



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 Rao
A Meta-Organization of Veluna

Event: _____ Date: _____

DM: _____
Signature _____ RPGA # _____

The **Church of Rao** represents the most powerful church in Veluna, both in number and in political clout. It consists of all of the clergy of the Church of Rao in Veluna, ranging from a 1st level priest at a local temple all the way up to Canon Truft. Most of the clergy are priests and paladins, but with an eye toward expanding its flock after the recent war with Herion, the Church has begun offering increased responsibilities to those faithful with less traditional upbringing and talents. Any priest of Rao who is not a member of the Church will be looked upon with curiosity at best, and as a potential heretic at worst. The Church therefore believes that it is in its best interest to bring these newcomers into the fold, and train them in more proper styles of worship (though they continue to be viewed with mistrust in some circles).

Requirements to become a Deacon:

- Resident of Veluna
- Alignment: Lawful good, neutral good, or lawful neutral
- Must worship Rao
- At least three levels of Cleric or Paladin (levels of cleric and paladin stack for this purpose; prestige classes allowed by this group also count towards this total)
- Skills: Diplomacy 2 ranks, Knowledge (religion) 6 ranks
- 6 months service as an Initiate
- 6 Time Units per year (in addition to one time cost upon advancement)

Initiate

Deacon

6 TUs when joining;
6 TUs annually

Curate

Benefits of Membership:

- May claim sanctuary in any temple of Rao in Veluna.
- A Deacon is considered to be Class 1 for determining cost and eligibility for spells from a temple or priest of Rao in Veluna.
- A Deacon gains 3 Influence points with the Church of Rao while in region.
- A Deacon gains a +2 bonus to Diplomacy checks with worshippers of Rao. He also gains a +1 bonus to Diplomacy checks with citizens of Veluna. These bonuses stack.
- The above bonuses shall not apply if the Deacon is not wearing his holy vestments (his symbol of Rao must be obvious). At the same time, this can cause negative reactions with opposed religions and is subject to modification per the module.
- Access to purchase the following items at normal price: Focusing Candle (CAD), Gravebane (AE), Priest's Bullet (LM), Restful Candle (AE), Sanctified (Du) armor or shield
- 50% discount on standard lifestyle upkeep while in region
- PC may use the honorific "Deacon" or "Deaconess"
- A Deacon that has taken a level of Inquisitor can use the honorific "Inquisitor of Rao"
- A Deacon that has taken a level of Hospitaler can use the honorific "Hospitaler of Rao"
- Access to the following alternate class features: Divine Counterspell (CM), Divine Magician (CM)

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

TU

Starting TU

6 TU

TU Cost

- TU

Added TU Costs



TU REMAINING

XP

Starting XP

- XXXXXXXX XP

XP lost or spent

XP

Subtotal

+ XXXXXXXX XP

XP Gained

XP

FINAL XP TOTAL