Living Greyhawk

This Record Certifies that

_____

Played by_____
Player   RPGA #

Who Received the Game Effect
Slightly Fey Touched
In a Regional Adventure Set in Geoff
Is Now Subject to the Following

Play Notes:
- ❑ Gained a level
- ❑ Lost a level
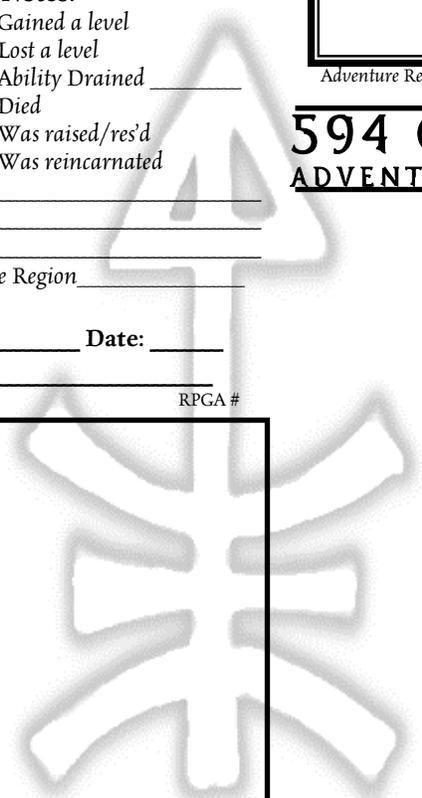- ❑ Ability Drained _____
- ❑ Died
- ❑ Was raised/res'd
- ❑ Was reincarnated

_____
_____
_____
Home Region_____

Event: _____ Date: _____
DM: _____
      Signature   _RPGA #_

☙ _Slightly Fey Touched_

During the course of your interaction with the fey, you have been touched by their magic. Part of their glamour has rubbed off on you, and you are now no longer completely mortal. You are now immune to the Flowing Time of Faerie and can choose to leave Faerie when you desire without requiring a Will save.

In addition, your fey connections make you enchanting to mortals, granting you a +2 competence bonus to Bluff and Perform checks. However your ties to Faerie have caused you to develop a severe distaste for cold iron. While carrying any item made of cold iron on your person (items in extra-dimensional spaces are not on your person), you are distracted and take a -2 circumstance penalty to all attacks and skill checks.

Subsequent actions that make you slightly fey touched prolong the effect but do not enhance it. Without regular contact with Faerie, the effect wanes. This effect lasts for three calendar years from your last visit to the Fey Lands (as determined by the date on the AR of your last visit).

TU Starting TU	**GP** Starting GP
TU TU Cost	
- TU Added TU Costs	
TU REMAINING	

ITEMS FOUND DURING THE ADVENTURE
Cross off all items **NOT** found

No items available.

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 GP Spent	
GP Subtotal	

Items Sold
_____ _____
_____ _____
_____ _____
_____ _____
Total Value of Sold Items _____
Add ½ this value to your gp value

+ GP GP Gained	
GP Subtotal	
+ GP GP Gained	

XP Starting XP	
- XP XP lost or spent	
XP Subtotal	
+ XP XP Gained	
XP FINAL XP TOTAL	

Items Bought
_____ _____
_____ _____
_____ _____
_____ _____
Total Cost of Bought Items _____
Subtract this value from your gp value

GP Subtotal	
- GP GP Spent	
GP FINAL GP TOTAL	