



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  
**Veluna Organization**  
**of Performance Arts**  
 A Meta-Organization of Veluna

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

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

The Veluna Organization of Performance Arts (VOPA) is headquartered at the Veluna National Theater located in Mitrik. More than just a theater, it houses an entire university for the study of the performance arts. The purpose of the school is to help students learn their art; introduce new techniques; pass on news, tales, and legends; and provide performance opportunities. While Mitrik plays host as the largest hub of activities, Devarnish and Veluna City have roles as well, with branch campuses, theaters, and some administrative offices. Subsidiary guildhalls can be found in the ruling city of each other diocese (Falsridge, Grayington, Kempton, Lorrish, Valkurl, and Whitehale). Other supporters and instructors may be found over all of Veluna – there are taverns, inns, way stations, and homes of those friendly to performers; also members and alumnae that have made their homes in out-of-the-way locations.

#### Requirements to join Alumni Association:

- At any point during his studies after achieving Student status, a member of VOPA may choose to stop advancing through the tiers of the school. As long as the PC pays the fee and spends the time, he will be considered an active Alumnus, and can receive the benefits described below. (see the *Veluna Meta-Campaign Sourcebook* for additional details)
- 1 Time Unit per tier achieved beyond Student per year (reunions, outings, talks to prospective and active students), minimum 2 TU. (i.e., Student = 0 TU, Performer = 2 TU, Equal = 3 TU, etc.)
- 250 gp annual alumni association dues (may be paid by patron)

Apprentice

Student

Performer

Equal

Mentor

Prodigy

Faculty

Alumni

1 TU/tier beyond Student,  
 and 250 gp annually

TU

Starting TU

TU Cost

- TU

Added TU Costs

TU REMAINING

#### Benefits of Membership:

- Street performance license for all of Veluna
- 20% discount on musical instruments, equipment, supplies, and tools from the PHB (school store)
- 25% discount on tickets to the VNT, and 10 free tickets per year (subject to availability)
- As needed access to core areas and many private areas of the Great Library of Rao
- +1 bonus to Perform checks when performing with an active member or Alumni of the VOPA
- The Alumnus may retain the bonuses of his last active tier (Performer, Equal, etc.) to the following checks:
  - Gather Information checks (the bonus still only applies when able to contact other members of VOPA, bards or sages, librarians, talkative old rumormongers, snitches or informants)
  - The elective skills from his major (the circumstances must still apply – see Table T2 in the *Veluna Meta-Campaign Sourcebook*)
  - Bardic Knowledge checks (the PC must still be able to contact other members of VOPA, bards, or sages)
  - Profession (entertainer) checks (or similar skill) (audience must still be aware PC was a member of VOPA)
- The Alumnus retains access to the CAd rules for using bardic music with masterwork instruments for those instruments he indicated at his last active tier (also must be noted below).
- No further access to prestige classes (PC may no longer advance in prestige classes offered by VOPA without access from another source)

Chosen Instruments: \_\_\_\_\_

**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

- 250 GP

Added GP Costs

GP

FINAL GP TOTAL

XP

Starting XP

- XXXXXX XP

XP lost or spent

XP

Subtotal

+ XXXXXX XP

XP Gained

XP

FINAL XP TOTAL