



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 become a Prodigy:

- Skills: Perform 14 ranks and 7 ranks in 3 elective skills (see Table T1 in the *Veluna Meta-Campaign Sourcebook*) from Prodigy's chosen major OR
- Skills: Perform 8 ranks and 14 ranks in any 3 elective skills (see Table T1) from Prodigy's chosen major
- Must be a current Mentor in VOPA
- 1 Time Unit for resident Prodigies, 2 Time Units for foreign Prodigies (one time cost upon advancing)
- 9 Time Units per year (classes and/or required performances) (in addition to one time cost first year)
- 350 gp annual tuition (may be paid by patron)

Apprentice

Student

Performer

Equal

Mentor

**Prodigy**

1 or 2 TU one-time cost;  
9 TUs and 350 gp  
annually

Faculty

Alumni

TU

Starting TU

9 TU

TU Cost

- 1 or 2 TU

Added TU Costs

TU REMAINING

XP

Starting XP

- XXXXXX XP

XP lost or spent

XP

Subtotal

+ XXXXXX XP

XP Gained

XP

FINAL XP TOTAL

### Benefits of Membership:

- Street performance license for all of Veluna
- 20% discount on musical instruments, equipment, supplies, and tools from the PHB (school store)
- 50% 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
- +2 bonus to Perform checks when performing with another active member or Alumni of VOPA
- +4 bonus to Gather Information checks when able to contact other members of VOPA, bards or sages. This bonus is still only +3 when only able to contact librarians, talkative old rumormongers, snitches or informants
- +1 bonus to five elective skills from Prodigy's major (the bonuses from Mentor level, and a new +1 bonus to a different skill). The circumstance involved varies per skill (see Table T2 in the *Veluna Meta-Campaign Sourcebook*)
- +2 bonus to Bardic Knowledge checks when able to contact other members of VOPA, bards or sages
- +4 bonus to Profession (entertainer) checks (or similar skill) when audience is aware PC is a member of VOPA
- A Prodigy may use the CAd rules for using bardic music with masterwork instruments for three instruments of his choice (noted below).
- 50% discount on standard lifestyle upkeep while in region
- Access to the following alternate class feature: Hymn of Fortification (CC), Spellbreaker Song (CM)
- Access to the following feat: Master of Knowledge (HH)
- Access to the **Spymaster** prestige class

Chosen Instruments (3): \_\_\_\_\_

**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

- 350 GP

Added GP Costs

GP

FINAL GP TOTAL