



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 Pack
 A Meta-Organization of Veluna

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.

Masters have been recognized by the Guildmaster for service, and have been given much responsibility within the organization. More overseeing of activities is now in the job description, as is what little (and temporary) paperwork is required by the Pack. Occasionally the Master finds himself being called upon by associates of the Pack (sometimes even by the churches themselves, although such gossip is quickly denied) to "discover" information for them via means mundane, or in places where greater knowledge of a people or area is needed than that can be discovered by scrying.

Requirements to become a Master:

- Resident of Veluna
- Alignment: Lawful neutral
- Sneak attack +5d6 OR six rogue class skills at 12 ranks or higher
- 12 months service as a Capo
- 8 Time Units per year (duties)
- PC must pay a 5% 'fee' of all money earned in adventures to cover legal fees and other "expenses"

Apprentice

Guildsman

Capo

Master

8 TUs annually;
 5% of all future earnings

TU

Starting TU

8 TU

TU Cost

- TU

Added TU Costs

TU REMAINING

Benefits of Membership:

- The Master gains a +4 bonus to Diplomacy checks when dealing with other members of The Pack, due to your reputation as an authority within the group.
- If contact is made with Pack members during an adventure (see **Table P1** in the VMCS to determine chance of success), the Master may add a +4 bonus to any Gather Information checks (judge's call on benefits and penalties can be assessed for overuse)
- The Master gains a +4 bonus to Sleight of Hand checks for money making
- The Master gains a +2 bonus to all Bluff checks when dealing with any Church or military authority of Veluna. If the authority is aware of the PC's affiliation with the Pack, the +2 bonus becomes a -4 penalty to Bluff and Diplomacy checks.
- Access to purchase the following items at normal price: Alchemical Tooth (CAD), Antitoxin Capsule (CAD), Ascender/Slider (AE), Bolt Cutters (AE), Boot Blade (CS), Boot Sheath (AE), Camouflage Kit (CAD), Capsule Retainer (CAD), Catstink (CAD), Collapsible Grappling Hook (AE), False Book (AE), Flash Pellet (CAD), Forgery Kit (CAD), Forger's Paper (CS), Freeglide (CAD), 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), Leap Capsule (CAD), Listening Cone (CAD), Lockslic (Du), Lockslip Grease (CAD), Longspoon Thieves' Tools (normal or masterwork) (CAD), Sashling (RW), Silent Shoes (AE), Sleeve Blade (CS), Swiftstride Capsule (CAD), Smuggler's Boots (AE), Softfoot (CAD), Stability Capsule (CAD), Wrist Sheath (AE)
- Free standard lifestyle upkeep while in region
- Access to the following alternate class features: Antiquarian (CC), Quick Fingers (DS), Spell Sense (CM)
- Access to the **Spymaster** 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

XP

Starting XP

- XXXXXXXX XP

XP lost or spent

XP

Subtotal

+ XXXXXXXX XP

XP Gained

XP

FINAL XP TOTAL