



This Record Certifies that

Played by _____
Player _____ RPGA # _____

Is a Member of the
Mitrik Temple Guard
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

The **Mitrik Temple Guard** is actually much more than the name implies. The Guard is the police arm of the Church of Rao, the official Church of Veluna. The name is rooted in the origins of the organization. Originally, they were the guard unit formed to guard the temple grounds of the first organized temple of Rao in Mitrik. Over the centuries, as the Church grew, so did the Guard. Today, the Guard is responsible for protecting the temples of Rao throughout Veluna, as well as the clergy and worshippers of the God of Peace. Members of the Guard come from all walks of life, but are all devoted followers of Rao, recruited from the congregation, and are expected to uphold the tenets of the God of Peace, Serenity, and Knowledge. Many members of the Knights of Salvation are drawn from the ranks of the Mitrik Temple Guard.

Requirements to become a Guard Sergeant:

- Resident of Veluna. You may never change residence to another region without retiring from the Guard.
- 6 months service as Guardsman 1st Class; service must be current
- Base Attack Bonus: +5
- Skills: Knowledge (religion) 2 ranks
- Must have a minimum bonus of +2 to Diplomacy checks (not counting bonuses from magic items or other organizations)
- 6 Time Units per year
- Spend 2 additional Influence points with the Church of Rao

Guardsman 2nd
Class

Guardsman 1st
Class

Guard Sergeant
6 TUs annually

Guard Lieutenant

TU

Starting TU

6 TU

TU Cost

- TU

Added TU Costs

TU REMAINING

Benefits of Membership:

- A Guard Sergeant is considered to be Class 1 for determining cost and eligibility for spells from a temple or priest of Rao in Veluna.
- Guard Sergeants gain a +3 bonus to Diplomacy and Gather Information checks when dealing with worshippers of Rao and while in uniform (which can only be worn when on official business of the church).
- Guard Sergeants have police authority when on official business for the church while in region.
- Guard Sergeants are issued a badge, 40 Blunt Arrows (RW), and 10 Thundering Arrows (AE) when they achieve this rank, and have access to purchase more Thundering Arrows (AE)
- Free standard lifestyle upkeep while in region
- 3 permanent Influence points with the Church of Rao
- Access to the **Tactical Soldier** prestige class

Code of Conduct:

- Always protect church property and priests of Rao, with no rewards required or accepted for missions requested officially by the church of Rao
- Defend worshippers of Rao, rewards may be accepted but not required by the guardsman
- Always obey the lawful orders of a priest of Rao
- Uphold the peace in Veluna

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