



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

***The Knights of the Realm –
Squire of _____***

A Sunndi Meta Organization

Home Region **Sunndi**

Residency _____

Event: _____ Date: _____

DM: _____

Signature _____

RPGA # _____

Requirements

In order to become a Squire one must:

- ❖ A squire must reside in Sunndi (and stay a resident while he is a squire).
- ❖ A Squire must have an unblemished reputation, and thus may not be in disfavor with the Crown or have been convicted for a crime against the King's Law.
- ❖ 1 rank in Diplomacy and Knowledge [nobility and royalty]
- ❖ One can only apply for knighthood once – if you leave service, you cannot ever rejoin. Hence, only those who have not been a squire before can join.

Initial costs

- ❖ A squire should excel thrice in the eyes of his Sponsor and thus gain his favor three times. A Squire spends 3 influence points with either his to be sponsor or someone in his direct employ. A future sponsor can be any temple or noble that has a seat in the Congress of Lords.
- ❖ The name of the sponsor should be noted above on the AR.

Recurring Costs

- ❖ A Squire must follow the Code at all times. The code, abbreviated, is:
 - Love and protect Sunndi and its citizens.
 - Be always the champion of right against injustice.
 - Follow all feudal obligations.
 - Treat the weak/defenseless with respect, and act as a defender of the downtrodden.
 - Be generous and charitable to all.
 - Act humbly, honorable and with courage at all times.
 - Always display his alliance to his sponsor
- ❖ A Squire must always give help to those in need, and thus spend 6 Time Units on behalf of Sunndi and it's citizens.
- ❖ A knight who decides to end his service loses any and all favors with members of the Congress of Lords of Sunndi, with the exception of Bren. Also, with the war going on, stepping out of service may be seen as desertion (see the Sunndi Army for details).

Benefits

- ❖ A squire is treated as a minor noble, and gains the respect of most people in Sunndi, due to his knightly behavior and his respect for all people. The exact effects of this in-game, when not dictated by the scenario, are up to the DM.
- ❖ A squire gains a rank as if he was a member of the Sunndi army, with the added benefits for this rank as detailed in Heroes of Battle. A squire starts with the rank of corporal. A squire may advance to the rank of sergeant if he accumulates enough military promotion points and has been a corporal for at least 6 months.
- ❖ A squire has a +2 circumstance bonus on Diplomacy check with his sponsor and his subjects, and +1 circumstance bonus on Diplomacy with other Sunndi citizen, excluding the inhabitants of Brennathar and the members of Bren's Men.
- ❖ A squire has a +2 circumstance bonus on Intimidate to those who oppose his sponsor, and a +1 bonus to those who are seen as enemies of the nation of Sunndi. This includes the Wastrians and bullywugs of the Vast Swamp and individuals as determined by the DM. Note that Ahlissans are not, by default, seen as enemies of the nation.
- ❖ A Squire should be moderate, but not go wanting, and therefore his Sponsor will pay for his normal upkeep in Sunndi
- ❖ A Squire always has the ear of his Sponsor, granting him a permanent Influence Point with that sponsor.

GP

Starting GP

- 0 GP

GP Spent

GP

Subtotal

+ 0 GP

GP Gained

GP

FINAL GP TOTAL

TU

Starting TU

6

TU Cost

- TU

Added TU Costs

TU REMAINING

Residency

This AR does not count when determining Access: Adventure.

XP

CURRENT XP TOTAL