



This Record Certifies that

Played

by

Player

RPGA #

Has Completed
The Best Laid Plans
A Regional Adventure
Set in Furyondy

Play Notes:

- Gained a level
Lost a level
Ability Drained
Died
Was raised/res'd
Was reincarnated

Home Region



Adventure Record#

592 CY
ADVENTURE
LEVEL OF
PLAY
(CIRCLE ONE)

Event: Date:

DM: Signature RPGA #

APL 4

max 600xp; 280gp

APL 6

max 840xp; 421gp

APL 8

max 1,050xp; 757gp

Please circle the favors or effects gained and cross out those that don't apply:

Favor of Kalinstren

For their heroic efforts in the defense of the town of Grafton, this character is known as a hero of the lands. This benefits the hero in the form of a +4 circumstance modifier to Bluff, Diplomacy, or Intimidate skill check if the target is familiar with their heroic status. In addition, these heroes are welcomed by the common folk of Kalinstren and treated to a Common Lifestyle Upkeep without charge whenever they are within the Barony of Kalinstren. They may also call upon either the Mayor of Grafton (Biddle) or his chief military commander (Geldrin) for favors during future adventures as specified in the text of a Furyondy regional scenario. Fame is fleeting, however, and this entire benefit expires one year from the date on this certificate.

Animosity of Kalinstren

Characters who earn this condition failed in their mission to protect the village of Grafton from the humanoid war party. The town was sacked and nearly all of its inhabitants were killed or taken as slaves. Still, some folks survived to spread the names of those who failed. The character is shunned in Kalinstren and suffers a -4 circumstance penalty to Bluff, Diplomacy, and Intimidate skill checks. They are also known by reputation and are not trusted by officials and members of the military. Any favors purchased with influence by or for this character cost double the normal amount. Animosity burns strong and it will be a full two years before the heroes' names fade into history and this mark of infamy expires.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items NOT found

None

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

Starting GP

GP

GP Spent

GP

Subtotal

GP

GP Gained

GP

Subtotal

GP

GP Gained

GP

Subtotal

GP

GP Spent

GP

FINAL GP TOTAL

Items Sold

Total Value of Sold Items

Add 1/2 this value to your gp value

Items Bought

Total Cost of Bought Items

Subtract this value from your gp value

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