



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
Knights of Whitehale
 A Meta-Organization of Veluna

Event: _____ Date: _____

DM: _____
 Signature _____ RPGA # _____

The **Knights of Whitehale** were created over 40 years ago by Duke Mar Landis. Duke Landis recognized the threat that the northern kingdoms presented to Veluna if Furyondy was ever to fall and went to the Celestial Order with a proposal for a northern defense force. When his proposal was voted down he took matters into his own hands. He gathered together his most experienced and honorable warriors in his diocese and formed the Knights of Whitehale. The knighthood is a very strict and martial order, with a strong code of honor, and expect all in their organization to adhere to it to the letter. The Knights of Whitehale are known far and wide as strong warriors and they are welcome in almost any group during battle.

Originally, the Knights consisted of only 14 men, but have grown greatly in the past 40 years. They had numbered over 40 knights and 200 men-at-arms and squires, and had moved their base of operations to Castle Sepher; however, recent events have taken their toll on the Knights – that fortification was the primary focus of Herion's initial assault, and many Knights were killed that day. They are currently led by the Knight Imperious Ellard Rojan. He has led the Knighthood for 9 years.

Requirements to become a Knight of the Vale:

- Resident of Veluna
- Race: Human, elf, or half-elf
- Alignment: Lawful good or lawful neutral
- Base Attack Bonus: +7
- Skills: Knowledge (local – VTF) 4 ranks, Ride 6 ranks
- Feats: Mounted Combat, Weapon Focus (any martial melee weapon), and any one of the following: Ride-By Attack, Spirited Charge, or Trample
- Spend 1 Influence Point with the Knights of Whitehale, the Landis family, the Church of Rao, the Church of Heironeous, or the Church of St. Cuthbert
- Must be a Squire of the Knights of Whitehale for a minimum of 12 months
- 6 Time Units upon advancement and at the beginning of every year thereafter (training and duties)

Squire

Knight
 6 TUs annually

TU

Starting TU

6 TU

TU Cost

- TU

Added TU Costs

TU REMAINING

TU REMAINING

XP

Starting XP

- XXXXXX XP

XP lost or spent

XP

Subtotal

+ XXXXXX XP

XP Gained

XP

FINAL XP TOTAL

Benefits of Membership:

- A Knight may request sanctuary in Castle Sepher when in its area. This is for the Knight and his companions, provided the Knight can vouch for them. He is held responsible for their actions during this time. Castle Sepher can refuse sanctuary to those it deems "unsavory", those with bad reputations, or those that are wanted by a Church or the government.
- A Knight gains a +4 bonus to Diplomacy checks when dealing with any member of the Knights of Whitehale when he presents himself to them and identifies himself as a Knight of Whitehale
- A Knight gains a +2 bonus to Diplomacy checks when dealing with residents of Whitehale Diocese
- A Knight gains a +1 bonus to Diplomacy checks when dealing with members of the Knights of Salvation or any accepted Church in Veluna
- Access to purchase the following items: Flyer's Saddle (RS), Riding Straps (RS)
- Upon his Knighthood, he is presented with a heavy steel shield (PHB) emblazoned with a Signature Crest (RS) depicting the symbols of Veluna, Rao, the Order and his family crest.
- Free standard lifestyle upkeep while in region. The Knight must maintain at least standard lifestyle in all modules taking place outside Veluna.
- PC may use the honorific "Sir" or "Dame"

Code of Conduct:

"I am a Knight of Whitehale. I stand righteous in the light and shall brook no evil in my presence. I shall defend those who cannot defend themselves. I shall search out evil in all its forms and banish it from this world. I shall answer pleas of help from the weak and calls to arms from my lord. I will defend Veluna with my life and my very being. With our Lord Rao's blessing in all things, I shall strive to uphold all of this and more with every action I take and every word I speak."

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