

TWILIGHT FALLS

ACADEMY OF COMBAT MASTERY

Requirements:

Region: Must be a resident of Verbobonc

Feats: Combat Expertise or Dodge

Time: 6 TU annually spent performing training drills.

Special: You must pay a one-time 500 gp application fee; plus annual tuition costs.

Titles, Benefits, and Duties: Advancement in the Academy of Combat Mastery is dependant upon practicing the skills and techniques perfected at the school. Upon acceptance to the Academy, you receive an Affiliation Score, representing your progress upon the path of learning. As you advance, you gain additional benefits and receive promotion to higher ranks. Benefits are cumulative except skill bonuses, which overlap (do not stack).

Team Formation: Members of the Academy are eligible to form teams, for later access to Teamwork benefits (from Heroes of Battle, Dungeon Master's Guide II, and Player's Handbook II). Access to specific Teamwork options will appear in adventures or through special events.

Founded in CY593 by Seebo Beren, a gnome veteran from the Kron Hills, the Academy of Combat Mastery has served to instruct a select few in the special warfare tactics of the gnome military. These tactics include the tenants of mobility over impregnable armor, precision strikes as opposed to overwhelming force, and intelligently using the theatre of combat to gain advantages over your opponents.

The Academy crest is a field of red, upon which is a royal blue gauntlet and a light blue glove each holding crossed weapons; the gauntlet is holding a frost battleaxe and the glove is holding a flaming longsword. In between the two weapons above where the weapons cross is a midnight blue gauntlet with silver trim in the shape of a fist.

Score	Title: Benefits and Duties	Criterion	Modifier
3 or lower	No affiliation	Character level bonus	+½ PC's level
4-10	Applicant: You need to prove yourself before your application is approved.	Character size is Small	+2
11-20	Cadet: You pay 250 wheatshaves annually as tuition to the Academy, payable upon admission to the Academy as a Cadet and then annually at the start of each year. Upon admission, you receive a set of light blue gauntlets which identify your rank in the Academy, a <i>masterwork gnomish twist cloth</i> (RS) uniform and a <i>signature ring</i> (RS) - both emblazoned with the Academy crest. These items must be returned (even if you have placed magical enhancements upon them) should you ever leave the Academy. <i>Associated Skills:</i> Skills associated with members of the Academy of Combat Mastery are Jump, Knowledge [History], Perform [Weapon Drill] and Tumble. You receive a +1 circumstance bonus when making skill checks with your Associated Skills.	Possesses a feat with Combat Expertise or Dodge as a prerequisite ¹	+1
		Plays a Verbobonc regional adventure as a Cadet, Instructor, or Master. ²	+½ per round
		Defeat a creature with 3 or more hit dice/levels than you in single melee combat ³	+1
21-30	Instructor: Your tuition increases to 500 wheatshaves annually, payable upon advancement to Instructor and then annually at the start of each year. Your skill bonuses with your Associated Skills increase to +2; you receive a set of royal-blue Academy gauntlets (+2 circumstance bonus to Perform [Weapon Drill] checks). These gauntlets must be returned should you ever leave the Academy. Finally, you receive free Adventurer Lifestyle [Standard] during any Verbobonc adventure set in a Verbobonc Town Project town that has an Academy of Combat Mastery organizational structure.	5 or more ranks in the following skills: Balance, Jump, Tumble, Perform [Weapon Drill]	+1 per skill
		Base Attack Bonus +5	+2
		Base Attack Bonus +10 ⁴	+4
		Fails to outmaneuver opponent in melee combat (does not use Tumble skill to move through threatened areas)	-1
		Cowardice or fear exhibited during a melee combat encounter	-6
31+	Master: Your tuition increases to 1,000 wheatshaves annually, payable upon advancement to Master and then annually at the start of each year. Your fame has spread throughout the region and the adoring public lavish you with song and food in return for a demonstration of your skill. At the start of any adventure set in Verbobonc, you may make a DC 20 Perform [Weapon Drill] or Tumble check to receive free Adventure Lifestyle [High]; alternatively, you may make a DC 30 Perform [Weapon Drill] or Tumble check to receive free Adventure Lifestyle [Luxury]. If your Affiliation Score is ever reduced because of cowardice or failure to accept challenge to single combat, you forever lose the ability to use these skills to receive free lifestyle - even if the lost Affiliation points are later regained. Your skill bonuses with your Associated Skills increase to +4; your Instructor's gauntlets are now midnight blue, signifying your rank of Master, and a masterwork version of any one (1) weapon from <i>Complete Warrior</i> or <i>Races of Stone</i> . This weapon is provided for free as a token of respect and honor to the master and is emblazoned with the Academy's coat of arms along with the master's personal seal. This weapon is yours to keep, even if you later leave the Academy. Enter your chosen weapon:	Does not accept a challenge to single melee combat ⁵	-15
		Turns down advancement or promotion to the next higher tier	Special ⁶

- Notes:**
- This criterion applies for each feat possessed by the character with Dodge as a prerequisite. Virtual feats are not counted for purposes of this modifier.
 - This criterion applies for each round of Verbobonc regional adventures played as a member of the Academy by the character.
 - This criterion can be earned once per adventure.
 - This modifier overlaps (does not stack with) the bonus for Base Attack Bonus +5.
 - In addition to the -15 modifier to his Affiliation Score, a member of the Academy that does not accept a challenge to single combat cannot improve his Affiliation score until that challenge is accepted.
 - Academy members that turn down promotion when eligible to advance to the next higher tier have their Affiliation Scores 'frozen' at their current score. They may not increase their Affiliation Score past that point.



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This certificate certifies that

A character played by

Signature of Player

RPGA Number

Date

AR

Has fulfilled the requirements for membership in this Verbobonc regional metaorganization.

Membership must be renewed annually at the beginning of each calendar year. Please keep all previous certificates of membership together along with this one so an accurate account of your membership can be made in the event of an audit.

Signature of DM

RPGA Number

Date

This regional documentation has been issued by the Triad of the region of Verbobonc and must be turned over to them upon request. It may be revoked, altered, changed, or otherwise modified at any time by the Verbobonc Triad for any reason deemed necessary.

