

This Record Certifies that

Played by $\frac{}{\frac{\text{Player}}{\text{Is a Member of}}}$

Is a Member of

The Pack

A Meta-Organization of Veluna



Play Notes:

- ☐ First Joined AR # ____ ☐ Renewed AR #
- □ Promoted AR #
 □ Left AR #

Home Region



Adventure Record#

598 CY ORGANIZATION

LEVEL OF ORGANIZATION & Annual Costs

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.

Having garnered some trust within the Pack, a **Capo** begins to see more of the deeds performed by the organization, and has been given some responsibility for performing and planning these tasks. The knowledge of other members is much more extensive, often knowing members' names, or where to find them in both cities and towns throughout Veluna. The member's diligence and hard work is beginning to pay off, and it becomes clear how the Pack fills a mundane niche that no "legal" organization would perform nearly as well.

Requirements to become a Capo:

- Resident of Veluna
- Alignment: Lawful neutral, lawful good, neutral good, or neutral
- Sneak attack +3d6 <u>OR</u> six rogue class skills at 8 ranks or higher
- 6 months service as a Guildsman
- 6 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

Саро

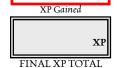
6 TUs annually; 5% of all future earnings

Master

10	
Starting TU	
6 TU	
TU Cost	
- TU	
Added TU Costs	

TU REMAINING

Starting XP - XXXXXX XP XP lost or spent XP Subtotal



XXXXXX XP

Benefits of Membership:

- The Capo gains a +3 bonus to Diplomacy checks when dealing with other members of The Pack.
- If contact is made with Pack members during an adventure (see Table P1 in the VMCS to determine chance of success), the Capo may add a +3 bonus to any Gather Information checks (judge's call on benefits and penalties can be assessed for overuse)
- The Capo gains a +3 bonus to Sleight of Hand checks for money making
- The Capo gains a +1 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, this +1 bonus becomes a -2 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), 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), Lockslip Grease (CAd), Longspoon Thieves' Tools (normal or masterwork) (CAd), Sashling (RW), Silent Shoes (AE), Sleeve Blade (CS), Smuggler's Boots (AE), Softfoot (CAd), Stability Capsule (CAd), Wrist Sheath (AE)
- 75% discount on 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

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 gn x T
- (50 gp x TU) **□** Luxury
- (100 gp x TU)

Lifestyle Costs

G) Subtotal

XXXXX GP

Added GP Costs

GP

FINAL GP 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.