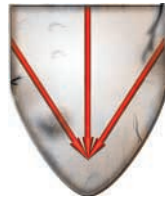




This Certificate Certifies that



C O S T :
1 TU

PLAY NOTES: ☐ Leveled this adventure

Current Home Region: _____

592 CY
ADVENTURE
LEVEL OF
PLAY:
(circle one)

APL 2

max 300 XP, 150 gp

APL 4

max 600 XP, 450 gp

APL 6

max 900 XP, 600 gp

APL 8

max 1,140 XP, 1,350 gp

Played by _____
Player RPGA #

Has completed
Giants in the Earth
A Regional Adventure
set in the Yeomanry

	TU Expenditure Notes
Other TUs Spent	
	TUs Remaining

Cross out any game effects this character doesn't gain

☛ Free Luxury Upkeep for all characters in the next scenario played, courtesy of the Mayor of Loftwick

☛ An Influence Point for all characters with the Yeoman Army, courtesy of Captain Radborne of Loftwick.

☛ A dagger inscribed with a dwarven family rune, which allows a character to have a +2 circumstance bonus on rolls to determine NPC attitudes when attempted with dwarven inhabitants of the Yeomanry, courtesy of Bofur the dwarf.

Starting XP

XP Gained

XP Spent

New XP

/

Starting gp

/

Gp Gained

/

Gp Spent

/

End of Adventure gp

/

Bought/Sold Amounts

/

/

/

/

/

New Starting gp

Event _____ Date: _____
DM: _____
Signature RPGA #

ITEMS BOUGHT

Upkeep: ☐ none; ☐ Adventurers' Standard (12 gp x TU);
☐ Rich (50 gp x TU); ☐ Luxury (100 gp x TU).

Consumable
Items:

scroll: spell lvl x caster lvl x 25 gp;
potion: spell lvl x caster lvl x 50 gp;
wand charge: spell lvl x caster lvl x 15 gp;
wondrous item: market value.
arrow or bolt: 7 gp masterwork, 1 gp silver, 40 gp +1, 160 gp +2, 360 gp +3, 640 gp +4, 1000 gp +5

Other Coin

ITEMS SOLD

Total

Total

EQUIPMENT LIST (list item and gp value)

Basic Equipment: _____

Signature Items

- _____
- _____
- _____

Consumable Items

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