



This Record Certifies that

by _____
Player _____ RPGA # _____

Has Completed
KET6-02 Rules of Engagement
A Regional Adventure set in Ket Region



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#

596 CY
ADVENTURE
LEVEL OF
PLAY
(CIRCLE ONE)

APL 2

max 450xp; 450gp

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

❖ **Ket Military Metaorgs:** Purchase a single suit of armor made of mithral (not shields) from the *Player's Handbook*. May not be used as an upgrade. Regional Access for one year from the date of this AR.

❖ **Ket Divine Metaorgs:** Purchase a *wand of cure light wounds*, *wand of lesser restoration* or a *wand of lesser vigor (SC)* - may purchase up to one of each. Regional Access for one year from the date of this AR.

❖ **Ket Faithful of Al'Akbar:** Purchase a *Talisman of Al'Akbar* (maximized *wand of cure light wounds* for healing worshippers of Al'Akbar, otherwise a *wand of cure light wounds*, may not be crafted). Regional Access for one year from the date of this AR, maximum of one purchase per AR.

❖ **Ket Social Metaorgs:** Upgrade a *vest of resistance*, up to a maximum of +4 or purchase a *vest of resistance +1*. Player must pay the difference in price. Regional Access for one time use for one year from the date of this AR.

❖ **Favor of the Balance Trust:** The political influence of the political faction is a good thing to have. Lifestyle costs are reduced by 50% during any adventure set predominantly in any town or city in Ket.

❖ **Any:** Upgrade a *ring of protection*, *cloak of resistance*, *pearl of power* or weapon enhancement bonus by +1 or one level, to a maximum of +4 or 4th level. Character must pay the difference in price. Regional Access for one time use for one year from the date of this AR.

❖ **Favor of the Fervent Faction:** The faction is favorable to the character. In any future adventures where the Fervent Faction takes part, this may be expended as an Influence Point with them. Once used, the favor still remains but may no longer be used as an Influence Point.

❖ **Gloves of The Black Cat:** These gloves function as *gloves of dexterity +2*, and may be upgraded in the standard manner to a maximum of +6. They grip surfaces extremely well and provide a +5 competence bonus to Climb checks, as well as a +4 modifier when making a disarm check (but only to retain whatever weapon they are holding). When in a grapple (and only in a grapple) they can be used as daggers. CL 12th, Craft Wondrous Items, *cat's grace*, *spiderclimb*, *tenser's transformation*, 8,500 gp.

❖ **Stock Time/Punishment:** The character served either stock time or was subject to a criminal punishment in this adventure.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 2

❖ *Bracers of Quickstrike* (Adventure, *Miniatures Handbook*)

❖ **Mithral Chain Shirt* (Adventure, DMG)

❖ *Eyes of the Eagle* (Adventure, DMG)

APL 4 (all of APL 2 plus the following)

❖ *Armbands of Might* (Adventure, *Complete Adventurer*)

❖ *Headband of Conscious Effort* (Adventure, *Complete Adventurer*)

❖ *Gloves of the Black Cat* (Regional, see above)

❖ **Pearl of Power 1st level* (Adventure, DMG)

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

❖ *Slippers of Spiderclimb* (Adventure, DMG)

❖ *Bag of Holding Type I* (Adventure; DMG)

❖ **+1 Mithral Chain Shirt* (Adventure, DMG)

❖ **Pearl of Power 2nd level* (Adventure, DMG)

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

❖ **Pearl of Power 3rd level* (Adventure, DMG)

❖ *Horseshoes of a Zephyr* (Adventure, DMG)

❖ **+2 Mithral Chain Shirt* (Adventure, DMG)

❖ *Lesser Choker of Eloquence* (Adventure; DMG)

APL 10 (all of APLs 2-8 plus the following)

❖ **Pearl of Power 4th level* (Adventure, DMG)

❖ *Amulet of Health +4* (Adventure, DMG)

❖ *Boots of Speed* (Adventure, DMG)

APL 12 (all of APLs 2-10 plus the following)

❖ **+3 Mithral Chain Shirt* (Adventure, DMG)

❖ *Amulet of Health +6* (Adventure, DMG)

❖ **Ring of Invisibility* (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 Item _____

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

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