

Relicborne Saga

This is to certify that the character known as

has chosen the following to begin their adventures

As you took your first steps on the path to being an adventurer, you just barely managed to scrape together your first bit of magic gear. It won't last forever, and it's worthless to anyone but you, but it's a start! This is an exception to the *Relicborne Saga* limitation of item level vs. character level.

Choose 1 of the following:

Fragile weapon potency rune

This rune behaves as a +1 potency fundamental rune, except that it cannot be transferred. When it is upgraded to +2, it loses this restriction. Identify the first weapon it is applied to (for free!) here:

Fragile personal Focusing Stylus

This slender wand does not cast spells. When held it grants a +1 status bonus to spell attack rolls, not stacking with other methods of increasing attack rolls. When your proficiency in spell attacks increases to Expert, the Stylus ceases to function.

Fragile wand of Heal

This wand behaves as a 1st level wand of Heal (item level 3), except that the first time it is used to Overcharge, after the spell is successfully cast, the wand is automatically destroyed.

GM Signature _____
GM Name _____
Location _____
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This is to certify that the character known as

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Invested, Magical, Evocation, Healing, Illusion

Usage: Owned Bulk: -- Item Level: 1

This remarkable little chit of metal and magic is the badge of office of a member of Teppesia's Adventurer's Union. A card slightly smaller than a potion bottle, it contains a magical record of your exploits, and serves as proof of your capabilities. A personalized illusion shows your identifying information and a clear image of you as you were when you last Invested your License.

Although you must Invest the License to gain access to its abilities, it does not count against your investiture limit.

Activate automatic; **Frequency** twice

Effect the first 2 times that you gain the dying condition, the License automatically casts *stabilize* on you. After 2 activations, this power is gone.

Activate ♦♦ envision; **Frequency** once per day

Effect you cast *light* at 1st level, automatically targeting the License.

Activate ♦♦ command; **Frequency** once per week

Effect you heal yourself for 1d3 HP per 3 levels (1st - 3rd, 4th - 6th, 7th - 9th, etc.).

Value: Priceless Tradable: No Rarity: Common

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This is to certify that the character known as

_____ has purchased the following in the

Traits: _____

Usage: _____ Bulk: _____

Item Level: _____ Value: _____

Description: _____

Abilities: _____

Source material & page: _____

Value: varies Tradable: Yes Rarity: Uncommon

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Location _____
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_____ has purchased the following in the

Traits: _____

Usage: _____ Bulk: _____

Item Level: _____ Value: _____

Description: _____

Abilities: _____

Source material & page: _____

Value: varies Tradable: Yes Rarity: Uncommon

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