



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  
**Rhennee**  
A Meta-Organization of Veluna

Event: \_\_\_\_\_ Date: \_\_\_\_\_

DM: \_\_\_\_\_  
Signature \_\_\_\_\_ RPGA # \_\_\_\_\_

The Rhennee are not native to Oerth; rather, they are accidental travelers from another plane or world, citizens of a lost homeland they call Rhop. Their legends say that they appeared first in the Great Kingdom, in or near the Adri Forest. Pursued monsters and hostile Aerdi, they fled west to the shores of the Lake of Unknown Depths, where they took to life on the water. They now expertly ply the great rivers that cross the Flanaess and migrate between the three great lakes.

In Veluna, the bargefolk can be found along the length of the Ververdyva, and as far up the Fals River as Mitrik (although barges have been known to navigate the river at least as far as Thornward). Though generally unwelcome on the northern shores of the Ververdyva, people on the Veluna side of the river have slowly developed a tolerance for the Rhennee presence and culture; however, a degree of mutual distrust and antagonism persists, and keeps the Rhenn-folk relatively unmixed with other races.

### Requirements to become a Bargewench:

- Resident of Veluna
- Race: Rhennee (female)
- Base Attack Bonus: +1
- Skills: 1 rank in any two of the following: Bluff, Craft (alchemy), Heal, Perform (dance or any musical instrument), Spellcraft
- Language: Rhopan
- Must earn coin after at least one adventure using the Craft (Alchemy) or Perform skills
- 2 Time Units (entertaining and tending to the needs of the bargefolk)

Bargeman

Darkhagard

Bargewright

**Bargewench**  
2 TUs annually

Wise Woman

### Benefits of Membership:

- A Bargewench suffers a -1 penalty to Diplomacy and Gather Information checks when dealing with non-Rhennee inhabitants of Veluna, except with members of the Church of Rao (landfolk prejudice)
- A Bargewench gains a +1 bonus to Bluff and Gather Information checks when dealing with Rhennee on or around the Ververdyva River or Attloi in Veluna.
- A Bargewench may use the CAd rules for using bardic music with masterwork instruments for one of the following instruments (circle one): Fiddle, Lute, Mandolin
- Access to purchase the following items at normal price: Clearwater Tablet (CS), Float Bladder (Sto), Navigator's Kit (AE), Oilskin Suit (Sto), Sleeve Blade (CS), Swimmer's Kit (AE), Swimming Goggles (Sto)

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

2 TU

TU Cost

- TU

Added TU Costs



TU REMAINING

XP

Starting XP

- XXXXXXX XP

XP lost or spent

XP

Subtotal

+ XXXXXXX 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.