

This Record Certifies that

Played

by

Player

RPGA #

Has played

VER5-04: Fool's Gold

A regional adventure set in the Verbobonc Region
And received the following regional documentation.



Event: _____ Date: _____

DM: _____

Signature

RPGA #

This documentation may be amended, changed, revoked, or rescinded by the Verbobonc Triad at any point. Please contact the Verbobonc Triad via the Verbobonc website at <http://verbobonc.net> if you have any questions.

Amendment to Special Reward: The following changes are made to entry for *Favor of Uncle Krot*, as it appears on the AR for *VER5-04: Fool's Gold*. This reward is now invalid without this accompanying certificate. This certificate must be presented to DM's at the start of any adventure.

Favor of Uncle Krot: This forged document grants a +15 circumstance bonus to all opposed checks to determine the authenticity of your membership in the organization. The judge should privately roll the opposed checks including checks for characters that are members of the meta-org being impersonated. The character, including NPCs, receives a +5 bonus to his roll for every tier above the entry level they have earned. Success means the impersonator has convinced the other person of the legitimacy of your membership at the lowest level of the organization. The fooled person(s) will treat you as if you were a real member of the organization. This however doesn't mean you receive the meta-organizational rewards on the adventure record.

Failure means the person has seen through your ploy and carries the following penalty:

- Immediate confiscation of the forge document, which results in the voiding of the Favor of Uncle Krot entry on your AR for *VER5-04: Fool's Gold*.
- 20 infamy points with the organization of the attempted infiltration.
- Full penalties detailed in the Laws of the Viscounty document, up to and including the crimes appearing in the next column (as listed in the regional campaign document *Laws of the Viscounty: A Guide to Justice in the Viscounty of Verbobonc*.
- Additional penalties to be determined by the organization.

Influence can be used to reduce the penalties per the rules in the Verbobonc Influence document unless the expenditure is with the organization that was the target of the attempted infiltration. The DM at the table is the final arbitrator and all penalties must be resolved at the table.

Forgery: To make or imitate falsely especially with intent to defraud, usually involving money or passing counterfeits objects. This charge also applies to forged documents presented to a noble.

Penalty: Confiscation of all possessions, 13 time units working in a quarry, and the loss of a finger (player's choice).

Fraud Against A Noble: The intentional perversion of truth in order to induce a noble to part with something of value or to surrender a legal right.

Penalty: Loss of all wealth; 52 TU penalty spent in a solitary cell under Castle Grayfist. In extreme cases, death by hanging.