



This Record Certifies that

Played by _____
Player _____ RPGA # _____

Is a Member of the
Order of the Hart
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 **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 Squire:

- Resident of Veluna
- Race: Human or half-elf
- Alignment: Lawful good
- Must worship Rao, St. Cuthbert, or Heironeous
- Base Attack Bonus: +3
- Feats: Armor Proficiency (medium), Mounted Combat
- Skills: Diplomacy 3 ranks, Ride 3 ranks
- Permanently expend 1 Influence point with the Knights of Veluna, Knights of Furyondy, or Knights of Highfolk, OR permanently expend 3 Influence points with the nobility of Veluna
- 4 Time Units upon joining and at the beginning of every year thereafter (training and duties)

Squire

4 TUs annually

Knight-Errant

Knight

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
- A Squire gains a +1 bonus on Diplomacy checks with any member of the Knights of Veluna when he presents himself as a squire to them
- A Squire gains a +1 bonus to Diplomacy checks with the nobility of Veluna

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

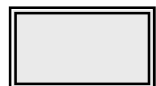
Starting TU

4 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

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.