



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 Pack
A Meta-Organization of Veluna

Event: _____ Date: _____

DM: _____
Signature _____ RPGA # _____

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 OR 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

Capo

6 TUs annually;
5% of all future earnings

Master

TU

Starting TU

6 TU

TU Cost

- 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:

- 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 Pr** 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

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