



This is to certify that the character known as

_____ has purchased the following at the
SHOPPING SPREE

Potion / Scroll

Spell: _____

__ Potion __ Scroll Value: _____

Spell: _____

__ Potion __ Scroll Value: _____

Spell: _____

__ Potion __ Scroll Value: _____

Spell: _____

__ Potion __ Scroll Value: _____

Value: See above Tradable: Yes
Caster Level: Rarity: Common
Legality: Legal Real Value: \$0

GM Signature _____

GM Name _____

Adventure _____ Date _____



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GM Signature _____

GM Name _____

Adventure _____ Date _____



This is to certify that the character known as

earned the following in the adventure

KISMET

Asil

Due to their extensive breeding, this horse's pedigree marks it as an elite among elites. This chestnut horses stands between fourteen and fifteen hands high. It has a refined, wedge shaped heads with a broad forehead and wide nose on a small muzzle.

Light Horse (Improved)
N Large Animal
Init +2; **Senses** Lowlight vision, scent; Perception +2
AC 13, touch 11, flat-footed 11; (+2 armor, +2 dex, -1 size)
hp 30 (4d8+12)
Fort +7, **Ref** +6, **Will** +2
Spd 50 ft.
Melee 2 hooves +6 (1d4+3)
Space 10 ft.; **Reach** 5 ft.
Str 17, **Dex** 14, **Con** 17, **Int** 2, **Wis** 13, **Cha** 7
Base Atk +3; **CMB** +7; **CMD** 19 (23 vs trip)
Feats Endurance, Skill Focus: Acrobatics, Run^{bonus}
Skills Acrobatics +10, Perception +2
SQ Combat Trained
Gear Bit & Bridle, Leather Barding, Riding Saddle, Saddle Bag

Value: 524 gp *Tradable:* Yes
Caster Level: NA *Rarity:* Uncommon
Legality: Legal *Real Value:* \$0

GM Signature _____
GM Name _____
Convention _____ Date _____



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GM Signature _____
GM Name _____
Convention _____ Date _____



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KISMET

Card of Fate

ABADDON

This palm-sized metal and stained-glass card shows a cloaked spirit wielding a scythe, representing physical change and eventual entropy of the world.

Ravager's Strength: 1/day as an immediate action, you gain a +1 bonus to any Strength check or CMB/CMD check. This bonus increases by +1 at 5th, 10th, 15th, and 20th levels.

The effect of this card is permanent.

Value: NA Tradable: No
Caster Level: 20th Rarity: Uncommon
Legality: Legal Real Value: \$0

GM Signature _____
GM Name _____
Convention _____ Date _____



This is to certify that the character known as

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KISMET

Card of Fate

THE FOUR OF SWORDS

A palm-sized metal and stained-glass card, this item shows a four swords backed by a star field. This card benefits those who fight against otherworldly forces for a higher purpose other than neutrality.

Faith's Blade: All physical attacks are considered to be your alignment for the purpose of bypassing alignment based DR against creatures with the *extraplanar* subtype and summoned creatures.

The effect of this card is permanent.

Value: NA Tradable: No
Caster Level: 20th Rarity: Uncommon
Legality: Legal Real Value: \$0

GM Signature _____
GM Name _____
Convention _____ Date _____



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KISMET

Card of Fate

THE WANDERER

A palm-sized metal and stained-glass card, this shows a listless ranger constantly on the move. This card benefits mobile warriors of all stripes.

Vagrant's Boots: The character's speed increased by 5 feet.

The effect of this card is permanent.

Value: NA Tradable: No
Caster Level: 20th Rarity: Uncommon
Legality: Legal Real Value: \$0

GM Signature _____
GM Name _____
Convention _____ Date _____



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KISMET

Card of Fate

THE TOWER

A palm-sized metal and stained-glass card, this item shows a fortified tower flying a pendant of Galvandt. This card benefits those who defend themselves and others against magical and physical assaults.

Spell Fortification: The character gains +1 insight bonus on all Saving Throws. This bonus increased by +1 at 6th, 12th, and 18th levels.

The effect of this card is permanent.

Value: NA Tradable: No
Caster Level: 20th Rarity: Uncommon
Legality: Legal Real Value: \$0

GM Signature _____
GM Name _____
Convention _____ Date _____



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KISMET

Card of Fate

THE TOME

A palm-sized metal and stained-glass card, this item represents a magical lexicon full of mysteries. This card increases your understanding of the arcane arts.

Magical Focus: You gain a +1 competence bonus to Knowledge (arcana) and Spellcraft skill checks. This bonus increases by +1 at 5th, 10th, 15th, and 20th levels.

The effect of this card is permanent.

Value: NA Tradable: No
Caster Level: 20th Rarity: Uncommon
Legality: Legal Real Value: \$0

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KISMET

Card of Fate

THE BLACK STAG

A palm-sized metal and stained-glass card, this item represents a powerful nature spirit protecting the world from the plague of civilization. This card benefits animal companions and familiars.

Might of the Wild: Your animal companion or familiar gains the Toughness feat.

The effect of this card is permanent.

