadel: This counts as an influence point with the Mouqollad Consortium...

Eternal Gratitude of Jazaar Ibn Fadel: You count as being a member of the Consortium in any adventure...

Consortium access: Because of your great generosity, Jazaar uses his contacts to get you items you may find useful...

Gratitude of Fawala: Maybe useful in the future.

Trustworthy friend: Someone has deemed you to be trustworthy and may call upon you in the future.

Thankful Clergy: This counts as an influence point with the Clergy of the Exalted Faith...

Curse of the Tomb: The first time a victim rolls a 20 on a d20 roll for either an attack roll on an enemy...

ITEMS FOUND DURING THE ADVENTURE

Cross off all items NOT found

APL 2:

Bag of Holding (Type I) (Adventure; DMG)

APL 6 (all items from APLs 2-4 plus):

Bag of Holding (Type II) (Adventure; DMG)

Amulet of Natural Armor +2 (Adventure; DMG)

Bracers of Armor +2 (Adventure; DMG)

Cloak of Resistance +2 (Adventure; DMG)

APL 8 (all items from APLs 2-6 plus):

Bag of Holding (Type III) (Adventure; DMG)

APL 12 (all items from APLs 2-10 plus):

Bag of Holding (Type IV) (Adventure; DMG)

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 Item

Subtract this value from your gp value

TU

Starting TU

I OF 2 TU

TU Cost

- TU

Added TU Costs

TU REMAINING

TU REMAINING

XP

Starting XP

- XP

XP lost or spent

XP

Subtotal

+ XP

XP Gained

XP

FINAL XP TOTAL

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