



This Record Certifies that

Character Name

Classes and Levels

Player Name

RPGA #

has completed

ESA8-02 Old Debts

A Splintered Suns metaregional adventure set in the United Kingdom of Ahlissa



Play Notes:

- ☐ Gained a level
- ☐ Retrained
- ☐ Lost a level
- ☐ Ability Drained
- ☐ Died
- ☐ Was raised/resurrected
- ☐ Was reincarnated



Adventure Record#

598 CY
ADVENTURE

LEVEL OF PLAY
(CIRCLE ONE)

APL 4

max 675 xp; 650 gp

APL 6

max 900 XP; 900 gp

APL 8

max 1,125 XP; 1,300 gp

APL 10

max 1,350 XP; 2,300 gp

APL 12

max 1,575 XP; 3,300 gp

APL 14

max 1,800 XP; 6,600 gp

Captured: Having failed to escape from Pontylver, you are sent to labor camp. This costs you 26TUs and your equipment.

Favor of the Zilchites: You gain a +5 circumstance bonus to any skill check used to earn gold at the end of an adventure.

In addition you gain one-time access to an upgrade of your armor with the *healing* property (MIC), a *helm of glorious recovery* (MIC) or a *ring of mystic healing* (MIC). Members of the Royal Merchants of Ahlissa gain access meta-regional instead.

Favor of the Jade Mask: You gain access to one of the following skill tricks from *Complete Scoundrel* (cross-off those that don't apply): Healing Hands, Leaping Climber, Swift Concentration, Tumbling Crawl.

Members of the Jade Mask can pick two skill tricks.

Freed the Common Bureaucrat: You can spend this favor to remove one wanted effect within Ahlissa. In addition you gain free standard upkeep within the Splintered Suns.

Ship's Bounty: For either capturing or helping the *Just Retribution*, you have rights to future spoils acquired in the Aerdi Sea. After any adventure set in the Splintered Suns meta-region, you may roll on the following chart to determine current success.

1-2: battle damage! spend 200 gp to hire more security or lose this favor.

3-12: No profit is made.

13-17: Earn 100 gp.

18-19: Earn 200 gp.

20: Earn 500 gp but lose 1TU.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 4-12

❖ +1 light fortification studded leather armor (Adventure; DMG)

❖ +1 shock scimitar (Adventure; DMG)

❖ elven chain (Adventure; 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 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

TU

Starting TU

1 or 2 TU

TU Cost

TU

Added TU Costs

TU

TU REMAINING

XP

Starting XP

XP

XP lost or spent

XP

Subtotal

+ XP

XP Gained

XP

FINAL XP TOTAL