



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
Knights of Salvation
 A Meta-Organization of Veluna

Home Region _____

Event: _____ Date: _____

DM: _____
 Signature _____ RPGA # _____

The **Knights of Salvation** are a small and demanding order, formed nearly 300 years ago by Canon Vandar II as an organization to exemplify the paragon of virtuous behavior in the eyes of Rao, and as an elite force for the defense of the Church. They number some 50 Knights and about 100 Squires, and are led by the High Council of Knights, consisting of 3 Lord Knights elected by the General Assembly of Knights, and 2 High Lord Knights who are appointed for life.

The Knights' code of conduct is strict and rigidly enforced. Even the slightest transgression against the Code of Salvation can be cause for dismissal from the order. Their society is steeped in ritual and tradition; they have a rich assortment of trappings in their ceremonies, which are a spectacle to behold.

The Knights act mainly as the defensive arm of the Church of Rao. Therefore, they practice at martial skills to keep their bodies honed and their minds clear. They believe that it is the duty of the righteous to smite evil wherever it is found. However, the Knights are a spiritual and intellectual group as well. They believe that the road to salvation lies in self-enlightenment. They strive to be examples of all that is virtuous in an individual, and as such, to inspire society by being role models of all that is right and good.

Requirements to become a Squire:

- Must be a resident of Veluna currently and for the previous one full year, and not have been a resident of any other region in that time. You may not change regions between the time you apply as a squire and become a full Knight. (See the *Veluna Meta-Campaign Sourcebook* for details)
- Must worship Rao during the qualifying time, and must remain a worshipper of Rao during squirehood
- Base Attack Bonus +7 OR the ability to cast 4th-level divine spells
- Feats: Armor Proficiency (heavy), Shield Proficiency, Mounted Combat, Ride-By Attack OR Trample
- Skills: Diplomacy 6 ranks, Knowledge (religion) 6 ranks
- Must own a suit of masterwork (or magical) full plate armor
- Spend influence with Church of Rao:
 - 12 Influence points OR
 - 6 Influence points if you are a MTG Guardsman 1st class or an Initiate in the Church of Rao, and have been for 12 months previous to applying to Knights OR
 - 3 Influence points if you are a MTG Sergeant or a Curate in the Church of Rao, and have been in the MTG or Church of Rao for 18 months previous to applying to Knights.
- 6 Time Units upon joining (religious retreat at the Cathedral of Rao in Mitrik)

Squire

6 TUs when joining

Knight

TU
 Starting TU

6 TU
 TU Cost

- TU
 Added TU Costs

TU REMAINING

Benefits of Membership:

- None

Code of Honor:

The Code of the Knights of Salvation can be broken down into five virtues: Piety, Honor, Honesty, Courtesy, and Valor. A Knight of Salvation is expected to die rather than break one of the codes of the five virtues. (For specifics, see the *Veluna Meta-Campaign Sourcebook*)

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

XP
 Starting XP

- XXXXXXXX XP
 XP lost or spent

XP
 Subtotal

+ XXXXXXXX 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.