



This Record Certifies that



Play Notes:

- First Joined AR # \_\_\_\_\_
- Renewed AR # \_\_\_\_\_
- Promoted AR # \_\_\_\_\_
- Left AR # \_\_\_\_\_

Adventure Record#

598 CY ORGANIZATION

LEVEL OF ORGANIZATION & Annual Costs

Played by \_\_\_\_\_ Player \_\_\_\_\_ RPGA # \_\_\_\_\_

Is a Member of the College of the Divine A Meta-Organization of Veluna

Home Region \_\_\_\_\_

Event: \_\_\_\_\_ Date: \_\_\_\_\_

DM: \_\_\_\_\_ Signature \_\_\_\_\_ RPGA # \_\_\_\_\_

Being a nation founded around the tenets and wisdom of Rao, it only makes sense that the College of the Divine holds a revered place in Veluna. The Church of Rao founded this university so that priests and holy men from around the Archclericy could gather to discuss all things divine, since only through learning more about other religions can you understand your place in the grand scheme of the world. The College resides in a large walled compound in the High Ward in Mitrik, along with the Great Library of Rao and the College of the Arcane. The College of the Divine is housed in its own buildings, attached to the Great Library of Rao, where members of the College maintain what are considered the most comprehensive religious records in the Flanaess. Worshippers of any god not disliked or banned in Veluna are welcome in the college. Many of the current members of the College of Bishops and other high-ranking priests started as students and professors in the College Divine.

Requirements to become an Initiate:

- Resident of Veluna
- Must worship a deity not disliked or hated in Veluna (see Religions In Veluna in the Veluna Meta-Campaign Sourcebook)
- Skills: Knowledge (religion) 6 ranks, 1 rank in Knowledge (history) OR Heal
- Spells: Able to cast 2nd-level divine spells
- 4 Time Units a year (studies, ministries, duties)

Initiate

4 TUs annually

Acolyte

High Priest

Benefits of Membership:

- Initiates are considered Class 1 for determining cost and eligibility for spells from a priest or temple of their religion in Veluna, and are considered Class 2 for determining cost and eligibility for spells and eligibility for spells from a priest or temple of Rao in Veluna.
- Initiates gain a +2 bonus to Knowledge (Religion), Spellcraft, or Heal checks made within the College, representing limited access to the Great Library of Rao and medical facilities.
- Initiates gain a +1 bonus to Diplomacy checks when dealing with members of an accepted Church in Veluna.
- Access to purchase the following items at normal price: Firmament Stone (Du), Focusing Candle (CAD), Gravebane (AE), Priest's Bullet (LM), Restful Candle (AE)
- Access to the following alternate class feature: Divine Magician (CM)

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

GP Subtotal

GP Added GP Costs

GP Added GP Costs

GP

GP FINAL GP TOTAL

TU Starting TU

4 TU TU Cost

- TU Added TU Costs

TU REMAINING

XP Starting XP

- XXXXXX XP XP lost or spent

XP Subtotal

+ XXXXXX XP XP Gained

XP

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.