



This Record Certifies that

Played

by

Player

RPGA #

Has Completed

VTF6-01 Fault Lines

A Fals, Tuflik, Velverdyva Meta-Regional
Adventure set in Ket Region



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#

596 CY
ADVENTURE
LEVEL OF
PLAY
(CIRCLE ONE)

APL 4

max 675xp (885 xp);
650gp

APL 6

max 900xp (1,170 xp);
900gp

APL 8

max 1,125xp (1,455 xp);
1,300gp

APL 10

max 1,350xp (1,765 xp);
2,300gp

APL 12

max 1,575xp (1,975 xp);
3,300gp

APL 14

max 1,800 xp (2,310 xp);
6,600 gp

APL 16

max 2,025 xp (2,645 xp);
9,900 gp

☛ **The Right Ties:** This PC may choose one item to which they have access on the AR and circle it – the frequency is now Metaregional.

☛ **The Council Approves:** The Council finds your dedication and honor worthy. You may request a single +2 upgrade to a stat item (max +6, and not for *gloves of ogre power*) in any future VTF metaregional adventure. The PC pays the difference in the cost. Cross out when used.

☛ **Cloak of Force Protection:** This cloak is designed to absorb force energy. Once per day, for a period of 30 minutes, it may be activated (somatic) as an immediate action and absorb up to 10 points of force damage only per attack or force spell impact on the PC. It may be activated reactively. It must be worn for a continuous 24 hour period before it can be activated. (CL 3rd, Craft Wondrous Item, *resist energy, shield, lesser force orb, permanency*, 1,500 gp).

☛ **Devotion:** Care and devotion have marked your attention to detail and this has not gone unnoticed. The PC gains a +2 sacred bonus to all saving throws for the next 10 adventures.

☛ **Enmity of the Brotherhood of Sorcery**

☛ **Equipment:** Items are made available to purchase for 150 gp each, providing a +2 circumstance bonus as per the *Player's Handbook* for masterwork equipment in the category and condition specified: epaulettes (Perform - Dance without accompaniment), puppets (Perform - puppetry/acting in front of a predominantly Baklunish audience), riding boots (Ride checks on horses/ponies), resilient boots (Jump checks on surfaces not requiring a balance check) and Ket sunglasses (Spot checks during daylight).

☛ **Guided by the Cup and Talisman:** The symbol of the Cup and Talisman appears on your right palm and cannot be covered or concealed. As an immediate action, once per adventure, the power it contains can be channelled as a *cure serious wounds* spell-like ability. The name of the PCs patron deity must be uttered; although it functions in silence (it is the act of requesting aid that is crucial). CL is ½ the PC level.

☛ **An Orderly Approach:** The Council employs the extensive influence it has amassed to assist the PC. Any non-Core and non-VTF regional AR awards which negatively impact the PC in the VTF are considered null and void while in VTF adventures. The VTF includes both metaregional adventure and regional adventures of the metaregion.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 4 / 6

- ❖ *Cloak of Force Protection* (Adventure; see above)
- ❖ *Vest of Resistance +1* (Adventure; *Complete Arcane*)
- ❖ Equipment (Adventure; max of one; see above)
- ❖ Masterwork Large Goliath Greathammer (Adventure; *Races of Stone*)

APL 8 (all of APLs 4-6 plus the following)

- ❖ +2 *Chain Shirt* (Adventure; DMG)
 - ❖ *Gloves of Dexterity +4* (Adventure; DMG)
- APL 10 (all of APLs 4-8 plus the following)
- ❖ +2 *Full Plate* (Adventure; DMG)
 - ❖ *Vest of Resistance +2* (Adventure; *Complete Arcane*)
 - ❖ *Headband of Intellect +4* (Adventure; DMG)

APL 12 (all of APLs 4-10 plus the following)

- ❖ *Vest of Resistance +3* (Adventure; *Complete Arcane*)
 - ❖ *Cloak of Resistance +2* (Adventure; DMG)
- APL 14 (all of APLs 4-12 plus the following)
- ❖ +2 *Mithral Breastplate* (Adventure; DMG)
 - ❖ *Amulet of Health +4* (Adventure; DMG)
 - ❖ *Vest of Resistance +4* (Adventure; *Complete Arcane*)
 - ❖ *Headband of Intellect +6* (Adventure; DMG)

APL 16 (all of APLs 4-14 plus the following)

- ❖ *Vest of Resistance +5* (Adventure; *Complete Arcane*)
- ❖ *Ring of Protection +3* (Adventure; DMG)
- ❖ *Gloves of Dexterity +6* (Adventure; DMG)
- ❖ +2 *Large Goliath Greathammer* (Adventure; *Races of Stone*)

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 Item

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