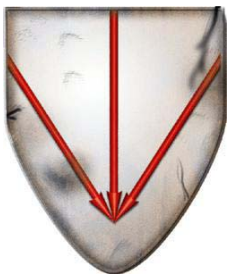
Living Greyhawk

This Record Certifies that

_____

Played by _____
Player *RPGA #*

Has Completed
Heir Unapparent
A Regional Adventure
Set in the Yeomanry



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 2
max 300 xp; 139 gp

APL 4
max 570 xp; 320 gp

APL 6
max 750 xp; 534 gp

APL 8
max 930 xp; 1,046 gp

Cross out any game effects this character does not gain.

Income Possibilities

There is the possibility for the characters to earn an additional 150 gp per character should they agree to spend 4 TUs guarding the town of Jemison. If they do so, note this in Play Notes above and in the Added TU Costs box below.

Fellhound Fosterage

This character has fostered a fellhound pup in the safe keeping of a militia animal trainer in Jamison. For eight months of real time after the date of this certificate, the character must pay 10 gp to this trainer on behalf of the puppy.

If the fee is paid each month (or as larger sums in advance, as the character chooses), the character receives a fully-grown Fellhound nine months after the date on this certificate. The character may name his or her new Fellhound as desired.

The Fellhound's upkeep needs cost an additional 5 gp above and beyond the character's normal upkeep costs. The militia does not pay this extra fee for service time spent, though provisions for such an arrangement may be allowed at a future date.

Fellhound (Riding Dog)

CR 1; Medium-size animal, HD 2d8+4; hp 13; Init +2; Spd 40 ft.; AC 16 (touch 12, flat-footed 14) [+2 Dex, +4 natural]; Atk +4 melee (1d6+4, bite); SA trip; SQ scent; AL N; SV Fort +5, Ref +5, Will +1; Str 16, Dex 14, Con 15, Int 2, Wis 12, Cha 6.

Skills: Listen +5, Spot +5, Swim +5, Wilderness Lore +1*.

*+4 racial bonus to Wilderness Lore checks when tracking by scent.

Carrying Capacity: A light load for a Fellhound is up to 100 pounds; a medium load, 101-200 pounds; a heavy load, 201-300 pounds. A Fellhound can drag 1,500 pounds.

Cost: 100 gp.

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*

- ❖ *Fellhound (Adventure; 100 gp; see above)*

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