



Org Notes:

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

Meta Play Record#

This Record Certifies that

596 CY
Organization

Played by _____

Player _____

RPGA # _____

Has Joined

An Established Church of Sunndi
Lay Member of _____

A Sunndi Meta Organization

Home Region _____

Residency _____

Event: _____ Date: _____

DM: _____

Signature _____

RPGA # _____

Requirements

In order to join, a lay member must:

- ❖ Choose one of the following churches (and note it above): Beory, Ehlonna, Fortubo, Pelor, Trithereon, Olidammara, or Ulaa.
- ❖ Swear an oath of devotion to the chosen deity in an established temple, witnessed by at least one priest of the Established Church.

Recurring Costs

- ❖ A member must spend a minimum of 2 TU per year of work on behalf of the Church, which includes attending services.
- ❖ A member must tithe 5% of gold gained per scenario to the Church (the amount the DM states you receive). Alternatively, he may choose to spend 4 additional TU aiding the organization in fulfilling those tasks.

A member of Disciples of the Phoenix of at least talon rank, or a member of the Solar Shields of at least hunter rank already tithes to the church and is not required to tithe more if the joined church is the church of Pelor.

Benefits

- ❖ Well liked by the church of the chosen faith, as described in the chapter 'Divine Spellcasting in Sunndi'
- ❖ +1 circumstance bonus on all Diplomacy/Bluff/Gather Information rolls with members of the chosen faith.
- ❖ Temples offer cheap lodging to the members of their faith. Stays at a temple require payment at lowest inn rate (50% Adventurer's Upkeep; Regional Modules and Metaregional Modules beginning or set in Sunndi). Non-members will not be sheltered.
- ❖ Lay members can petition to the Church in Sunndi for a reduced fee for clerical spell casting once per scenario. The reduction is 20% and applies to spells up to 3rd level. The discount does not include the cost for material components, which need be paid in full.
- ❖ +1 circumstance bonus on Knowledge [religion] related to the chosen faith

GP

Starting GP

- 0 GP

GP Spent

GP

Subtotal

+ 0 GP

GP Gained

GP

FINAL GP TOTAL

TU

Starting TU

2 or 6

TU Cost

- TU

Added TU Costs

TU REMAINING

Residency _____

This AR does not count when determining Access: Adventure.

XP

CURRENT XP TOTAL