



This Record Certifies that

Played by

Player

RPGA #

Has Joined
The Burrowers
A Sunndi Meta Organization



Org Notes:

- First Joined AR # _____
- Left AR # _____
- Deserted AR # _____



Meta Play Record#

596 CY
Organization

Home Region **Sunndi**
Residency _____

Event: _____ Date: _____

DM: _____

Signature

RPGA #

Requirements

In order to join the Burrowers one must:

- ❖ Be a resident of the Hollow Highlands. Any character that has as his home region Sunndi can elect to be a resident of the Hollow Highlands. Note that being a resident of the Hollow Highlands may exclude one from joining other meta-organizations.
- ❖ Speak Halfling, Gnome, or Dwarf
- ❖ Minimum of 4 ranks in either Climb, Profession [mining], Hide, Knowledge [dungeoneering] or Survival.

Recurring Costs

- ❖ A Burrower must spend a minimum of 4 TU per year patrolling the passes in the highlands.
- ❖ With the war going on, leaving the organization may be seen as desertion (see the Sunndi Army for details).

Benefits

- ❖ A Burrower has a well-liked status with the temples of Yondalla, Ulaa, Jascar, Fortubo and Carl Glittergold in Sunndi.
- ❖ A member may gain a rank, as if he was a member of the Sunndi army, provided he has the correct requirements, with the added benefits for this rank as detailed in *Heroes of Battle*. A member starts with the rank of private. A member who has been a private for at least a year can advance to the rank of corporal provided he has enough military *promotion points*. A member who has been a corporal for at least a year can advance to the rank of sergeant provided he has enough military *promotion points*. A member who has been a sergeant for at least a year can advance to the rank of lieutenant provided he has enough military *promotion points*. Members cannot advance to the rank of captain.
- ❖ Burrowers are well trusted and gain a +2 circumstance bonus on Bluff and Diplomacy with people in the Hollow Highlands.
- ❖ Burrowers are welcome guests in most communities in the hollow highlands. They have a 50% discount on standard upkeep while in the Hollow Highlands, and a 25% discount in the rest of Sunndi.
- ❖ Burrowers gain a +2 circumstance bonus on Survival and Knowledge [geography] in the Hollow Highlands.
- ❖ Burrowers get to know the ins and outs of the secret passageways in the Hollow Highlands. Because he can use secret passages and hard known roads, a Burrower may ignore penalties for rough terrain concerning long distance travel in the Hollow Highlands. He can extend this benefit to his mount/animal companion and to an accompanying party provided it consists of no more than 10 creatures of medium size or smaller or 5 riders of medium size or smaller and their mounts.
- ❖ Burrowers have a semi-official status. As such, impersonating a burrower is punishable by law (see the King's laws in the Law in Sunndi).

GP

Starting GP

- 0 GP

GP Spent

GP

Subtotal

+ 0 GP

GP Gained

GP

FINAL GP TOTAL

TU

Starting TU

4

TU Cost

- TU

Added TU Costs

TU REMAINING

Residency

This AR does not count when determining Access: Adventure.

XP

CURRENT XP TOTAL