



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  
**Monastery of the Unseen**  
A Meta-Organization of Veluna

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

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

It is generally acknowledged that Veluna has the best forces in arms defending its sovereignty and fighting the forces of evil. But sometimes, brute force and righteousness are not enough. Sometimes, stealth and a little flexibility in interpreting certain rules are called for in order to eliminate these threats. This is the belief held dear in the small **Monastery of the Unseen** located outside of Falsridge. Founded by a former Master of the Brotherhood of the Vale less than 100 years ago, it was built in direct response to the many devious, underhanded and secretive plots constantly springing up within Veluna's boundaries. The school focuses on teaching its members the arts of stealth and ferreting out evil wherever it plots, as well as delivering just retribution to the evildoers. With its location near the Great Western Road, there is a steady flow of travelers for the members to blend in with. Core to their beliefs is a devout allegiance to the Archclericy of Veluna, and a desire to protect its residents. It is rumored that this monastery works very closely with the forces of St. Cuthbert and is aided monetarily by the entrepreneur Dalingerat.

### Requirements to become an Rumor:

- Resident of Veluna
- Must worship Rao or St. Cuthbert
- Must swear allegiance to the Archclericy of Veluna
- Alignment: Lawful good or lawful neutral
- Feats: Improved Unarmed Strike
- Skills: 2 ranks in any six of the following: Bluff, Disguise, Diplomacy, Gather Information, Hide, Knowledge (local – VTF), Listen, Move Silently, Search, Sense Motive, Spot, Open Lock
- 2 Time Units per year (training and service)
- Upon joining the Monastery of the Unseen, the PC is forever barred from joining the Brotherhood of the Vale

### Rumor

2 TUs annually

### Whisper

### Shadowmaster

TU

Starting TU

2 TU

TU Cost

- TU

Added TU Costs

TU REMAINING

### Benefits of Membership:

- A Rumor gains a +1 bonus to Diplomacy checks when interacting with a member of the Church of Rao or St. Cuthbert. A Rumor's affiliation with the Monastery must be revealed to receive this bonus.
- A Rumor suffers a -1 penalty to Diplomacy checks when interacting with members of the Brotherhood of the Vale. This penalty occurs only if the Rumor's affiliation with the Monastery is revealed.

XP

Starting XP

- XXXXXXX XP

XP lost or spent

XP

Subtotal

+ XXXXXXX 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