



This Record Certifies that

Played by _____

Player

RPGA #

Has Completed Murder in Pellak A Regional Adventure Set in Bissel



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#

594 CY
ADVENTURE
LEVEL OF
PLAY
(CIRCLE ONE)

APL 2

max 450 xp; 450 gp

APL 4

max 675 xp; 650 gp

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

Cross out any game effects this character does not gain.

☛ Influence with the Baklunish of Bissel

This PC possesses an Influence Point with the Baklunish citizenry of Bissel. It may be used to influence any NPC or NPC organization of Baklunish descent. Please contact the Bissel Triad for additional information.

☛ Influence with the People of Pellak

You have proven yourself both capable and trustworthy to the people of Pellak. As such you now possess an Influence Point with the courts and city watch of Pellak. It may be used to influence NPCs and NPC organizations based in Pellak. Please contact the Bissel Triad for additional information.

☛ Influence with Lord Salla al-Nasr

You have earned the personal gratitude of Lord Salla al-Nasr, Lord of Jadarta, and thus an Influence Point with him. You may use this Influence Point to gain the Baklunish Scimitar boon (see below), thereby consuming this IP. You can also use it at any time to remove the Outlaw! and Prison! statuses you gained during this adventure, thereby consuming this IP. You may also save this Influence Point for later use. Please contact the Bissel Triad for more information.

☛ Baklunish Scimitar Boon

You have gained access (Frequency: Regional) to purchase one, and only one, special, ornate blade. These masterwork blades (choose either scimitar OR falchion) are forged in Jadarta; the patterns on the pommel are very distinctive. They are only given to those who display great courage and respect for the Baklunish people. As such, by displaying the sheathed blade, the owner is granted a +2 circumstance bonus to Bluff, Diplomacy, and Gather Information checks involving those of Baklunish descent in Bissel.

The weapon costs the same as a standard masterwork scimitar or falchion. Additionally, this boon grants the recipient access (Frequency: Regional) to purchase the following upgrades for this weapon, as per the rules in the LGCS (by paying the difference in price): +1 enhancement bonus, *merciful* special ability, *shock* special ability, and *disarming* special ability (CW).

☛ Outlaw!

Because of your actions this day you have been declared an outlaw in the March of Bissel. Due to the extra precautions you need to take in order to avoid detection, all Bissel Regional adventures take one more time unit (1 TU) to complete. Additionally, law enforcement officials seek to capture you. Unless you take measures to conceal your identity all NPCs involved with the military, law enforcement, and Knights of the Watch will have hostile initial reactions towards you. Please contact the Bissel Triad for additional information.

☛ Prison!

You have been convicted of the murder of Mylan Sollus and for this crime have been sentenced to serve one year in prison (52 TUs). If you do not have enough TUs available to serve this sentence in the current campaign year, you must subtract any additional TUs from the next year's total. Please contact the Bissel Triad for additional information.

TU

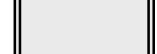
Starting TU

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

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 2:

- ❖ Wand of Magic Missile (Adventure, 1st level caster, DMG)
- ❖ Elixir of Vision (Adventure, DMG)

APL 4: (All items from APL 2 plus):

- ❖ Potion of Haste (Adventure, DMG)

APL 6: (All items from APL 2, 4 plus):

- ❖ Hat of Disguise (Adventure, DMG)
- ❖ Brooch of Shielding (Adventure, DMG)

APL 8: (All items from APL 2, 4, 6 plus):

- ❖ Potion of Nondetection (Adventure, DMG)

APL 10: (All items from APL 2, 4, 6, 8 plus):

- ❖ Necklace of Fireballs Type II (Adventure, DMG)
- ❖ +2 Studded Leather Armor (Adventure, DMG)
- ❖ Potion of Shield of Faith +5 (Adventure, DMG)
- ❖ Cloak of Resistance +2 (Adventure, DMG)

APL 12: (All items from APL 2, 4, 6, 8, 10 plus):

- ❖ +1 Shock Shortbow (Adventure, DMG)
- ❖ +1 Frost Rapier (Adventure, DMG)

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