



This Record Certifies that

Played

by

Player

RPGA #

Has Completed

Redstone

A Regional Adventure Set in Furyondy

Play Notes:

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

Adventure Record#

592 CY ADVENTURE LEVEL OF PLAY (CIRCLE ONE)

Home Region

Event: Date:

DM: Signature RPGA #

APL 4

max 600xp; 324gp

APL 6

max 900xp; 399gp

APL 8

max 1,200xp; 518gp

APL 10

max 1,500xp; 593gp

Please cross out game effects that don't apply:

Furyondy Thieves' Guild Recognition

Based on the character's action in this adventure, the character has gained the recognition of the Terlisean Twenty, a Guild of Thieves' in Furyondy. This recognition allows the character to train under the tutelage of the Terlisean Twenty. The character may choose one of the following feats as his/her next available general Feat from the Song and Silence guidebook, provided the prerequisites are met: Alluring, Acrobatic, Athletic, Arterial Strike, Charlatan, Dash, Expert Tactician, Hamstring, Persuasive, Shadow or Trustworthy. No addition TU or GP are required to learn the feat, although it still takes an available feat slot as normal. If a feat from the guidebook is not selected with the next available feat, this benefit is lost. The selected feat should be circled on this adventure record and initialed by the DM when the feat is selected.

Count Jakarta Influence Point

For the heroic deeds of saving the Redstone quarry from disaster, the character has been granted one Influence Point from Count Jakarta, Ruler of the County of Crystalreach in the Kingdom of Furyondy. This point is consumed when used. Cross off used influence on this adventure record. The influence does not function outside of the Kingdom of Furyondy. It may not be transferred or sold since it is based on the reputation of the hero.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items NOT found

None

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

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

Items Sold table

Total Value of Sold Items

Add 1/2 this value to your gp value

Items Bought

Items Bought table

Total Cost of Bought Items

Subtract this value from your gp value