

LIVING GREYHAWK TEAM ROSTER FORM

Team Name _____ Name of Adventure Team Formed _____

Lowest Current Level on Team _____ Max. Number of Team Benefits _____
(Lowest HD or level of character on team divided by 4, round down)

TEAM ROSTER

Character Name/Status	Level	Benefit if Task Leader	Player Name	RPGA#	Email

The "Benefit if Task Leader" column is filled if a character is the task leader for a specific teamwork benefit; otherwise, leave it blank for that character.

Team Roster Rules

- The team roster must contain at least two PCs played by different players, and can contain PCs, cohorts, animal companions, paladin mounts, and familiars (all members of a team must have an Intelligence score of at least 3, in addition to meeting the prerequisites for any teamwork benefits). List a character's status (PC, animal companion, paladin mount, or familiar) right next to or underneath the character name.
- Each player may only have one PC team member on a team, and each character (PC or otherwise) may only belong to one team.
- The maximum number of characters in total on a team is 8.
- There must be at least one task leader for each benefit; simply write the name of the benefit or benefits in the appropriate character's row to denote that character as a task leader for a certain teamwork benefit. A task leader can qualify the team for more than one benefit.
- Multiple characters may be task leaders, thus allowing for some teams to "split up" on different tables (each table must have at least 2 PCs).
- All players with characters on a team must carry a copy of this team roster form with them for documentation purposes.
- If there is an addition of team members and/or benefits, all players should update their team rosters (pay any costs at the next adventure).
- If a PC leaves the team, all supporting characters (cohorts, familiars, etc.) also leave the team. New forms should be filled out, and signed off.
- In order to use teamwork benefits, at least two PCs must play an adventure at the same table. One of the PCs must be the task leader for the benefit. Other characters not on the team do not derive any teamwork benefits.

Team Costs

- When initially formed, a team must consist of PCs playing one particular adventure that offers teamwork benefits. Other non-PC characters (such as cohorts, familiars, etc.) with a PC playing the adventure that did not accompany the character on the adventure may still become part of the team at its inception.
- All PCs must pay a cost of 4 time units plus 2 time units per teamwork benefit selected at inception.
- Adding a new benefit costs 2 time units for each PC team member. This is a one-time cost, paid by all PCs that are part of the team.
- If new PCs are added to the team, they must pay a cost of 4 time units plus 2 time units per teamwork benefit gained. All other existing PC team members must pay a cost of 2 time units every time a new team member is added.
- The exception to the above is when a PC is permanently removed from the campaign (which also removes his/her supporting characters, if any); in that instance, a player may add another PC (and supporting characters, such as cohorts, etc.) to the team by simply paying the initial cost of 4 time units plus 2 time units per teamwork benefit gained. Other PCs do not have to pay 2 time units when a PC is added in this manner.
- Each year thereafter, all PCs must pay a time unit cost of 4 time units (at the beginning of the next year, during the first adventure played) to remain part of the team and continue to derive benefits. Any PC that does not pay this cost is removed from the team.
- Cohorts, animal companions, paladin mounts, and familiars do not have to pay any time unit costs to derive benefits, but must meet all other criteria. These supporting characters are assumed to have access to any teamwork benefits accessible by the attached PC.

TEAMWORK BENEFITS

Benefit Name	Level	Task Leader Prereqs.	Team Member Prereqs.	Notes (Include AR Number Gained)
	4			
	8			
	12			

When a team adds a new benefit, they may swap out any benefit they currently have for another one they have access to. All members of a team must obtain access to a team benefit in order for it to be usable by the entire team.

DM's Name _____ Signature _____ Date _____

The complete teamwork benefit rules can be found in the *Dungeon Master's Guide II*, pages 189-194.