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

Applicant: You need to prove yourself before your application is approved. Cadet: You pay 250 wheatsheves 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 masterwork gnomish twist delta (RS) uniform and a signature ring (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. Associated Skills: 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. Instructor: Your tuition increases to oso wheatsheves 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 +1 sea. Instructor: Your tuition increases to 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. Master: Your tuition increases to 1,000 wheatsheves 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 30 Perform [Weapon Drill] or Tumble check to receive free Adventure Lifestyle [Light], alternatively, you may make a DC 30 Perform [Weapon Drill] or Tumble check to receive free Adventure Lifestyle [Light], alternatively, you may make a DC 30 Perform [Weapon Drill] or Tumble check to receive free Adventure Lifestyle [Light], alternatively, you may make a DC 30 Perform [Weapon Drill] or Tumble check to rec	Score	Title: Benefits and Duties	Criterion	Modifier	
Applicant: You need to prove yourself before your application is approved. Cadet: You pay 200 wheatsheves annually as tittin to the Academy, payable upon admission to the Academy as a Cadet and then annually at the start of each year. Upon emblazoned with the Academy as as Cadet and then annually at the start of each year. When the placed magical enhancements upon them) should you ever leave the Academy. Associated skills: Skills associated with members of the Academy of Combat Mastery are jump. Knowledge [History]. Perform [Weapon Drill] and Tumble. You receive a recircumstance bonus when making skill checks with your Associated Skills. Instructor: Your tuition increases to 500 wheatsheves annually, payable upon advancement to Instructor and then annually at the start of each year. Your skill bonuses with your receive free Adventure Lifestyle [Standard] during any Verbobonc adventure set in a Verbobonc Town Project town that has an Academy of Combat Mastery organizational structure. Master: Your tuition increases to 500 wheatsheves annually, payable upon advancement to Master and then annually at the start of each year. Your fame has spread throughout the region and the adorning public lavish you with song and food in return down advancement or promotion to the next higher tier Spec Master. Your tuition increases to 1,000 wheatsheves annually, payable upon advancement to Master and then annually at the start of each year. Your fame has spread throughout the region and the adorning public lavish you with song and food in return to Master and then annually at the start of each year. Your fame has spread throughout the region and the adorning public lavish you with song and food in return to water to each year your fame and the adorning the special public lavish you with song and food in return to a complete Warior or Racio Slown or Ward the special public lavish your special public lavish your special public lavish your water to feet the public was to special public lavish your special public lavish your spe	or low	er No affiliation	Character level bonus	+½ PC's leve	
Cader. You pay 350 wheatsheves 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 Academy, a masterwork gnounish brief claff (RS) uniform and a signature ring (RS)-but he cademy, a masterwork gnounish brief claff (RS) uniform and a signature ring (RS)-but he cademy. Associated Skills sasociated with members of the Academy of Combat Mastery at Jump, Knowledge [History], Perform [Weapon Drill] and Tumble. You receive a strictumstance bonus when making skill checks with your Associated Skills increase to 500 wheatsheves annually, payable upon advancement to Instructor and then annually at the start of each year. Vour skill bonuses with your Associated Skills increase to 42; you receive a strictumstance bonus when making skill checks with your Associated Skills increase to 42; your receive a strictumstance bonus when making skill checks with your Associated Skills increase to 42; your receive a strictum with 3 or more hit dice/levels than you in strictum advancement to Instructor and then annually at the start of each year. Town skill bonuse with your Associated Skills increase to 42; your receive a strictum with 3 or more hit dice/levels than you in the strictum of the Academy of Combat Mastery and the Academy of Combat Mastery or surface with your Associated Skills increase to 42; your receive a strictum with 3 or more hit dice/levels than you in the strictum of the Academy strictum in the Combat Mastery and the Academy of Combat Mastery or with your Associated Skills increase to 42; your receive a strictum of the Academy of Combat Mastery or or more ranks in the following skills: Balance, Jump, Tumble, 41 pages at the following skills: Balance, Jump, Tumble, 42 pages at the following skills: Balance, Jump, Tumble, 42 pages at the following skills: Balance, Jump, Tumble, 43 pages at the following skills: Balance, Jump, Tumble, 44 pages at the following skills: Balance, Jump, Tumble, 45 pages at the following skills: Balance, Jump,		101.0	Character size is Small	+2	
