



This Record Certifies that

Character Name _____ Classes and Levels _____

Player Name _____ RPGA # _____

Has Completed
SND7-01 – As Time Goes By
A Regional Adventure
Set in the Kingdom of Sunndi



Play Notes:

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

Home Region _____

Event: _____ Date: _____

DM: _____

Signature _____

RPGA # _____



Adventure Record#

597 CY
ADVENTURE

LEVEL OF
PLAY
(CIRCLE ONE)

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

Cade's Friendship: He offers to sell you some of his equipment before he leaves Sunndi, giving you Adventure access to items marked with a C listed below.

In addition, Cade introduces you to a friend named Marrett who can add the *returning* enhancement to thrown weapons at standard upgrade cost. You can visit Marrett after any event to upgrade one or more weapons, and must spend 1 TU for each weapon that is upgraded.

Wildenna's Debt: She offers to sell you some of her equipment before she leaves Sunndi, giving you Adventure access to the W items listed below. In addition you gain one of the following benefits (score through this text when used).

___ access to light and heavy warhorses as animal companions.
___ access to the limited spells *beastland ferocity* (SC), *dawn* (SC), *horrible taste* (SC) and *snowshoes* (SC).

___ access to the *wild armor* enhancement, *druid's vestment*, *horseshoes of speed*, and *horseshoes of a zephyr*.

Pelor's Blessing: Members of the Established Church of Pelor can spend this favor to gain 1 time access to a *wand of resurgence* (Spell Compendium).

Questionable Deed: You took Wildenna and/or Cade's equipment and didn't return it to them. This makes it difficult for them to pay off their debts and return home, and they spread word of your selfish act wherever they travel. For the next year from the date of this AR, your character's dishonorable reputation confers a -2 circumstance penalty to all Diplomacy and Gather Information checks during all scenarios set anywhere in the Splintered Suns meta-region. This may have further impact in future scenarios.

Favor of the Royal Warders: This Favor gives you 1 influence point with the Royal Warders. In addition, you receive a +2 circumstance bonus to all Charisma and Diplomacy checks made to influence the attitudes of NPC Royal Warders for 1 calendar year.

Royal Warders' Bonus: If the Royal Warders sent you into the Vast Swamp during the adventure, and you are a Royal Warder yourself, you gain 5 promotion points. In addition you gain regional access to *elixir of swimming*.

New Total Promotion Points: _____

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 6

❖ Mithral chain shirt (Adventure; DMG)^C

APL 8 (all of APL6 plus the following)

APL 10 (all of APLs 6-8 plus the following)

❖ +1 *returning dagger* (Adventure; DMG)^C

APL 12 (all of APLs 6-10 plus the following)

❖ +1 *wild leather armor* (Adventure; DMG)^W

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 REMAINING

XP

Starting XP

XP

XP lost or spent

XP

Subtotal

+ XP

XP Gained

XP

FINAL XP TOTAL