



This Record Certifies that

Character Name

Classes and Levels

Player Name

RPGA #

Has Completed
BIS8-03 Battle of the Bands
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

Adventure Record#

598 CY
ADVENTURE
LEVEL OF
PLAY
(CIRCLE ONE)

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

APL 14

max 1,800xp; 6,600gp

APL 16

max 2,025xp; 9,900gp

☛ **You're Sensational:** You have garnered the favor of Estander and the Legends of Lore bardic troupe. Your name is permanently written into the fabric of local culture, and you are recognized instantly wherever you go... as long as it's Bissel. You receive a permanent +2 fame bonus on all Bluff, Diplomacy, and Intimidate checks used on citizens of Bissel.

☛ **I've Got The World On A String:** You have garnered the favor of the Looking for Treble bardic troupe, who know how to handle fame and fortune. Spend this favor at the end of an adventure to double the amount of wealth you obtain. You may not keep any over-cap gold, but may spend it in any manner normally allowed. Mark this favor as USED once it has been expended.

☛ **My Kind of Town:** You have garnered the favor of the Self-Righteous Brothers bardic troupe. Through their contacts in the churches of Bissel, they are extremely well-connected. You may expend this favor during an adventure set in the Sheldomar Valley to be able to purchase any single item you have access to at even the smallest town or village, regardless of whether it could normally be found there. Mark this favor as USED once it has been expended.

☛ **The Best Is Yet To Come:** You have garnered the favor of the Full Power Attack bardic troupe. You've particularly gotten to know their pyrotechnics mage, and have had several close calls. You may expend this favor to tap into that confidence, adding a +5 insight bonus to a single Reflex save. You may declare the use of this favor after the roll is made, but must do so before success or failure is announced. Mark this favor as USED once it has been expended.

☛ **That Old Black Magic:** You have garnered the favor of the Evard's Zombie Ensemble bardic troupe... and you're not sure that's a good thing. All they ever do is talk about... dark magic. You may expend this favor to recall something esoteric they mentioned, automatically succeeding at a single Knowledge or Spellcraft check concerning necromancy. Mark this favor as USED once it has been expended.

☛ **I Get A Kick Out Of You:** You have garnered the favor of the Calpius' Craft Project bardic troupe, the new home of Brar the Crusader. In fact, you've gotten the chance to train with the legendary pit fighter. You may expend this favor to recall a tip he gave you, adding a +20 circumstance bonus to a single Grapple check. Mark this favor as USED once it has been expended.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 2

- ❖ Silversheen (Adventure; DMG)
- ❖ Unguent of timelessness (Adventure; DMG)

APL 4 (all of APL 2 plus the following):

- ❖ Dust of dryness (Adventure; DMG)
- ❖ Pipes of the sewers (Adventure; DMG)

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

- ❖ Dusty rose prism ioun stone (Adventure; DMG)
- ❖ Potion of protection from arrows 15/magic (Adventure; DMG)

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

- ❖ Oil of greater magic weapon +4 (Adventure; DMG)
- ❖ Rapier of puncturing (Adventure; DMG)

APL 10 (all of APLs 2-8 plus the following):

- ❖ Elixir of fire breath (Adventure; DMG)
- ❖ Harp of charming (Adventure; DMG)

APL 12 (all of APLs 2-8, 10 plus the following):

- ❖ +1 spell-storing longsword (Adventure; DMG)
- ❖ Arcane scroll of true seeing (Adventure; DMG)

APL 14 (all of APLs 2-12 plus the following):

- ❖ Horn of goodness/evil (Adventure; DMG)
- ❖ Oil of greater magic weapon +5 (Adventure; DMG)

APL 16 (all of APLs 2-14 plus the following):

- ❖ Potion of resist energy [fire] 30 (Adventure; DMG)
- ❖ Ring of evasion (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 Item

Subtract this value from your gp

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

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