



Org Notes:

- First Joined AR # _____
- Advanced AR # _____
- Withdrew AR # _____



Adventure Record#

597 CY

Organization

This Meta-Org Record Certifies that

Played by _____

Player _____

RPGA # _____

***Has joined the Military Service
as an Officer in the County of Urnst***

Home Region _____

Event: _____ Date: _____

DM: _____
Signature _____ RPGA # _____

CoU Meta-Org

When your character joins a meta-organization, the player must carry this Meta-Org Record (MR) for this to count as campaign documentation. This MR should be kept in the AR stack and numbered accordingly.

A new MR should be filled out with the first AR of each year.

NOTES:

- You must be a member of the **Hailing From** Meta-org before you may join the Military.
- If a member of the Navy – **Hailing From** must be from Dyvarna, Vinewind, or Fennelmore.
- Service is voluntary, but constitutes a binding contract.
- You may not leave military service unless you die, are rendered unfit for service, or serve five (5) years.
- If you quit the service under any other conditions you are assessed a fine equivalent to your (rank+4) x 2000 gold, and serve a prison sentence of 52 TU's. Sentence may be mitigated through favors.
- At least 1 level in a character class with a base attack bonus progression of one per level.
- You must choose your branch of Military Service (1 only):
 - Army
 - Navy
- Select the year of service are you in?
 - 1-5 years
 - 6+ years

Academy Training Courses:

Lieutenant/Ensign: 1000 gold and 4 TU's
 Captain/Lieutenant: 1500 gold and 4 TU's
 Major/Commander: 2000 gold and 4 TU's
 Colonel/Captain: 2500 gold and 4 TU's

OFFICER RANKS

Rank One (Lieutenant/Ensign)

Requirements: Base attack Bonus +6, 3 Ranks Profession: Soldier / Profession: Sailor, *Leadership* Feat, Completion of the Lieutenant / Ensign Academy Training Course –or– 10,000 gold

Cost: 5 TUs Annually

Skill Benefits: Members may apply a +3 bonus to all skills from Enlisted Levels and Knowledge (History)(Both)

Lifestyle: Free rich upkeep

Mount Access: May purchase an Urnstian Medium Warhorse (450gp)

Rank Two (Captain/Lieutenant)

Requirements: Base attack Bonus +8, 4 Ranks Profession: Soldier / Profession: Sailor, *Leadership* Feat, Completion of the Captain / Lieutenant Academy Training Course –or– 20,000 gold

Cost: 6 TUs Annually

Skill Benefits: Members may apply a +3 bonus to all skills from Enlisted Levels and previous Officer Ranks as well as Knowledge (Royalty)(Both), Diplomacy (Both)

Lifestyle: Free rich upkeep

Rank Three (Major/Commander)

Requirements: Base attack Bonus +10, 5 Ranks Profession: Soldier / Profession: Sailor, *Leadership* Feat, Completion of the Major / Commander Academy Training Course

Cost: 7 TUs Annually

Skill Benefits: Members may apply a +4 bonus to all skills from Enlisted Levels and previous Officer Ranks as well as Knowledge (Architecture/Engineering)(Both), Bluff (Both)

Lifestyle: Free luxury upkeep

Mount Access:

Rank Four (Colonel/Captain)

Requirements: Base attack Bonus +10, 6 Ranks Profession: Soldier / Profession: Sailor, *Leadership* Feat, Completion of the Colonel / Captain Academy Training Course, Captains in the Navy must own their own ship worth at least 10,000 gold.

Cost: 8 TUs Annually

Skill Benefits: Members may apply a +4 bonus to all skills from Enlisted Levels and previous Officer Ranks as well as Knowledge (Local)(Both), and Intimidate (Both)

Lifestyle: Free luxury upkeep

Mount Access:

This MR is only for Meta-Org costs and benefits: It can not be used to purchase or craft items and does not count as an AR when determining eligibility for Access: Adventure.

GP

Starting GP

- GP

GP Spent

GP

FINAL GP TOTAL

TU

Starting TU

- TU

TU Cost

TU

TU REMAINING