



This Record Certifies that



Play Notes:

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



Adventure Record#

596 CY

ADVENTURE

LEVEL OF

PLAY

(CIRCLE ONE)

by _____
Player _____ RPGA # _____

Has Completed

VER6-06: The Ties That Bind

A Regional Adventure Set in Verbobonc

And Received the Following Special Item

Event: _____ Date: _____

DM: _____

Signature

RPGA #

Guardian of a Baby: You have decided to become the guardian of the orphaned baby. Doing so has the following effects:

- When carrying the baby you gain the benefits of the *Protective Aura*. Carrying the baby requires one free hand that many not be used for anything else while doing so.
- When carrying the baby you will receive a +4 bonus to Charisma based checks when dealing with female NPC's.
- The baby dies if reduced to -10 hit points or less. It cannot be restored to life. Immediately upon the baby's death you receive a -4 penalty to attacks, saving throws, ability checks and skill checks. This penalty is divine based and can not be removed by any known means.
- Due to the care and maintenance of the child, you pay double Lifestyle costs. This cost must still be paid even if you receive free lifestyle from other sources. This cost may not be reduced or waived by any means.
- You may name your baby, as it does not have a name.

Name: _____

Guardian of a Baby (cont'd)

- Due to the nature of babies, you receive a -4 penalty on all Move Silently and Concentration checks made while carrying the baby.
- Parenthood is forever. Once you assume the role of the baby's caregiver you may not decide to "leave it at home." It is with you on all adventures from this date forward.

TU

Starting TU

o 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

The Baby: male human (child, flax); CR 1; tiny humanoid (Human); HD 1d4-1; hp 3; Init -3; Spd 5 ft.; AC 7 (touch 7, flat-footed 7), [-3 dex]; Base Atk -2; Grp -4; Atks -; SQ Nondetection Aura, Protective Aura; AL NG; SV Fort -3, Ref -5, Will -6; Str 6, Dex 4, Con 8, Int 3, Wis 3, Cha 10.

Skills and Feats: -.

Nondetection Aura (Su): The baby is constantly under the effects of a *nondetection* spell (16th level caster.) This aura can be dispelled, but the aura is created again on the baby's next turn, but not by the baby. This aura only applies to the baby.

Protective Aura (Su): Against attacks made or effects created by evil creatures, this ability provides a +4 deflection bonus to AC and a +4 resistance bonus on saving throws to the baby and anyone carrying him. Otherwise, it functions as a *protection from evil* effect (16th level caster). This aura can be dispelled, but the aura is created again on your next turn by taking a move action to show affection to the baby. (None of these benefits are included in the baby's statistics block.)

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

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

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