



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
Order of the Hart
A Meta-Organization of Veluna

Event: _____ Date: _____

DM: _____
Signature _____ RPGA # _____

The **Knights of the Hart** were founded a very long time ago, an exact date known to few. They were created to serve the needs of the lords of Furyondy, Highfolk, and Veluna. Every single Knight of the Hart commands respect and it is rightly justified. They serve the three lands' best interests in their hearts and seek to end the Old One's reign of terror. The tripartite organization is made up of the Knights of the High Forest, the Knights of Furyondy, and the Knights of Veluna. No matter the knightly order, all must swear their undying loyalty to protect the lands of the three nations.

The Knights of the Hart often serve as arbitrators of justice in the lawless areas they patrol. The knights maintain strongholds and serve in their local governments. Over time, the knights have become involved in battles of politics, not of war – much to the dismay of some of the countries' leaders.

Still, through all these years, membership is open to commoners and nobles alike provided that each has shown their loyalty to not one, but all three countries. They also must have proven that they can not only hold their own in battle, but also show true courage and bravery in service to the people of Furyondy, Highfolk, and Veluna.

Requirements to become a Knight-Errant of Veluna:

- Resident of Veluna
- Race: Human or half-elf
- Alignment: Lawful good
- Must worship Rao, St. Cuthbert, or Heironeous
- Base Attack Bonus: +7
- Skills: Diplomacy 3 ranks, Knowledge (local) 2 ranks, Knowledge (nobility and royalty) 3 ranks, Knowledge (religion) 3 ranks, Ride 6 ranks
- Feats: Armor Proficiency (medium), Mounted Combat, Power Attack, Ride-By Attack, Weapon Focus (with patron deity's favored weapon)
- Must be a Squire of the Order of the Hart for a minimum of 6 months
- Must have vanquished a foe or broken up a plot of Iuz, Hextor, Nerull, or Tharizdun in at least three of the following lands: Veluna, Verbobonc, Furyondy, Highfolk, Bissel, or the Shield Lands
- 8 Time Units upon advancement and at the beginning of every year thereafter (training and duties)

Squire

Knight-Errant
8 TUs annually

Knight

TU

Starting TU

8 TU

TU Cost

- TU

Added TU Costs

TU REMAINING

XP

Starting XP

- XXXXXXX XP

XP lost or spent

XP

Subtotal

+ XXXXXXX XP

XP Gained

XP

FINAL XP TOTAL

Benefits of Membership:

- May request sanctuary in any church affiliated with the Church of Rao, the Church of St. Cuthbert, or the Church of Heironeous, or any stronghold of the Knights of Salvation or the Knights of Whitehale. Will be recognized and respected by anybody affiliated with these organizations.
- A Knight-Errant gains a +4 bonus to Diplomacy checks when dealing with any member of the Knights of Veluna when he presents himself to them and identifies himself as a Knight-Errant of Veluna
- A Knight-Errant gains a +2 bonus to Diplomacy checks when dealing with the Church of Rao, the Church of St. Cuthbert, the Church of Heironeous, or nobles of Veluna
- Access to purchase the following items: Fast-Donning Straps (RS), Masterwork Saddle (CAD), Nerv (CS), Riding Straps (RS), Signal Arrow (AE), Trail Bar (CS)
- Free standard lifestyle upkeep while in region. The Knight must maintain at least standard lifestyle in all modules taking place outside Veluna.
- A Knight-Errant is considered to have "Great renown" for purposes of the Leadership feat.
- 3 permanent Influence points with the Church of Rao, Church of St. Cuthbert, and Church of Heironeous (the points may be distributed among the Churches in any combination, but the PC may expend no more than 3 Influence points total per adventure from this benefit)
- 1 permanent Influence point with the nobility in Veluna
- Access to the **Knight of Veluna** prestige class

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