



This Record Certifies that

Played by _____
Player _____ RPGA # _____

Has Completed
First Comes Marriage
A Regional Adventure
Set in Bissel



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#

593 CY
ADVENTURE
LEVEL OF
PLAY
(CIRCLE ONE)

APL 2

max 450 xp; 400 gp

APL 4

max 675 xp; 600 gp

APL 6

max 900 xp; 800 gp

APL 8

max 1,125 xp; 1,250 gp

APL 10

max 1,350 xp; 2,100 gp

APL 12

max 1,575 xp; 3,000 gp

Cross out any game effects this character does not gain.

• **Permanent Influence Point with the Baron of Besselar**
By aiding his daughter and saving her from potential kidnappers, this PC has earned 1 Permanent Influence Point with the Baron of Besselar and the Barony of Besselar. This Influence Point is not consumed by use. Please contact the Bissel Triad for details.

• **Influence Point with the Baron of Parulla**
By recommending his grandson, Lord Cainlan Rashedra, as the better suitor for the hand of Lady Jasmine, this PC has earned 1 Influence Point with the Baron of Parulla, Zafar Rashedra, and the Barony of Parulla. Please contact the Bissel Triad for details.

• **Influence Point with the Baroness of Burning Stalks**
By recommending her nephew, Lord Galen Luchelyn, as the better suitor for the hand of Lady Jasmine, this PC has earned 1 Influence Point with the Baroness of Burning Stalks, Elina Luchelyn, and the Barony of Burning Stalks. Please contact the Bissel Triad for details.

• **Debt to Baron Besselar**
This PC is partially responsible for the death of the baron's eldest daughter. It is now commonly known that this PC owes a debt of honor to the baron that will need to be repaid in the future. Please contact the Bissel Triad for details.

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

ITEMS FOUND DURING THE ADVENTURE

Cross off all items NOT found

APL 2:

APL 4 (APL 2 Items plus):

APL 6 (APL 2, 4 Items plus):

- ❖ *Potion of Haste (Adventure, DMG)*

APL 8 (APL 2, 4, 6 Items plus):

- ❖ *Wand of Magic Missile (Adventure, 1st level caster, DMG)*
- ❖ *+2 Full Plate (Adventure, DMG)*
- ❖ *Potion of Cure Serious Wounds (Adventure, DMG)*
- ❖ *Potion of Displacement (Adventure, DMG)*

APL 10 (APL 2, 4, 6, 8 Items plus):

- ❖ *Periapt of Wisdom +2 (Adventure, DMG)*
- ❖ *Ring of Protection +2 (Adventure, DMG)*
- ❖ *Wand of Magic Missile (Adventure, 3rd level caster, DMG)*

APL 12 (APL 2, 4, 6, 8, 10 Items plus):

- ❖ *+2 Studded Leather Armor (Adventure, DMG)*
- ❖ *Cloak of Resistance +2 (Adventure, DMG)*
- ❖ *+2 Longsword (Adventure, DMG)*
- ❖ *Gloves of Dexterity +2 (Adventure, DMG)*
- ❖ *+2 Greatsword (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 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