



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 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 annually (training and duties). This cost is waived if the PC becomes a Knight in the same year he became a Knight-Errant.
- Must have taken levels in the Knights of Veluna prestige class

Squire

Knight-Errant

Knight

8 TUs annually

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 Whitehall. Will be recognized and respected by anybody affiliated with these organizations.
- A Knight 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 of Veluna
- A Knight 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 (CA), 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 is considered to have "Great renown" for purposes of the Leadership feat.
- 7 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 7 Influence points total per adventure from this benefit)
- 3 permanent Influence points with the nobility in Veluna
- Upon his Knighthood, he is presented with a light steel shield (PHB) emblazoned with a Signature Crest (RS) depicting the insignia of the order. If the PC is already in possession of a personal coat of arms, he receives a grant of arms permitting him to incorporate the order's insignia into his personal coat of arms (typically on a canton).
- A Knight may use the honorific "Sir" or "Dame"
- 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

TU

Starting TU

8 TU

TU Cost

- TU

Added TU Costs

TU REMAINING

XP

Starting XP

- XXXXXXXX XP

XP lost or spent

XP

Subtotal

+ XXXXXXXX XP

XP Gained

XP

FINAL XP TOTAL