



This Certificate Certifies that



C O S T :
1 TU

PLAY NOTES: ☐ Leveled this adventure

Current Home Region: _____

592 CY
ADVENTURE
LEVEL OF
PLAY:
(circle one)

APL 2

max XP 300, 298 gp

APL 4

max XP 600, 561 gp

APL 6

max XP 900, 922 gp

APL 8

max XP 1,110, 1,147 gp

APL 10

max XP 1,350, 1,783 gp

Played by _____

Player

RPGA #

Has completed
Depth Perception
A Regional Adventure
set in Gran March

	TU Expenditure Notes
Other TUs Spent	
	TUs Remaining

Cross out the game effects not gained.

• **Influence Point: Elector** Asterran Ocedrius. For saving the Elector from certain death you have received this influence point. At any time the hero whose name appears on this Adventure Certificate is in Hookhill, he receives Adventurer's Standard upkeep for free as he stays with the Elector. Also while in Hookhill the hero named above may request the loan of any equipment the hero may need to complete a task (only mundane equipment available to the military may be had). These two uses do not expend this influence point.

One time only, the Elector grants a much larger favor to the hero. This may be used as an influence point with the College of Electors, the Church of Zilchus, or government of Hookhill (organizations with which the Elector has some sway). It may also potentially be used for other purposes. Submit unique proposals to the Gran March triad.

• **Influence Point: Gran March Military.** The hero whose name appears on this Adventure Certificate has come to the favorable notice of the military for his actions while on leave in Hookhill. In order to use this influence please contact the Gran March triad. Other uses may be written into regional events, or included in future meta-campaign organizational material.

Event _____ Date: _____

DM: _____

Signature

RPGA #

ITEMS BOUGHT

Total

Upkeep: ☐ none; ☐ Adventurers' Standard (12 gp x TU);
☐ Rich (50 gp x TU); ☐ Luxury (100 gp x TU).

Consumable
Items:

Other Coin

scroll: spell lvl x caster lvl x 25 gp;
potion: spell lvl x caster lvl x 50 gp;
wand charge: spell lvl x caster lvl x 15 gp;
wondrous item: market value.
arrow or bolt: 5 cp normal, 7 gp master-
work, 1 gp silver, 40 gp +1, 160 gp +2,
360 gp +3, 640 gp +4, 1000 gp +5

ITEMS SOLD

Total

EQUIPMENT LIST (list item and gp value)

Basic Equipment: _____

Signature Items

1.

2.

3.

Consumable Items

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Starting XP

XP Gained

XP Spent

New XP

Starting gp

Gp Gained

Gp Spent

End of Adventure gp

Bought/Sold Amounts

New Starting gp