



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
Mitrik Temple Guard
A Meta-Organization of Veluna

Event: _____ Date: _____

DM: _____
Signature _____ RPGA # _____

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 Guardsman 2nd Class:

- Resident of Veluna. Cannot have been resident of another region anytime in the last 52 TUs (note: new characters automatically meet this requirement). You may never change residence to another region without retiring from the Guard.
- Must worship Rao
- Base Attack Bonus: +2
- Skills: Knowledge (religion) 1 rank
- Must have a minimum bonus of +1 to Diplomacy checks (not counting bonuses from magic items or other organizations)
- Feats: Armor Proficiency (medium), Shield Proficiency, proficiency with at least one martial weapon
- Spend 1 Influence point from the Church of Rao
- Upon acceptance to the Guard, the PC must expend 6 time units to account for basic training.
- 4 Time Units per year (not including first year)

Guardsman 2nd
Class

6 TUs when joining;
4 TUs annually

Guardsman 1st
Class

Guard Sergeant

Guard
Lieutenant

TU

Starting TU

4 TU

TU Cost

- 6 or 0 TU

Added TU Costs

TU REMAINING

Benefits of Membership:

- A Guardsman is considered to be Class 1 for determining cost and eligibility for spells from a temple or priest of Rao in Veluna.
- Upon completion of basic training, the church will give the PC a free chain shirt, uniform tabard, a light steel shield, and the PC's choice of a long sword, heavy mace, flail, or battleaxe. This is all normal equipment that may not be sold and must be returned back to the temple guard when no longer in use.
- Guardsmen 2nd Class gain a +1 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).
- Guardsmen have police authority when on official business for the church while in region.
- Guardsmen are issued a badge and 20 Blunt Arrows (RW) when they first join.
- 50% discount on standard lifestyle upkeep while in region

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

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

XP

Starting XP

- XXXXXXX XP

XP lost or spent

XP

Subtotal

+ XXXXXXX XP

XP Gained

XP

FINAL XP TOTAL