

## This Record Certifies that

Played by RPGA# Is a Member of The Church of Rao A Meta-Organization of Veluna



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☐ First Joined AR # ☐ Renewed AR # ☐ Promoted AR #

□ Left AR #

Home Region



ORGANIZATION

LEVEL OF ORGANIZATION & Annual Costs

**Event:** DM: Signature

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 an Initiate:

- Resident of Veluna
- · Alignment: Lawful good, neutral good, or lawful neutral
- Must worship Rao
- At least one level of Cleric, Favored Soul, or Paladin
- Skills: Diplomacy 1 rank, Knowledge (religion) 3 ranks
- 2 Time Units of study and training upon joining (one time cost)
- 4 Time Units per year (in addition to one time cost first year)

### Initiate

2 TUs when joining; 4 TUs annually

Deacon

Curate

Starting TU 4TU TU Cost 2 or o TU Added TU Costs TU REMAINING

# Benefits of Membership:

- May claim sanctuary in any temple of Rao in Veluna
- An Initiate is considered to be Class 1 for determining cost and eligibility for spells from a temple or priest of Rao in Veluna.
- An Initiate gains 1 Influence point with the Church of Rao while in region.
- An Initiate gains a +1 bonus to Diplomacy checks with worshippers of Rao. He also gains a +1 bonus to Diplomacy checks with citizens of Veluna. These bonuses
- The above bonuses shall not apply if the Initiate 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.
- 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 (CAd), Gravebane (AE), Priest's Bullet (LM), Restful Candle (AE)

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.

- 50% discount on standard lifestyle upkeep while in region
- PC may use the honorific "Initiate"

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

Subtotal XXXXX GP

Added GP Costs

FINAL GP TOTAL

ХP Starting XP XXXXXX XP XP lost or spent XP

Subtotal

XXXXXX XI XP Gained

XI

FINAL XP TOTAL