



This Record Certifies that

Played by _____
Player _____ RPGA # _____

Is a Member of
The Circle of Life
A Meta-Organization of Veluna



Play Notes:

- ☐ First Joined AR # _____
☐ Renewed AR # _____
☐ Promoted AR # _____
☐ Left AR # _____

Home Region _____

Event: _____ Date: _____

DM: _____
Signature _____ RPGA # _____



Adventure Record#

598 CY
ORGANIZATION

LEVEL OF
ORGANIZATION
& Annual Costs

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 Walker:

- Resident of Veluna, a nation bordering Veluna, or the Volverdyva metaregion
- Alignment: Lawful neutral, chaotic neutral, neutral, neutral good
- Skills: Survival 7 ranks, 7 ranks in Handle Animal OR Knowledge (nature)
- May not own an aligned weapon.
- Ability to rage OR ability to wild shape OR a favored enemy
- 6 months service as a Seeker (must be current)
- 4 Time Units per year (wilderness ordeal)

Seeker

Walker
4 TUs annually

Steward

TU

Starting TU

4 TU

TU Cost

- TU

Added TU Costs

TU REMAINING

Benefits of Membership:

- When speaking with an NPC Circle member, Walkers gain a +2 bonus to Diplomacy checks
- Walkers gain a +1 bonus to Diplomacy checks when dealing with rural Flan and Rhenee
- Walkers suffer a -2 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, Walkers 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)
- Walkers may use the honorific "Walker". Though many regularly eschew this formality, the honorific must be used to employ the Walker's social interaction benefits.

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.

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