



**Sterich Baronetcy Residence**  
**Record for PCs with the**  
**Thanks of the March of Sterich**  
**From ADP6-03 Red Hand of Doom**

This Record Certifies that

Played by \_\_\_\_\_ Player \_\_\_\_\_ RPGA # \_\_\_\_\_

**Has Purchased a Residence**  
**In Their Personal Baronetcy**  
**In the March of Sterich**

597 CY

REWARD



**Residency:** To purchase a residence in your personal baronetcy in the March of Sterich, you must change your home region to Sterich. You may do so at any time you purchase the residence at no cost for the change. If at any point you change your home region away from Sterich, you must sell the residence immediately for half its value.

**Type:** Circle the type of residence you wish to purchase and pay the listed base gp and TU cost on your next Adventure Record (AR # \_\_\_\_). In each subsequent campaign year, you must pay 10% of this base gp cost in taxes on the first AR of the calendar year as well as the full base TU cost listed. If you later wish to purchase a more expensive residence, you can do so by filling out a new record and paying the difference in cost. You can own more than one residence (use a separate record for each one).

**Customization:** Mark any components you wish to purchase for your residence. You can only purchase components whose total space cost is less than or equal to the size of your tower. You can purchase components at any time, paying the gp cost on your next AR and listing its number accordingly. If a component requires staff, it will list how many required and what annual cost you must pay for that staff (on the AR in which you purchased the component and then on the first AR of each subsequent calendar year). Some components provide circumstance bonuses to checks if you are adventuring in Sterich and have access to your residence.

**Grand House**

Base Cost: 5,000 gp, 2 TUs.

Size: 7 stronghold spaces (ss), approximately 2,800 sq. ft.

Benefits: Free Rich Adventure Lifestyle during adventures set in Sterich. +1 circumstance bonus to Cha-based checks (+2 in Sterich). +10 circumstance bonuses to checks to earn money via skills during adventures set in Sterich.

**Mansion or Stone Keep**

Base Cost: 14,000 gp (mansion) or 68,000 gp (stone keep), 3 TUs.

Size: 15 stronghold spaces (ss), approximately 6,000 sq. ft.

Benefits: Free Luxury Adventure Lifestyle during adventures set in Sterich. +1 circumstance bonus to Cha-based checks (+2 in Sterich). +15 circumstance bonuses to checks to earn money via skills during adventures set in Sterich.

**Stone Castle**

Base Cost: 92,000 gp, 4 TUs.

Size: 20 stronghold spaces (ss), approximately 8,000 sq. ft.

Benefits: Free Luxury Adventure Lifestyle during adventures set in Sterich. +2 circumstance bonus to Cha-based checks (+3 in Sterich). +20 circumstance bonuses to checks to earn money via skills during adventures set in Sterich.

