Relicborne Saga Relicborne Saga 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 _____
Date _____

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This is to certify that the character known as

has earned the following in the adventure

Invested, Magical, Evocation, Healing, Illusion

Item Level: 1 Usage: Owned Bulk: --

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 vour 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

GM Signature

GM Name _____

Location _____

Date _____

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Usage: Owned Bulk: --Item Level: 1

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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

GM Signature

GM Name

Location ____

Date

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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

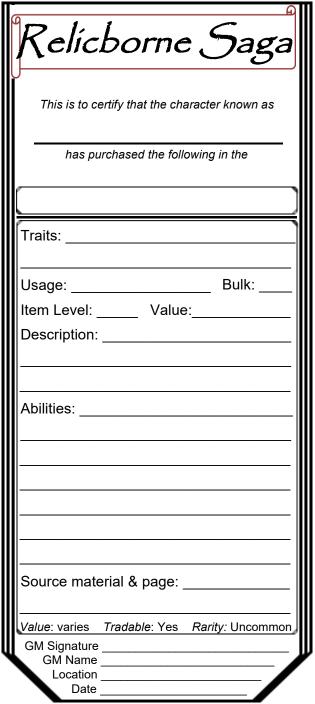
GM Signature

GM Name

Location

Date

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Relicborne Saga
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:
Walue: varies Tradable: Yes Rarity: Uncommon GM Signature GM Name Location

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Usage: Bulk: Item Level: Value:
Description:
Abilities:
Source material & page:
Value: varies Tradable: Yes Rarity: Uncommon GM Signature GM Name
Location Date