



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 Order of the Healing Hand of
the Shining One
 A Meta-Organization of Veluna

Event: _____ Date: _____

DM: _____
 Signature _____ RPGA # _____

The Order of the Healing Hand of the Shining One was recently ordained by Brother-Regent Solinaar Hallas and is limited to members of the church who have dedicated their lives most completely to the service of the common people of Veluna. Any member of the Church of Pelor who holds the rank of Brother or Father can also belong to the Order of the Healing Hands. Membership chiefly involves a commitment by an individual to give greatly from their own wealth and time. Members of the Order of the Healing Hand aid those who are in need and serve as a constant reminder of Pelor's kindness and Mercy. Citizens of Veluna, for their part, have come to have a great respect for the Healing Hands and view them in a generally favorable light. In addition to wearing a normal holy symbol of Pelor, members of the Order of the Healing Hand wear a small golden pin on their lapel, depicting an open palm surrounded by rays of light.

Requirements to become a Healing Hand:

- Must hold the rank of Brother or Father in the Church of Pelor (and fulfill all the requirements of that rank)
- 4 Time Units per year, in addition to whatever time units are required for holding the rank of Brother or Father
- Must tithe at least 20% of all money earned in an adventure, either donating it to the church or giving it directly to those in need (see Benefits below; this tithe supersedes the obligation for the rank of Brother or Father).
- 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.

Healing Hand

4 TUs annually;
 minimum 20% tithe on all earnings

TU

Starting TU

4 TU

TU Cost

- TU

Added TU Costs

TU REMAINING

TU REMAINING

XP

Starting XP

- XXXXXX XP

XP lost or spent

XP

Subtotal

+ XXXXXX XP

XP Gained

XP

FINAL XP TOTAL

Benefits of Membership:

- A Healing Hand must swear to put aside some portion of all money earned in an adventure for the benefit of the church or those who are in need. For every 10% of treasure he swears to donate or give away, the PC gains a +1 bonus to Diplomacy and Gather Information checks with any Velunan NPCs with Commoner levels (to a maximum of +4). This bonus does not stack with any bonus gained from any other rank held in the Church of Pelor.
- The PC may donate the required gold directly to the church or give it away during play to those that the PC feels are in need, as long as the gold is recorded as expended at the end of an adventure.
- If the PC fails to keep their oath to give away a portion of their treasure, that PC loses his or her membership in The Order of the Healing Hand and may only rejoin by special permission of the head of the church. A Healing Hand of the Shining One may swear an oath to increase the amount they give-up at any time, but may never reduce the amount without violating their oath.
- A member of the Order of the Healing Hand may refer to themselves as a "Healing Hand of the Shining One", in addition to any other church rank they might hold.

The Oath of the Healing Hand:

From where Pelor stands onward, I _____ (PC name)
 do solemnly swear that _____ (percentage) of the riches which I earn shall be
 given to those in need or directly to the Church of the Shining One. This oath I
 will keep for as long as the Sun Father's light graces me.

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.

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

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