



This Record Certifies that

Played

by

Player

RPGA #

Has Completed
A Common Defense
A Regional Adventure
Set in Furyondy

Play Notes:

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

Home Region

Event: Date:

DM: Signature RPGA #



Adventure Record#

592 CY
ADVENTURE
LEVEL OF
PLAY
(CIRCLE ONE)

APL 2

max 570xp; 384gp

APL 4

max 1,070xp; 1,329gp

APL 6

max 1,440xp; 1,694gp

APL 8

max 1,840xp; 2,136gp

Please circle the favors or effects gained and cross out those that don't apply:

Favor of Lady Pisenten

In exchange for the services rendered to Lady Pisenten on a dark night in Chendl, the hero has earned the Lady's favor. Each character is given a small charm with her symbol, the shield of Furyondy on a background of waves. Characters may use her favor to call in influence with any number of organizations in Chendl. This favor is an influence point with any formal church, the Noble Council, the Knightly Conclave, or the Council of Mages.

Animosity with the Furyondy Military

Characters that earn this condition have committed a crime against some of Furyondy's heroes, Captain Sarason, or Telanthor. These characters must show this certificate to any judge at any Furyondy regional or adapted scenario. The characters have become infamous among active military and militia, including the Knights of the Hart.

Characters with this mark of infamy are forbidden from joining the Knights, the military, or any other meta-campaign organization of high standing.

Favor of the Warmasters

For services rendered at the War College of Furyondy, the character named above has earned personal honor in the eyes of Lord Fealson. Based on Lord Fealson's recommendation, this certificate will allow the character to join the War College of Furyondy meta-campaign organization and earn levels in the Warmaster prestige class as described by the rules in the Furyondy Regional Rules and Meta-Campaign Handbook.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items NOT found

None

TU Starting TU

2 or 4 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 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