



This Record Certifies that

Played by _____
Player _____ RPGA # _____

Is a Member of
The Pack
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 Pack is a loose confederation of many organizations with similar goals and philosophies throughout Veluna. The organizations are mostly geographically divided, with one Pack overseeing all gambling operations in the north, for example, while another handles fencing operations in the south. The separate organizations had existed for generations, but only since the end of the Greyhawk Wars did they come to cooperate on a national level. Thus the Pack was born. To this day, they make sure that the Pack's non-evil methods are more profitable than those used by the competition.

An **Apprentice** is an initiate whose actions will be closely watched by his superiors. As long as he cooperates with the many and various members, and does not show a tendency to lean toward evil, he may later be considered for promotion. Other members will generally make an effort to share their knowledge with him during this time. While the apprentice's knowledge of other Pack members is very limited, many may know of him.

Requirements to become an Apprentice:

- Resident of Veluna
- Alignment: Any nonevil
- Sneak attack +1d6 OR four rogue class skills at 4 ranks or higher
- 3 Time Units per year (duties)
- PC must pay a 5% 'fee' of all money earned in adventures to cover legal fees and other "expenses"
- Must be recruited by a current member, either a PC or NPC, in a module or interactive

Apprentice

3 TUs annually;
5% of all future earnings

Guildsman

Capo

Master

TU

Starting TU

3 TU

TU Cost

- TU

Added TU Costs

TU REMAINING

Benefits of Membership:

- An Apprentice gains a +1 bonus to Diplomacy checks when dealing with other members of The Pack
- If contact is made with Pack members during an adventure (see **Table P1** in the VMCS to determine chance of success), the Apprentice may add a +2 bonus to any Gather Information checks (judge's call on benefits and penalties can be assessed for overuse and for how long it will take to get this information)
- An Apprentice gains a +1 bonus to Sleight of Hand checks for moneymaking due to assistance of other Pack members available for help
- An Apprentice suffers a -1 penalty to all Bluff and Diplomacy checks when dealing with any Church or military authority of Veluna
- Access to purchase the following items at normal price: Ascender/Slider (AE), Bolt Cutters (AE), Collapsible Grappling Hook (AE), False Book (AE), Glass Cutter (AE), Grappling Ladder (AE), Hacksaw (common or superior) (AE or Du), Hand Periscope (Du), Housebreaker Harness (AE), Jeweler's Loupe (AE), Silent Shoes (AE), Smuggler's Boots (AE)
- 25% discount on standard lifestyle upkeep while in region
- Access to the following alternate class feature: Antiquarian (CC)

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

- 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.