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 care. Academy, a masterwork gnomish twist dath (RS) uniform and a signature ring (RS) both emblazoned with the Academy crest. These items must be returned (even if you placed magical enhancements upon them) should you ever leave the Academy. Associated Skills. Skills sasociated with members of the Academy of Combat Mastery are jump, Knowledge [History], Perform [Weapon Drill] and Tumble. You receive a '+' circumstance bonus when making skill checks with your Associated Skills. Instructor. Your tutition increases to 500 wheatsheves annually, payable upon advancement to Instructor and then annually at the start of each year. Your skill bonuses with your Associated Skills increase to 42; you receive a set of royal-blue Academy gauntlest (+2 circumstance bonus to Perform [Weapon Drill] checks). These gauntlest must be returned should you ever leave the Academy. Finally, you receive free Adventure Lifestyle [Standard] during any Verbobonc adventure set in a Verbobonc adventure set in a Verbobonc Town Project town that has an Academy of Combat Mastery organizational structure. **Master: Your tutition increases to 1,000 wheatsheves annually, payable upon advancement to Master and then annually at the start of each year. Your fall may be advancement or promotion to the next higher tier backet or the combat fall of the payable upon advancement to Master and then annually at the start of each year. Your fall may be upon advancement to Master and the adorting public lavish you with song and food in return for a demonstration of your skill. At the start of any adventure set in Verbobonc and the adorting public lavish you with song and food in return for a demonstration of your skill. At the start of each year. Your fall fall of the payable and the adorting the payable and the paya	10			+1	
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. Finally, you receive free Adventurer Lifestyle [Standard] during any development of the properties of the		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 masterwork gnomish twist cloth (RS) uniform and a signature ring (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. Associated Skills: 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.	Plays a Verbobonc regional adventure as a Cadet, Instructor, or Master. ² Defeat a creature with 3 or more hit dice/levels than you in single melee combat ³ 5 or more ranks in the following skills: Balance, Jump, Tumble, Perform [Weapon Drill] Base Attack Bonus +5	+1 per skill	
# Master: Your tuition increases to 1,000 wheatsheves annually, payable upon advancement to Master and then annually at the start of each year. Your fame has spread throughout the region and the adorting 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 Complete Warrior or Races of Stone. 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: This criterion applies for each round of Verbobonc regional a played as a member of the Academy by the character. This criterion can be earned once per adventure. This modifier. This criterion can be earned once per adventure. This modifier overlaps (does not stack with) the bonus for Be Bonus +5. In addition to the -15 modifier to his Affiliation Score improve his Affiliation score until that challenge is accepted. Academy members that turn down promotion when eligible to the next higher tier have their Affiliation Scores 'frozer current score. They may not increase their Affiliation Scores 'frozer current score. They may not increase their Affiliation Scores have been applied as a member of the Academy benuse. This criterion a	-30	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	Fails to outmaneuver opponent in melee combat (does not use Tumble skill to move through threatened areas) Cowardice or fear exhibited during a melee combat encounter Does not accept a challenge to single melee combat ⁵ Turns down advancement or promotion to the next higher tier Notes:	-1 -6 -15 Special ⁶	
<u> </u>	C+	Master: Your tuition increases to 1,000 wheatsheves 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 Complete Warrior or Races of Stone. 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	 as a prerequisite. Virtual feats are not counted for purposes of modifier. This criterion applies for each round of Verbobonc regional adventuplayed 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 Att Bonus +5. In addition to the -15 modifier to his Affiliation Score, a member of Academy that does not accept a challenge to single combat can improve his Affiliation score until that challenge is accepted. Academy members that turn down promotion when eligible to adva to the next higher tier have their Affiliation Scores 'frozen' at the current score. They may not increase their Affiliation Score past to 		
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	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.

Academy Advancement Log

As you gain points to your Affiliation Score, you must record these points on the Academy Log, which must be countersigned by the DM of any adventure in which you play.

The DM is strongly encourages to review both this log and the Metaorganization Certificate and verify that all entries are recorded properly.



The Academy of Combat Mastery is the premiere institution for martial training and drilling in Verbobonc.

AR	Adventure Code	APL	Affiliation Points Earned/Lost	Affiliation Score	DM's Name	DM's RPGA Number	Notes
Example: 15	VER5-01	4	5	5	John Q. Butcher	9999999	Beat Grog One-Eye in single combat.
Example: 13	V ERG 01	4	3	3	Joini Q. Butcher	9999999	Dear Grog one Lye in single comoun.