



This Record Certifies that

Character Name

Classes and Levels

Player Name

RPGA #

Has Completed

VTF8-01 *The Storm*

A Fals, Tuflik, Volverdyva Meta-Regional
Adventure set in Ekbir Region



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)

Event: _____ Date: _____

DM: _____

Signature

RPGA #

APL 6

max 1,800 xp; 1,800 gp

APL 8

max 2,250 xp; 2,600 gp

APL 10

max 2,700 xp; 4,600 gp

APL 12

max 3,150 xp; 6,600 gp

APL 14

max 3,600 xp; 13,200 gp

Worked for the True Faith / Exalted Faith: The PCs worked for this organization.

Redeemed (Ex): This PC may re-roll any one failed save, with a +20 Sacred bonus on the re-roll attempt. This may only be used for the benefit of the PC alone and is crossed out when used.

Acid Bath (Su): The PC receives the benefit of Acid Resistance 10 while in any adventure set in the VTF metaregion.

Enmity of Iuz (Ex): The PC has been noticed by Old Wicked. Any servant or creature employed by Iuz receive a +2 morale bonus on attack and damage rolls against this PC, though this does not imply any special attention is paid to the character.

Surprise (Ex): This PC gains insights into one type of creature. Once per adventure, they may employ this insight to attack the creature type noted for one round as if it were flat-footed (it is denied its Dexterity bonus regardless of class features and circumstances). DM's outside the VTF metaregion may rule this ability invalid for that adventure at their discretion. Circle one creature type: elf, giant, demon.

Mission Complete (Ex): Your services were exceptional. As a result, your employer requests further assistance. You may immediately (on this AR) spend up to 6 TU. For each TU expended, you gain 500 gp (note in Items Sold). You have no upkeep during this time.

Restoration: Ahar Al'qadi, even if he is no longer on this plane, is in your debt. He will cast up to a single 6th level spell or lower, at CL 12, for you from any clerical spells allowed to a LG priest with the domains of Good and Healing. There is no casting cost and he contributes 50% of the cost for any material components. This takes 1 TU to arrange but is considered cast within 30 minutes for the purposes of adjudication of effects. Cross-out when used.

Success (Ex): Your missions were a success. You gain access to any item marked with an "sm" for your APL or less on the AR.

Confirmed! (Ex): You may employ this favor once only, to automatically confirm a threat in combat against an enemy with a melee, ranged or magical attack undertaken by you. Cross-out when used.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APLs 6-10

- ❖ ^MAcrobat boots or anklet of translocation (Adv, MIC)
- ❖ ^MCrystal of energy assault, cold, acid or fire, least or lesser (Metaregional, limit 1, MIC)
- ❖ ^MBracers of archery (any type) (Metaregional, DMG)
- ❖ ^MRing of counterspells or force shield (Adv, DMG)
- ❖ ^MMonk's belt (Adv, DMG)
- ❖ ^MRod of silence or extend (Metaregional, DMG)
- ❖ ^MThird Eye Aware (Metaregional, Limit 1, MIC)
- ❖ ^MUpgrade one weapon to holy or sacred (Metaregional, Limit 1, DMG or MIC)
- ❖ ^MHorseshoes of speed or of a zephyr (Metaregional, DMG)

APLs 12-14 (all of APLs 6-10 plus the following)

- ❖ ^MWinged Boots (Metaregional, DMG)
- ❖ ^MCrystal of energy assault, cold, acid or fire, greater (Metaregional, limit 1, MIC)
- ❖ +2 mithral chain shirt (Adv, DMG)
- ❖ ^MRing of energy resistance (acid or electricity), (Metaregional, DMG)
- ❖ ^MThird Eye Concentrate (Metaregional, Limit 1, MIC)
- ❖ ^MUpgrade one armor or shield to Light, Medium or Heavy Fortification (Metaregional, Limit 1, 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

2 or 4 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