



This Record Certifies that



Play Notes:

- ☐ First Joined AR # _____
☐ Renewed AR # _____
☐ Promoted AR # _____
☐ Left AR # _____



Adventure Record#

598 CY
ORGANIZATION

LEVEL OF
ORGANIZATION
 & Annual Costs

Played by _____
 Player _____ RPGA # _____

Is a Member of
The Pack
 A Meta-Organization of Veluna

Home Region _____

Event: _____ Date: _____

DM: _____
 Signature _____ RPGA # _____

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.

A **Guildsman** begins to see that there are inner workings going on within the Pack. At times the Pack must work with other organizations, or on its behalf to keep the flow of information steadily coming into Veluna, so that it may better deal with threats from within and without. At this tier, superiors begin requiring service as well as a license fee, but the Guildsman also begins to see his work paying off. Knowledge of other members includes hangouts, where to look to find others, as well as a few members in each city that are known by call sign, if not by name.

Requirements to become a Guildsman:

- Resident of Veluna
- Alignment: Any nonevil
- Sneak attack +2d6 OR four rogue class skills at 6 ranks or higher
- 6 months service as an Apprentice
- 4 Time Units per year (duties)
- PC must pay a 5% 'fee' of all money earned in adventures to cover legal fees and other "expenses".
- **Special:** Upon reaching this tier, the member receives a mark, similar to a tattoo, somewhere on his person; the design is up to the PC, but it always incorporates a small wolf's paw somewhere in the design. It is never in an obvious, visible location (sometimes under the arm, for example, or on the individual's heel). It does not radiate magic, but nothing short of a *wish*, a *miracle*, or permanent death, removes it (the mark returns even if the PC is *reincarnated*). A made man is a marked man.

Apprentice

Guildsman

4 TUs annually;
 5% of all future earnings

Capo

Master

TU

Starting TU

4 TU

TU Cost

- TU

Added TU Costs

TU REMAINING

Benefits of Membership:

- A Guildsman gains a +2 bonus to Diplomacy checks when dealing with other members of The Pack.
- If contact is made with Pack members during an adventure (see **Table Pr** in the VMCS to determine chance of success), the Guildsman may add a +2 bonus to any Gather Information checks (judge's call on benefits and penalties can be assessed for overuse)
- A Guildsman gains a +2 bonus to Sleight of Hand checks for money making
- A Guildsman suffers a -1 penalty to Bluff and Diplomacy checks when dealing with any Church or military authority of Veluna who is aware of the PC's affiliation with the Pack.
- Access to purchase the following items at normal price: Ascender/Slider (AE), Bolt Cutters (AE), Boot Blade (CS), Boot Sheath (AE), Camouflage Kit (CA), Catstink (CA), Collapsible Grappling Hook (AE), False Book (AE), Forgery Kit (CA), Forger's Paper (CS), Freeglide (CA), Glass Cutter (AE), Grappling Ladder (AE), Hacksaw (common or superior) (AE or Du), Hand Periscope (Du), Housebreaker Harness (AE), Jeweler's Loupe (AE), Knife Vest (AE), Listening Cone (CA), Sashling (RW), Silent Shoes (AE), Sleeve Blade (CS), Smuggler's Boots (AE), Softfoot (CA), Wrist Sheath (AE)
- 50% discount on standard lifestyle upkeep while in region
- Access to the following alternate class features: Antiquarian (CC), Quick Fingers (DS)

This AR does not count when determining Adventure, Regional, Metaregional, or Core access.

XP

Starting XP

- XXXXXX XP

XP lost or spent

XP

Subtotal

+ XXXXXX 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.

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