





REQUEST FOR SPECIAL LEAVE BALDUR'S DAY DISPENSATION

TO BE COMPLETED BY THE EMPLOYEE Company: Supervisor: Department: REQUESTED DATES FOR SPECIAL LEAVE End Date: MOTIVATION FOR SPECIAL LEAVE the undersigned, hereby request a Special Dispensation from my regular duties and obligations in observance of the momentous occasion of the release of Baldur's Gate 3 ("Baldur's Day"). As fate would have it, 1 am compelled to answer a calling to gather my party and embark on an epic adventure. The release is a long-awaited time of festivity and merriment, celebrated by denizens and creatures of the realms alike. In the true spirit of fellowship, I seek the understanding and support of the Company and humbly request the opportunity to participate in adventuring parties across the Forgotten Realms. Though my absence from laborious duties might impede the Company's regular operations in the short term, do understand that upon the conclusion of my quest, I shall resume my duties with renewed enthusiasm and dedication. The experiences gained and bonds forged will undoubtedly translate into newfound skills and relationships that shall benefit both the Company and myself. I understand that the decision to grant this Special Leave rests solely with the Company, and I respect their authority in this matter. I sincerely hope for their consideration and the chance to partake in this eagerly anticipated odyssey. Thank you for your understanding and support during this festive time. May the spirit of Baldur's Day inspire greatness and camaraderie throughout the Realms. Signature: _____ Date: _____

Please submit a duly completed and executed form to your supervisor or HR department for review and approval.

DISCLAIMER Use of this form and embarking on any quest are at your own risk and peril. While extending you their best wishes for an enjoyable and memorable Baldur's Day celebration, the Larian Studios Legal Department assumes no liability for what may transpire during your daring exploits. Proceed with valor and caution.