

Event/# \_\_\_\_\_  
 Date: \_\_\_\_\_  
 Scenario# \_\_\_\_\_  
 S-Name \_\_\_\_\_

A B C D

<b>GM Name</b>	
<b>Character</b>	
<b>PFS#</b>	
<b>C# / Fact</b>	/
<b>Fame</b>	GM Only

Event/# \_\_\_\_\_  
 Date: \_\_\_\_\_  
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A B C D

<b>GM Name</b>	
<b>Character</b>	
<b>PFS#</b>	
<b>C# / Fact</b>	/
<b>Fame</b>	GM Only

<b>P1 Name</b>	
<b>Character</b>	
<b>PFS#</b>	
<b>C# / Fact</b>	/
<b>Fame</b>	GM Only
<b>Other</b>	GM Only

<b>P4 Name</b>	
<b>Character</b>	
<b>PFS#</b>	
<b>C# / Fact</b>	/
<b>Fame</b>	GM Only
<b>Other</b>	GM Only

<b>P1 Name</b>	
<b>Character</b>	
<b>PFS#</b>	
<b>C# / Fact</b>	/
<b>Fame</b>	GM Only
<b>Other</b>	GM Only

<b>P4 Name</b>	
<b>Character</b>	
<b>PFS#</b>	
<b>C# / Fact</b>	/
<b>Fame</b>	GM Only
<b>Other</b>	GM Only

<b>P2 Name</b>	
<b>Character</b>	
<b>PFS#</b>	
<b>C# / Fact</b>	/
<b>Fame</b>	GM Only
<b>Other</b>	GM Only

<b>P5 Name</b>	
<b>Character</b>	
<b>PFS#</b>	
<b>C# / Fact</b>	/
<b>Fame</b>	GM Only
<b>Other</b>	GM Only

<b>P2 Name</b>	
<b>Character</b>	
<b>PFS#</b>	
<b>C# / Fact</b>	/
<b>Fame</b>	GM Only
<b>Other</b>	GM Only

<b>P5 Name</b>	
<b>Character</b>	
<b>PFS#</b>	
<b>C# / Fact</b>	/
<b>Fame</b>	GM Only
<b>Other</b>	GM Only

<b>P3 Name</b>	
<b>Character</b>	
<b>PFS#</b>	
<b>C# / Fact</b>	/
<b>Fame</b>	GM Only
<b>Other</b>	GM Only

<b>P6 Name</b>	
<b>Character</b>	
<b>PFS#</b>	
<b>C# / Fact</b>	/
<b>Fame</b>	GM Only
<b>Other</b>	GM Only

<b>P3 Name</b>	
<b>Character</b>	
<b>PFS#</b>	
<b>C# / Fact</b>	/
<b>Fame</b>	GM Only
<b>Other</b>	GM Only

<b>P6 Name</b>	
<b>Character</b>	
<b>PFS#</b>	
<b>C# / Fact</b>	/
<b>Fame</b>	GM Only
<b>Other</b>	GM Only

### Challenge Points

Character Level	Challenge Points	Character Level	Challenge Points
Lowest	2	Mid-High	4
Mid-Low	3	Highest	6

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### Treasure Table

### Earn Income

Char Level	Bundle	Task	DC	Fail	Train	Expert	Master	Legendary
		<b>0</b>	14	0.01	0.05	0.05	0.05	0.05
<b>1</b>	1.4	<b>1</b>	15	0.02	0.2	0.2	0.2	0.2
<b>2</b>	2.2	<b>2</b>	16	0.04	0.3	0.3	0.3	0.3
<b>3</b>	3.8	<b>3</b>	18	0.08	0.5	0.5	0.5	0.5
<b>4</b>	6.4	<b>4</b>	19	0.1	0.7	0.8	0.8	0.8
<b>5</b>	10	<b>5</b>	20	0.2	0.9	1	1	1
<b>6</b>	15	<b>6</b>	22	0.3	1.5	2	2	2
<b>7</b>	22	<b>7</b>	23	0.4	2	2.5	2.5	2.5
<b>8</b>	30	<b>8</b>	24	0.5	2.5	3	3	3
<b>9</b>	44	<b>9</b>	26	0.6	3	4	4	4
<b>10</b>	60	<b>10</b>	27	0.7	4	5	6	6
<b>11</b>	86	<b>11</b>	28	0.8	5	6	8	8
<b>12</b>	124	<b>12</b>	30	0.9	6	8	10	10
<b>13</b>	188	<b>13</b>	31	1	7	10	15	15
<b>14</b>	274	<b>14</b>	32	1.5	8	15	20	20
<b>15</b>	408	<b>15</b>	34	2	10	20	28	28
<b>16</b>	620	<b>16</b>	35	2.5	13	25	36	40
<b>17</b>	960	<b>17</b>	36	3	15	30	45	55
<b>18</b>	1560	<b>18</b>	38	4	20	45	70	90
<b>19</b>	2660	<b>19</b>	29	6	30	60	100	130
<b>20</b>	3680	<b>20</b>	40	8	40	75	150	200
		<b>21</b>	42	-	50	90	175	300

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**Retail Incentive Program > \$10 (HtK + Choice) - \$50 > Enhanced Version**  
**Harder to Kill (All)** – 1/Game Reduce dying by 1. EV: Reduce dying by 2  
**Cheaper Healing** – Reduce cost of one healing spell/Ritual to 90%. EV: 80%  
**Recover from Wounds** – 1/Game Treat Wounds DC 15. EV: Master DC 30  
**Bonus Wealth** –CF on Earn Income to F. EV: Double F gold on CF or F

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