#	Component	GP Cost	Space Cost	Required Component (cost)/Staff (annual cost)	Benefits	Paid AR #
___	Alchemical Laboratory, Basic	700	1 ss		Craft (alchemy) +1	___
___	Alchemical Laboratory, Fancy	3,000	1 ss	1 alchemist (360 gp)	Craft (alchemy) +2	___
___	Armory, Basic	500	1 ss			___
___	Armory, Fancy	2,000	1 ss			___
___	Auditorium, Fancy	2,000	1 ss		Perform (any) +2	___
___	Auditorium, Luxury	10,000	1 ss		Perform (any) +4	___
___	Barbican	1,000	1 ss	2 guards (72 gp each)		___
___	Barracks	400	1 ss			___
___	Bath, Basic	400	0.5 ss			___
___	Bath, Fancy	2,000	1 ss			___
___	Bath, Luxury	10,000	2 ss	1 servant (36 gp), 1 valet/maid (72 gp)		___
___	Bedroom Suite, Basic	800	1 ss			___
___	Bedroom Suite, Fancy	5,000	1 ss			___
___	Bedroom Suite, Luxury	25,000	2 ss	1 valet/maid (72 gp)		___
___	Bedrooms (2), Basic	700	1 ss			___
___	Bedrooms (2), Fancy	4,000	1 ss			___
___	Bedrooms (2), Luxury	20,000	2 ss	1 valet/maid (72 gp)		___
___	Chapel, Basic	1,000	1 ss		Knowledge (religion) +1	___
___	Chapel, Fancy	6,000	2 ss	1 acolyte (360 gp)	Knowledge (religion) +2	___
___	Chapel, Luxury	25,000	2 ss	2 acolytes (360 gp each)	Knowledge (religion) +4	___
___	Common Area, Basic	500	1 ss			___
___	Common Area, Fancy	3,000	1 ss			___
___	Courtyard, Basic	500	1 ss			___
___	Courtyard, Fancy	3,000	1 ss			___
___	Courtyard, Luxury	15,000	1 ss			___
___	Dining Hall, Basic	2,000	2 ss	Kitchen		___
___	Dining Hall, Fancy	12,000	2 ss	Kitchen / 1 servant (36 gp)		___
___	Dining Hall, Luxury	50,000	2 ss	Kitchen, Luxury / 2 servants (36 gp each)		___
___	Dock, Basic	500	1 ss	2 laborers (36 gp each)		___
___	Dock, Extended	3,000	2 ss	4 laborers (36 gp each)		___
___	Dock, Extended Dry	15,000	2 ss	6 laborers (36 gp each)		___
___	Gatehouse	1,000	0.5 ss			___
___	Guard Post	300	0.5 ss			___
___	Kitchen, Basic	2,000	1 ss		Profession (cook) +1	___
___	Kitchen, Fancy	12,000	1 ss	2 cooks (36 gp each)	Profession (cook) +2	___
___	Kitchen, Luxury	50,000	2 ss	6 cooks (36 gp each)	Profession (cook) +4	___
___	Library, Basic (holds 2 book lots)	500	1 ss	book lots (1,000 gp each for 1 specific Knowledge area)	Knowledge (by book lot) +1	___
___	Library, Fancy (holds 4 book lots)	3,000	1 ss	book lots (1,000 gp each for 1 specific Knowledge area)	Knowledge (by book lot) +2	___
___	Library, Luxury (holds 6 book lots)	15,000	2 ss	book lots (1,000 gp each for 1 specific Knowl. area) / 1 librarian (144 gp)	Knowledge (by book lot) +4	___
___	Magical Laboratory, Basic	500	1 ss		Spellcraft +1	___
___	Magical Laboratory, Fancy	3,000	1 ss	1 apprentice (360 gp)	Spellcraft +2	___
___	Prison Cell	500	0.5 ss	1 guard (72 gp)		___
___	Servants' Quarters	400	1 ss			___
___	Shop, Basic	400	1 ss	1 clerk (144 gp)	Profession (shopkeeper) +1	___
___	Shop, Fancy	4,000	1 ss	2 clerks (144 gp each)	Profession (shopkeeper) +2	___
___	Shop, Luxury	16,000	1 ss	2 clerks (144 gp each), 2 guards (72 gp each)	Profession (shopkeeper) +4	___
___	Smithy, Basic	500	1 ss	1 smith (144 gp)	Craft (smithing) +1	___
___	Smithy, Fancy	2,000	1 ss	1 smith (144 gp)	Craft (smithing) +2	___
___	Stable, Basic	1,000	1 ss	1 groom (54 gp)		___
___	Stable, Fancy	3,000	1 ss	1 groom (54 gp)		___
___	Stable, Luxury	9,000	1 ss	2 grooms (54 gp each)		___
___	Storage, Basic	250	1 ss			___
___	Storage, Fancy	1,000	1 ss			___
___	Storage, Luxury	3,000	1 ss	1 clerk (144 gp)		___
___	Study/Office, Basic	200	0.5 ss			___
___	Study/Office, Fancy	2,500	1 ss			___
___	Study/Office, Luxury	15,000	1.5 ss	1 clerk (144 gp)		___
___	Tavern, Basic	900	1 ss	2 servants (36 gp each)	Profession (barkeep) +1	___
___	Tavern, Fancy	4,000	1 ss	3 servants (36 gp each)	Profession (barkeep) +2	___
___	Tavern, Luxury	20,000	1 ss	4 servants (36 gp each)	Profession (barkeep) +4	___
___	Training Area	1,500	1 ss			___
___	Trophy Hall, Basic	1,000	1 ss			___
___	Museum or Trophy Hall, Fancy	6,000	1 ss	1 guard (72 gp)		___
___	Workshop, Basic	500	1 ss		Craft or Profession (any) +1	___
___	Workshop, Fancy	2,000	1 ss		Craft or Profession (any) +2	___