



This is to certify that the character known as

is a member in good standing of the

LEAGUE OF THAUMATURGICAL STUDIES

The character named above has met the enrollment requirements and is

hereby accorded the full benefits due to an _____ Member

of the Chapter of the _____, in the _____

Branch.

Player Name _____

Authorized Signature _____

Date _____

Questions, comments or concerns regarding the actions of the hero named above should be directed to lsj-temples@theshiningjewel.com

| | | | | | |
|---------------|--------------------|-------------|----------|--------------|------------------|
| Value: | What value, power? | Tradable: | No | GM Signature | _____ |
| Caster Level: | N/A | Rarity: | Uncommon | GM Name | _____ |
| Legality: | Legal | Real Value: | \$0 | Convention | _____ Date _____ |

Auxiliary Member

Prerequisite: None

Initiation Cost: 100 gp Initiation Fee

Annual Cost: 20 TUs

Benefits:

- 5% discount to the cost of arcane spells up to 3rd level from Group A of the LoTS available spell list when cast by a League member (when cast on/for the member PC only).

Initiate

Prerequisite:

- PC must be at least 3rd Level
- PC must possess at least one (1) level of an arcane spellcasting class (Bard, Sorcerer, Wizard or approved variant/Prestige class).
- Three (3) ranks in Knowledge (Arcana) skill
- PC must be enrolled as an Auxiliary Member of the League for a period of 20 TUs prior to advancement to Initiate rank. The player cannot simply "spend" these TUs by marking them off the log sheet. The PC must have actively participated in adventures whose TUs add up to this requirement, while maintaining his status as an Auxiliary Member.

Annual Cost: 30 TUs and 100 gp in annual dues

Benefits:

- May scribe one (1) additional spell into his spellbook each year.
- 15% discount to the cost of arcane spells up to 3rd level from Group A of the LoTS available spell list when cast by a League member (when cast on/for the member PC only).
- 10% discount to the cost of arcane spells up to 3rd level from Group B of the LoTS available spell list when cast by a League member (when cast on/for the member PC only).
- 5% discount to cost of arcane spells up to 3rd level from Group A of the LoTS available spell list when cast by a League member upon fellow party members.
- Due to ease of access to the special inks and parchments required, an Initiate member may scribe new spells into his spell book at the cost of 75 gp per page instead of the normal 100 gp per page.

Incanter

Prerequisite:

- PC must be at least 7th level
- PC must possess at least three (3) levels of an arcane spellcasting class (Bard, Sorcerer, Wizard or approved variant/Prestige class).
- Five (5) ranks in Knowledge (Arcana) skill.
- PC must be enrolled as an Initiate Member of the League for a period of 30 TUs prior to advancement to this rank. The player cannot simply "spend" these TUs by marking them off the log sheet. The PC must have actively participated in adventures whose TUs add up to this requirement, while maintaining his status as an Initiate Member.

Annual Cost: 60 TUs and 250 gp in annual dues

Benefits:

- May scribe two (2) additional spells into his spellbook each year.
- 20% discount to the cost of arcane spells up to 3rd level from Group A of the LoTS available spell list when cast by a League member (when cast on/for the member PC only).

- 15% discount to the cost of arcane spells up to 3rd level from Group B of the LoTS available spell list when cast by a League member (when cast on/for the member PC only).
- 10% discount to the cost of arcane spells up to 7th level from Group A of the LoTS available spell list when cast by a League member (when cast on/for the member PC only).
- 5% discount to cost of arcane spells up to 5th level from Group A of the LoTS available spell list when cast by a League member when cast upon fellow party members.
- Due to ease of access to the special inks and parchments required, an Incanter member may scribe new spells into his spell book at the cost of 75 gp per page instead of the normal 100 gp per page.
- +2 competence bonus to Knowledge (Arcana) skill checks.
- Incanter Members may craft magical items at a gp cost of 5% less than normal, due to easier access to materials and supplies. Members must still expend the same amount of TUs for these activities (See Mystical Marketplace).
- An Incanter may have one Apprentice.

Arcanist

Prerequisites:

- PC must be 11th level or higher.
- PC must possess at least seven (7) levels of arcane spellcasting class (Bard, Sorcerer, Wizard or approved variant/Prestige class).
- Ten (10) ranks in Knowledge (Arcana) skill.
- PC must be enrolled as an Incanter for a period of 60 TUs prior to advancement to this rank. The player cannot simply "spend" these TUs by marking them off the log sheet. The PC must have actively participated in adventures whose TUs add up to this requirement, while maintaining his status as an Incanter.

Annual Cost: 100 TUs and 500 gp in annual dues

Benefits:

- May scribe three (3) additional spells into his spellbook each year.
 - 25% discount to the cost of arcane spells up to 4th level from Group A of the LoTS available spell list when cast by a League member (when cast on/for the member PC only).
 - 20% discount to the cost of arcane spells up to 4th level from Group B of the LoTS available spell list when cast by a League member (when cast on/for the member PC only).
 - 15% discount to the cost of arcane spells up to 7th level from Group A of the LoTS available spell list when cast by a League member (when cast on/for the member PC only).
 - 10% discount to the cost of arcane spells up to 6th level from Group B of the LoTS available spell list when cast by a League member (when cast on/for the member PC only).
 - 5% discount to cost on arcane spells up to 6th level from Group A of the LoTS available spell list when cast by a League member when cast upon fellow party members.
 - Due to ease of access to the special inks and parchments required, an Arcanist member may scribe new spells into his spell book at the cost of 75 gp per page instead of the normal 100 gp per page.
 - +2 competence bonus to Knowledge (Arcana) skill checks.
 - Arcanist Members may craft magical items at a gp cost of 10% less than normal, due to easier access to materials and supplies. Members must still expend the same amount of TUs for these activities (See Mystical Marketplace).
- An Arcanist may have up to two Apprentices*