



This Record Certifies that

Played by

Player

RPGA #

Has Completed  
RTK6-01 The Fate of Alain  
A Regional Adventure  
Set in the Archbarony of Ratik



Play Notes:

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



Adventure Record#

596 CY  
ADVENTURE

LEVEL OF  
PLAY  
(CIRCLE ONE)

Home Region

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

• **Accolades from the Archbaroness:** You have been honoured for the role you have played in serving the nation. By way of reward you are granted "adventure" access to any of the following items: badge of valor (Complete Adventurer), belt of many pockets (Complete Arcane), mac-fuirmidh cithern (Complete Arcane), medal of gallantry (Complete Adventurer), resistant to energy (major) spellbook enhancement (Complete Arcane), resistant to energy (minor) spellbook enhancement (Complete Arcane), riding boots (DMG II), rod of sure striking (DMG II), standard of courage (Complete Warrior), wand of cure light wounds (DMG), wand of cure moderate wounds (DMG).

• **Fjirin's Friendship:** You have befriended a Fruztii barbarian, whose assistance may be helpful in the future.

• **Influence at Court:** You have earned 1 point of Influence with Archbaroness Evaleigh and loyal members of the Court.

• **Unreliable:** Your actions have shown you to be too unreliable to be trusted, even in a place as individualistic as Ratik. For a period of one calendar year from the date the Adventure Record was issued, all items purchased in Ratik regional adventures by the PC incur a 10% increase in price. This increase is cumulative with any other such penalties. This includes items purchased specifically for the PC by other characters.

TU

Starting TU

1

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

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 2

❖ Ring, filcher's friend (Adventure; CV; 2,500gp)

APL 4 (all of APL 2 plus the following):

❖ Ring of lockpicking (Adventure; CV; 4,500gp)

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

❖ Ring of protection +2 (Adventure; DMG; 8,000gp)

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

❖ +1 seeking composite longbow (+4 Str bonus) (Adventure; DMG; 8,800gp)

❖ Minor ring of energy resistance (cold) (Adventure; DMG; 12,000gp)

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