



This Record Certifies that

by _____ Played _____
Player RPGA #

Has Completed
More than Gold
A Regional Adventure
Set in Furyondy



Play Notes:

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

Home Region _____



Adventure Record#

592 CY
ADVENTURE
LEVEL OF
PLAY
(CIRCLE ONE)

Event: _____ Date: _____

DM: _____

Signature

RPGA #

APL 2

max 300xp; 300gp

APL 4

max 600xp; 600gp

APL 6

max 840xp; 900gp

APL 8

max 1,080xp; 1,600gp

APL 10

max 1,320xp; 2,250gp

Please cross out game effects that don't apply:

• Rhavelle House Influence Point

For recovering and returning to her a precious family heirloom, Kyaren Rhavelle has granted the character an Influence Point with the Rhavelle family in Furyondy. This point is consumed when used (cross off used influence on this adventure record). It may not be transferred or sold since it is based on the deeds of the hero.

• Favor of Lord Ogart

For proving his innocence in the theft of the Rhavelle family heirloom, Lord Ogart Goldsaex has agreed to teach the character, at no gold piece cost, ONE of the following feats: Power Lunge or Trustworthy. Learning this feat will require expenditure of two time units for training time and an available feat slot. This certificate is considered regional campaign documentation allowing the character to learn this feat. The feat selected must be circled and the player

must produce this certificate as well as a copy of the appropriate guidebook to their judge prior to beginning play. This favor may not be transferred or sold since it is based on the deeds of the hero.

• Favor of Sir Tarik

For persuading the countess of the guilt of his rival, Lord Ogart, in the theft of the Rhavelle family heirloom, Sir Tarik Einar has agreed to teach the character, at no gold piece cost, ONE of the following feats: Natural Spell or Fast Wild Shape. Learning this feat will require expenditure of two time units for training time and an available feat slot. This certificate is considered regional campaign documentation allowing the character to learn this feat. The feat selected must be circled and the player must produce this certificate as well as a copy of the appropriate guidebook to their judge prior to beginning play. This favor may not be transferred or sold since it is based on the deeds of the hero.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

None

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

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