



This Record Certifies that

Played by _____

Player

RPGA #

Has Completed

Rain

An Interactive Adventure
Set in The Kingdom of Sunndi



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#

593 CY

ADVENTURE

LEVEL OF

PLAY

(CIRCLE ONE)

APL 2

max 275 XP; 200 gp

APL 4

max 338 XP; 300 gp

APL 6

max 450 XP; 400 gp

APL 8

max 562 XP; 625 gp

Arms and Equipment: You have gained access to a range of items from Arms and Equipment. Refer below and to *Arms and Equipment* for more information. You must pay full market price to purchase any items you wish to own.

You must have a copy of *Arms and Equipment* with you if you wish to use any of these devices.

TU

Starting TU

1 OF 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

- ❖ Ascender/Descender (Regional; A&Ep 21; 20 gp)
- ❖ Bolt Cutter (Regional; A&Ep 21; 6 gp)
- ❖ Candles insect bane, [10] (Regional; A&Ep 21; 1 s p each)
- ❖ Cloak, Forester's (Regional; A&Ep 35; 20 gp)
- ❖ Grappling Ladder (20 ft.) (Regional; A&Ep 23; 80 gp)
- ❖ Magnet (Regional; A&Ep 24; 10 gp)
- ❖ Pack, Framed (Regional; A&Ep 26; 50 gp)
- ❖ Shoes, Silent (Regional; A&Ep 24; 10 gp)
- ❖ Tongs, metal (Regional; A&Ep 26; 3 gp)

APL 4 (All of APL 2 plus the following)

- ❖ Boot Sheath (Regional; A&Ep 36; 30gp)
- ❖ Periscope (Regional; A&Ep 24; 20 gp)
- ❖ Elven Rope (Regional; A&Ep 24; 50 gp)

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

- ❖ Restful Candle [1] (Regional; A&E p33; 100 gp)

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

- ❖ Restful Candles [4] (Regional; A&E p33; 100 gp each)

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