



This Record Certifies that



#### Play Notes:

- ☐ First Joined AR # \_\_\_\_\_  
☐ Renewed AR # \_\_\_\_\_  
☐ Promoted AR # \_\_\_\_\_  
☐ Left AR # \_\_\_\_\_

Home Region \_\_\_\_\_



Adventure Record#

**598 CY**  
**ORGANIZATION**

**LEVEL OF**  
**ORGANIZATION**  
 & Annual Costs

Played by \_\_\_\_\_  
 Player \_\_\_\_\_ RPGA # \_\_\_\_\_

Is a Member of  
**The Church of Pelor**  
 A Meta-Organization of Veluna

Event: \_\_\_\_\_ Date: \_\_\_\_\_

DM: \_\_\_\_\_  
 Signature \_\_\_\_\_ RPGA # \_\_\_\_\_

The **Church of Pelor** contains most followers of the Sky Father in Veluna. For the most part, this consists of priests and paladins of Pelor, though favored souls of Pelor and Pelor-worshiping healers have recently had membership in the church opened by Brother-Regent Solinaar Hallas. Brother-Regent Hallas has taken over leadership of the church at the request of High Matriarch Sarana, who has become inexplicably ill as of late. In contrast to Veluna's more prominent faiths, which have increasingly focused on foreign dangers and rooting out internal threats, Brother Hallas has directed those who follow the Shining One to put of the bulk of church resources toward meeting the needs of the common people of the Vale. Wandering Pelorite priests have become an increasingly common sight outside the Diocese of Falsridge, prompting some concern from clergy of more established faiths.

#### Requirements to become an Acolyte:

- Resident of Veluna
- Alignment: Neutral good, lawful good, or chaotic good
- Must worship Pelor
- At least one level of Cleric, Favored Soul, Healer, or Paladin
- Skills: Heal 2 ranks, Knowledge (religion) 3 ranks
- 4 Time Units per year (usually spent traveling Veluna to provide healing services to those who could not otherwise afford it)
- Must uphold the tenets of Pelor at all times – especially kindness, mercy, and compassion. Gross violations of these tenets may result in expulsion from the church.

#### Acolyte

4 TUs annually

#### Brother

#### Father

TU

Starting TU

4 TU

TU Cost

- TU

Added TU Costs

TU REMAINING

#### Benefits of Membership:

- May claim sanctuary in any temple of Pelor in Veluna
- An Acolyte is considered to be Class 1 for determining cost and eligibility for spells from a temple or priest of Pelor in Veluna.
- An Acolyte gains a +1 bonus to Diplomacy checks with worshippers of Pelor and Velunan NPCs with Commoner levels.
- The above bonus shall not apply if the Acolyte is not wearing his holy vestments (his symbol of Pelor must be obvious). At the same time, this can cause negative reactions with opposed religions and is subject to modification per the module.
- Upon acceptance into the Church hierarchy, the new member receives a Holy Text (AE), Holy Water Sprinkler (LM) and Candelabra (AE) for free.
- Access to purchase the following items at normal price: Focusing Candle (A&E), Gravebane (AE), Healer's Balm (CAE), Percolator (AE), Priest's Bullet (LM), Restful Candle (AE), Sparker (AE)
- 50% discount on standard lifestyle upkeep while in region
- An Acolyte may use the honorific "Acolyte"

This AR does not count when determining Adventure, Regional, Metaregional, or Core access.

XP

Starting XP

- XXXXXX XP

XP lost or spent

XP

Subtotal

+ XXXXXX XP

XP Gained

XP

FINAL XP TOTAL

**NOTE:** All bonuses granted by meta-orgs are considered Circumstance bonuses which do not stack with bonuses granted by other meta-orgs (unless otherwise specified). See the latest edition of the VMCS for additional rules regarding this and other meta-organizations.

GP

Starting GP

Lifestyle

- ☐ None  
☐ Standard (12 gp x TU)  
☐ Rich (50 gp x TU)  
☐ Luxury (100 gp x TU)

- GP

Lifestyle Costs

GP

Subtotal

XXXXXX GP

Added GP Costs

GP

FINAL GP TOTAL