



This Record Certifies that

Played by _____
Player RPGA #

Has Completed
Training Camp
A Regional Adventure
Set in Gran March



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 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

Cross out any game effects this character does not gain.

☛ Influence Point: Gran March Military

This is given to both active-duty and reserve military PCs who have managed to rescue the mayor's son and return crucial information about the raiders.

☛ Influence Point: Leilam's Orchard

This PC has influence in Leilam's Orchard as a result of rescuing Mayor Littleman's son or providing information that led to his rescue. Contact the Gran March Triad for uses for this Influence Point.

☛ Gratitude of Leilam's Orchard

This PC can redeem (use) this gratitude for one time access to upgrade any single masterwork weapon or armor in their possession to a +1 or +2 weapon or armor. The PC must pay for the difference in price between the final item and the item that was upgraded.

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 4:

- ❖ Eyes of the Eagle (Adventure, DMG)

APL 6 (APL 4 Items plus):

- ❖ +1 Breastplate of Light Fortification (Adventure, DMG)

APL 8 (APL 4, 6 Items plus):

- ❖ Rope of Climbing (Adventure, DMG)
- ❖ +2 Longsword (Adventure, DMG)

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

- ❖ +1 Large Steel Shield of Arrow Deflection (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