



This Record Certifies that

Played by _____

Player

RPGA #

Has Completed
NAE6-05 Sharafon
Set in The Principality of Naerie



Play Notes:

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

Home Region _____



Adventure Record#

596 CY
ADVENTURE
LEVEL OF
PLAY
(CIRCLE ONE)

Event: _____ Date: _____

DM: _____

Signature

RPGA #

APL 2

max 450xp; 450gp

APL 4

max 675xp; 650gp

APL 6

max 900xp; 900gp

APL 8

max 1,125xp; 1,300gp

Helped prisoners: You offered substantial aid to the prisoners of the labor camp. This can be used as a favor with the church of Lydia (cross off when used) or retained for possible future use.

Favor of House Arxx / Eddri: You have earned a favor with House Arxx or with House Eddri. Cross off which does not apply.

Ties that bind: For helping the old brotherhood soldiers or the Scarlet Brotherhood, you gain access to the *Heroic Destiny* (RD) feat.

Disfavor with House Arxx / Eddri: For interfering in their affairs, this noble house will not look at you favorably. Cross off which does not apply.

Favor with Damar: Damar introduces you to certain individuals that can assist you. You can use this favor for ONE of the following things.

- ___ Access to the *axiomatic* weapon enchantment.
- ___ Access to the *Medal of Gallantry* (Complete Adventurer).
- ___ Access to the *Exercises of Arnd* feat (MH)

Cross off once used

Favor with Gauterit: Gauterit introduces you to certain individuals that can assist you. You can use this favor for ONE of the following things.

- ___ Access to the *anarchic* weapon enchantment.
- ___ Access to the *Badge of Valor* (Complete Adventurer).
- ___ Access to *Tactical Soldier* (MH) prestige class.

Cross off once used.

No mercy! Your brutal demonstration in Naerie City has been seen and this increases your reputation. This grants a +1 circumstance bonus to Intimidate checks in Principality of Naerie.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 2

- ❖ Alchemical tooth (Adventure; CV)
- ❖ Camouflage kit (Adventure; CV)
- ❖ Cloak of elemental protection (Adventure; MH)

APL 4 (All of APL 2 plus the following)

- ❖ Brooch of shielding (Adventure; DMG)

APL 6 (All of APLs 2-4 plus the following)

- ❖ Mithral breastplate (Adventure; DMG)
- ❖ Mithral chain shirt (Adventure; DMG)

APL 8 (All of APLs 2-6 plus the following)

- ❖ +1 bane (fey) heavy flail (Regional; DMG)
- ❖ +1 mithral breastplate (Adventure; DMG)
- ❖ divine scroll of briar web (Adventure; SpC)
- ❖ elemental gem (earth) (Adventure; DMG)
- ❖ feather token (whip) (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

GP

FINAL GP TOTAL

TU

Starting TU

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