



This Record Certifies that

played by _____
Player _____ RPGA # _____

Has been accused of a serious crime in the
United Kingdom of Ahlissa

Event: _____ Date: _____

DM: _____
Signature _____ RPGA # _____



Wanted!

Serious Crime
Committed



Adventure Record#

The PC has been accused of one, or more, of the following serious crimes. Each crime is punishable by a variety of sentences which appear after each crime. Typically, an individual will only receive one punishment for each crime committed.

- Arson:** Death; Labour [11-20, 7-12 or 5-8 year sentence depending on severity of offence]; Enormous Fine.
- Assault (Grievous):** Mutilation; Labour [7-12, 5-8, 1-4 year sentence]; Enormous Fine; Heavy Fine; Standard Fine.
- Blackmail:** Death; Permanent Exile and Banishment; Labour [Life, 11-20, 7-12, 5-8, 1-4 year sentence]; Enormous Fine; Heavy Fine.
- Bribery of a Government Official:** Labour [11-20, 7-12, 5-8, 1-4 year sentence]; Enormous Fine; Heavy Fine; Standard Fine.
- Burglary:** Mutilation; Labour [5-8, 1-4 year sentence]; Enormous Fine; Heavy Fine; Standard Fine.
- Burglary of a Government Building:** Mutilation; Labour [7-12, 5-8, 1-4 year sentence]; Enormous Fine; Heavy Fine; Standard Fine.
- Damage to Property:** Labour [11-20, 7-12, 5-8, 1-4 year sentence]; Enormous Fine; Heavy Fine; Standard Fine.
- Embezzlement:** Permanent Exile and Banishment; Labour [Life, 11-20, 7-12, 5-8, 1-4 year sentence]; Enormous Fine; Heavy Fine.
- Fraud:** Permanent Exile and Banishment; Labour [Life, 11-20, 7-12, 5-8, 1-4 year sentence]; Enormous Fine; Heavy Fine.
- Impersonation of a Government Official:** Labour [5-8, 1-4 year sentence]; Enormous Fine; Heavy Fine; Standard Fine.
- Importation/Ownership of Controlled Items:** Permanent Exile and Banishment; Enormous Fine.
- Incitement to Riot:** Permanent Exile and Banishment; Labour [7-12, 5-8, 1-4 year sentence].
- Looting:** Death; Mutilation; Labour [5-8, 1-4 year sentence]; Enormous Fine; Heavy Fine; Standard Fine.
- Magical Interference with the Integrity of a Person:** Permanent Exile and Banishment; Mutilation.
- Manslaughter:** Permanent Exile and Banishment; Labour [11-20, 7-12, 5-8, 1-4 year sentence].
- Mass Murder:** Death.
- Murder:** Death; Labour [Life sentence].
- Perjury:** Labour [7-12, 5-8, 1-4 year sentence]; Enormous Fine; Heavy Fine.
- Poaching:** Mutilation; Labour [7-12, 5-8, 1-4 year sentence].
- Possessing Unlicensed Monsters:** Heavy Fine.
- Rioting and Affray:** Permanent Exile and Banishment; Labour [7-12, 5-8, 1-4 year sentence]; Enormous Fine; Heavy Fine; Standard Fine.
- Robbery:** Mutilation; Labour [5-8, 1-4 year sentence]; Enormous Fine; Heavy Fine; Standard Fine.
- Sedition:** Death; Permanent Exile and Banishment; Mutilation; Labour [Life; 11-20 year sentence].
- Tax Evasion:** Heavy Fine; Standard Fine.
- Tomb Robbing:** Permanent Exile and Banishment; Labour [7-12, 5-8, 1-4 year sentence]; Enormous Fine; Heavy Fine; Standard Fine.

- Treason:** Death.
- Vandalism:** Labour [5-8, 1-4 year sentence]; Enormous Fine; Heavy Fine; Standard Fine.
- Trafficking in Prescribed Magics:** Death.

Sentences

Death: The individual is beheaded, or for particularly heinous crimes burnt; it is not possible to be brought back to life.

Permanent Exile and Banishment: The individual is forever banished from all parts of the United Kingdom of Ahlissa. If caught within the marches of the Kingdom again, the offender will be slain or will suffer an Enormous Fine. If caught a second time, he will be slain.

Mutilation: Typically, the guilty party has some symbolic part of their body removed. For example, a thief might have his hand cut off.

Labour: In all instances, the period of labour is detailed with the charge. If the period is not Life, the individual may give all his possessions in trust to another to hold for him.

Fine: The exact level of fine is decided by the presiding official, but must remain within the prescribed limits.

Enormous Fine: 90-95% of total worth.

Heavy Fine: 60-80% of total worth.

Standard Fine: 25-40% of total worth.

Use of relevant favors may reduce the severity of the punishment by one rank per favor used. For example, a PC guilty of murder spends one favour to escape death and instead suffers Labour [life sentence]. To be completely exonerated of the crime a PC must first reduce his sentence to the minimum for that crime and then spend an additional two favours.

Exception: The crimes Murder, Mass Murder and Treason are so serious that they require **four** favours spent to completely avoid punishment.

Procedure for Using this AR

1. Tick the crime(s) the PC is accused of.
2. At subsequent events the player must declare this AR to the DM
3. At the end of a session taking place in the United Kingdom of Ahlissa the DM should make a secret d20 roll. On a 1 or 2 (a DC 20 Disguise check reduces this to 1) the PC will be captured and will be punished for the crimes he is accused of.
4. The DM should choose one of the listed punishments for the relevant crimes(s). A DC 20 Diplomacy check or Profession (lawyer) can reduce the severity of the punishment by one rank
5. Unless specifically mentioned otherwise in the scenario the wanted AR stays in play for 1 year. Each extra crime adds 1 year to the lifespan of the AR.

TU

Starting TU

TU

TU Cost

TU

Added TU Costs

TU REMAINING

TU REMAINING

GP

Starting GP

GP

GP Cost

GP

GP

FINAL GP TOTAL