



Played	
by <i>Player</i>	<i>RPGA #</i>

Event: \_\_\_\_\_ Date: \_\_\_\_\_  
DM: \_\_\_\_\_  
*Signature* *RPGA #*

- ☐ *Gained a level*
- ☐ *Lost a level*
- ☐ *Ability Drained*

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- ☐ *Died*
- ☐ *Was raised/res'd*
- ☐ *Was reincarnated*

**595 CY**  
**ADVENTURE**  
**LEVEL OF**  
**PLAY**  
*(CIRCLE ONE)*

*max 450xp; 450gp*

*max 675xp; 650gp*

 $\max 900xp; 900gp$ 
$$\max I, 125xp; 1,300gp$$

**APL 6**  
*max 900xp; 9*

**APL 8**  
*max 1,125xp; 1*

	XP
<i>Starting XP</i>	
-	XP
<i>XP lost or spent</i>	
	XP
<i>Subtotal</i>	
+	XP
<i>XP Gained</i>	
	XP
<i>FINAL XP TOTAL</i>	

Cross off all items **NOT** found

- ❖ *Bag of teeth* (Adventure, Stormwrack)
- ❖ *Scroll of swim* (Adventure, Stormwrack)
- ❖ *Quaal's feather token (anchor)* (Adventure, DMG)
- ❖ *Quaal's feather token (swan boat)* (Adventure, DMG)

- ❖ *Gloves of swimming and climbing* (Adventure, DMG)
- ❖ *Scroll of siren's call* (Adventure, Stormwrack)

- ❖ *Everfull sails* (Adventure, Stormwrack)
- ❖ *Cloak of the manta ray* (Adventure, DMG)

Items Sold	
<b>Total Value of Sold Items</b>	

Add  $\frac{1}{2}$  this value to your gp value

Items Bought	
<b>Total Cost of Bought Item</b>	

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