



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 Circle of Life
A Meta-Organization of Veluna

Event: _____ Date: _____

DM: _____
Signature _____ RPGA # _____

For centuries, the common folk of the Vale of the Moon have told tales of the legendary Circle of Life. From the days of the first Flan chieftains to the present hegemony of the Raoans, the Circle has lain at the back of dreams and among the primal roots of fear and hope. No two tales are the same, but they are all stories of the Circle of Life. A woman fleeing through the woods takes refuge in a mushroom ring. A boy sleeps for a century at the foot of a circle of ancient oaks, awaking to find his home so altered by the passage of time that he hardly recognizes it. A man cresting a hill finds himself walking among giant pillars of foreboding stone. Though it has as many aspects as it has seekers, there is but one Circle that encompasses all living things.

Requirements to become a Steward:

- Resident of Veluna
- Alignment: Lawful neutral, chaotic neutral, neutral, neutral good
- Skills: Handle Animal 7 ranks, Knowledge (nature) 7 ranks, Survival 14 ranks, 1 Rank in Knowledge (history) OR Knowledge (local – VTF)
- May not own an aligned weapon.
- Ability to rage OR ability to wild shape OR a favored enemy
- 12 months service as a Walker (must be current)
- Special: One of the Steward positions must be vacant in the Circle.
- Special: Aspiring Stewards must complete the special mission "The Long View".
- Special: Only the Veluna Triad can approve membership at this level.
- 6 Time Units per year (wilderness ordeal)

Seeker

Walker

Steward

6 TUs annually

Benefits of Membership:

- When speaking with an NPC Circle member, Stewards gain a +4 bonus to Diplomacy checks
- Stewards gain a +2 bonus to Diplomacy checks when dealing with most Flan, Rhennee, and elves
- Stewards may expect the reasonable obedience of NPC Walkers and Seekers in minor matters, at the DM's discretion.
- Stewards suffer a -4 penalty to Diplomacy checks when interacting with any of Veluna's nobles, as well as members of urban organizations, such as the Colleges, VOPA, and the Pack.
- Due to the time they have spent communing with the wild flora and fauna of Veluna, Stewards gain a +2 bonus to ONE Survival check per adventure while in the wilds of Veluna while in region. Alternatively, this bonus may be applied to a Handle Animal or Wild Empathy check with a wild animal native to Veluna.
- Access to the following alternate class features: Spiritual Connection (CC), View the Spirit World (CC)
- Access to the following feat: Swift Wild Shape (CC)
- Stewards may use the honorific "Steward". Though many regularly eschew this formality, the honorific must be used to employ the Steward's social interaction benefits.

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

- XXXXXXX XP

XP lost or spent

XP

Subtotal

+ XXXXXXX XP

XP Gained

XP

FINAL XP TOTAL