



*has met the requirements and has acquired this Meta-Campaign Certificate
from the Dyvers Triad confirming membership as a*

Freeman Agent in the Dyvers Anti-Slavery League

REQUIREMENTS TO BECOME AN AGENT:

- 4 or more ranks in Bluff or Diplomacy
- One-time cost of 2 Time Units to be properly indoctrinated into the league
- One-time cost of 200 gp making the proper “connections” to operate as a league member
- Must spend 2 Time Units per year speaking on the streets in an effort to rally support for the League’s cause; this often takes you outside the Free Lands of Dyvers
- Must spend 400 gp per year to aid the cause

BENEFITS:

- Access to the following items: Ascender/slider (AEG), Bolt cutter(AEG), Camouflage kit (CV), Collapsible grappling hook (AEG), Earthsilk rope (RS), Flash pellets (CV), Framed Pack (AEG), Fullblade (AEG), Lockslip grease (CV), Longaxe (CV), Tumbling bolt (AEG)
- Access to the Spymaster prestige class
- +2 circumstance bonus to Survival checks when Tracking an individual or group holding one or more people held prisoner or enslaved
- +2 circumstance bonus to Gather Information checks when Tracking an individual or group holding one or more people held prisoner or enslaved
- Permanent Influence Point with the Shadowind Monastery; the DASL is allowed sanctuary before, during, and after any mission they might engage in

Penalties:

- –4 circumstance penalty with foreign merchants; many businessmen believe the league’s message is just a cover for their own ship-raiding operations
- Members that leave the guild may not join again; they’ve turned their backs on the cause

Signature _____ RPGA # _____ Date _____ AR # _____

This document may be signed by any table judge. All yearly expenditures must be made during the first event of the calendar year the character participates in. Failure to meet the requirements above invalidates this certificate.