



**Has Completed GRM8-01 Consequences
A Regional Adventure Set in Gran March
And Been Awarded
The Sign of Trilesimain**



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



Adventure Record#

598 CY
ADVENTURE

Event: _____ Date: _____

DM: _____
Signature _____ RPGA # _____

- a) You can make an attack at BAB = APL, getting multiple attacks if the BAB allows. You use an incorporeal touch attack at +APL to hit, doing 1d6 damage. You can move for one round with a 30 feet base move (fly perfect) to get into position. (for a total of 2 round maximum materialization), but the round after you attack the ghost disappears. This uses up BOTH appearance for an adventure.
- b) You can assist an attack to give a +2 bonus to attack or to AC. You can move for one round before providing assistance.
- c) You can appear and use a limited *telekinesis* to perform a Heal check at +APL to the check.
- d) You can appear and provide some needed knowledge. This entails making a Knowledge check at +APL+8, for any Knowledge skill.

Subtract this value from your gp value

FINAL GP TOTAL