



This Record Certifies that

Character Name _____ Classes and Levels _____

Player Name _____ RPGA # _____

Has Completed
SND7-05 – A Few Less Men
A Regional Adventure
Set in the Kingdom of Sunndi



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#

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

Cool Headed Reputation: You have proven to think before you act, and the story has spread among the elves of Sunndi. You gain a +2 circumstance bonus on social interaction with Sunndian elves.

In addition you gain Regional access to the items marked with an * as long as no elf was killed nor any items taken away from the elves.

A friend indeed: In recognition for a deed of friendship you will be allowed to be come a Ruathar, friend of the elves. You gain access to the ruathar prestige class from *Races of the Wild*.

Gratitude of Sinnacar: For an act of compassion those rescued and their fellow villagers are grateful. Their continued prayers for your well being grant you a +1 sacred bonus on all saves for the next 3 adventures.

Grudging gratitude of Jethro: Jethro grudgingly agrees to share some information with you. She divulges the name and location of a contact that can provide you with regional access to *memento magica* 1st and 2nd level (MIC).

Recognition Points: 9 or 4.

Promotion Points:

[Members of a Sunndian military organization gain 9 points, which they can divide over the two categories with a minimum of 3 points in a category. Civilians gain only 4 points and can only place these points in the decoration category.]

Decoration Points:

TU

Starting TU

I 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

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 2

- ❖ *Scroll of aspect of the wolf* (Adventure; SC)*

APL 4 (all of APL2 plus the following)

- ❖ *Pearl of power – 1st level* (Adventure; DMG)*
- ❖ *Wand of lesser vigor* (Adventure; SC)*

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

- ❖ +1 *mithral chain shirt* (Adventure; DMG)*
- ❖ *Dust of disappearance* (Adventure; DMG)

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

- ❖ *Wildling clasp* (Adventure; MIC)*

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

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