Value: NA Tradable: No
Caster Level: 20th Rarity: Uncommon
Legality: Legal Real Value: \$0

GM Signature _____
GM Name _____
Convention _____ Date _____



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KISMET

Card of Fate

THE CUP

This palm-sized metal and stained-glass card shows an overfull chalice overflowing into a cloud. This card represents your desire to protect and serve others.

Giver's Blessing: When you cast a non-damaging spell on a target other than yourself, you gain a +1 luck bonus to your AC based on the spell level. This bonus lasts until the beginning of your next turn.

The effect of this card is permanent.

Value: NA Tradable: No
Caster Level: 20th Rarity: Uncommon
Legality: Legal Real Value: \$0

GM Signature _____
GM Name _____
Convention _____ Date _____



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KISMET

Card of Fate

THE CALIPH

This palm-sized metal and stained-glass card shows an robed desert-king lounging on a beautiful carpet. The possessor of this card commands great respect from others.

Prince of the Sands: You gain a +1 competence bonus to diplomacy and sense motive skill checks. This bonus increases by +1 at 5th, 10th, 15th, and 20th levels.

The effect of this card is permanent.

Value: NA Tradable: No
Caster Level: 20th Rarity: Uncommon
Legality: Legal Real Value: \$0

GM Signature _____
GM Name _____
Convention _____ Date _____



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KISMET

Card of Fate

THE RAKE

A palm-sized metal and stained-glass card, this item shows a rogue garbed in a sand-hued cloak and armed with a punching dagger. This card represents hidden truths and discovery of secrets.

Rake's Guile: You gain a +1 competence bonus to Stealth and Bluff skill checks. This bonus increases by +1 at 5th, 10th, 15th, and 20th levels.

The effect of this card is permanent.

Value: NA Tradable: No
Caster Level: 20th Rarity: Uncommon
Legality: Legal Real Value: \$0

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GM Name _____
Convention _____ Date _____



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KISMET

Card of Fate

THE AHRIMAN

This palm-sized metal and stained-glass card depicts an evil, one-eyed spirit emerging from the shadows. This card represents improving yourself before all others.

Eye for Yourself: Whenever you cast a spell with the target of self, you gain a +1 insight bonus to saving throws until the beginning of your next turn. This bonus increases by +1 at 6th, 12th, and 18th levels.

The effect of this card is permanent.

Value: NA Tradable: No
Caster Level: 20th Rarity: Uncommon
Legality: Legal Real Value: \$0

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GM Name _____
Convention _____ Date _____



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KISMET

Card of Fate

THE SCORPION

This palm-sized metal and stained-glass card shows a black scorpion standing over a dead snake. This card represents the wisdom of those who survive in the wild.

Scorpion's Wisdom: You gain a +1 competence bonus to Survival and Handle Animal skill checks. This bonus increases by +1 at 5th, 10th, 15th, and 20th levels.

The effect of this card is permanent.

Value: NA Tradable: No
Caster Level: 20th Rarity: Uncommon
Legality: Legal Real Value: \$0

GM Signature _____
GM Name _____
Convention _____ Date _____



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KISMET

Card of Fate

THE SYLPH

This palm-sized metal and stained-glass card depicts a blue air spirit known for trickery and illusions. This card is a benefit to those who change themselves.

Winds of Fate: Whenever you are subject to a transmutation (polymorph) effect, enter into Rage, or use Aspect of the Beast; you are surrounded by winds that grant you a 20% miss chance against ranged attacks for the duration of the ability or spell.

The effect of this card is permanent.

Value: NA Tradable: No
Caster Level: 20th Rarity: Uncommon
Legality: Legal Real Value: \$0

GM Signature _____
GM Name _____
Convention _____ Date _____



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KISMET

Card of Fate

THE BARBER

A palm-sized metal and stained-glass card, this item shows a turbaned physician treating a wounded child. This card represents wisdom, healing, and manipulation of positive and negative energies.

Healer's Focus: You gain a +1 competence bonus to Heal and Profession (physician) skill checks. This bonus increases by +1 at 5th, 10th, 15th, and 20th levels.

The effect of this card is permanent.

Value: NA Tradable: No
Caster Level: 20th Rarity: Uncommon
Legality: Legal Real Value: \$0

GM Signature _____
GM Name _____
Convention _____ Date _____



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KISMET

Card of Fate

THE ALIM

This palm-sized metal and stained-glass card depicts a bespectacled scholar surrounded by mathematical equations. This card gives you power over sound and how it interacts with the world.

Mathematician: You gain a +1 competence bonus on all Disable Device and Knowledge (engineering) checks. This bonus increases by +1 at 5th, 10th, 15th, and 20th levels.

The effect of this card is permanent.

Value: NA Tradable: No
Caster Level: 20th Rarity: Uncommon
Legality: Legal Real Value: \$0

GM Signature _____
GM Name _____
Convention _____ Date _____



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KISMET

Card of Fate

THE SEVEN OF STARS

A palm-sized metal and stained-glass card, this item shows seven stars over a green forest. This card represents knowledge of the heavens, the earth, and all the unseen.

Earthly Knowledge: You gain a +1 competence bonus on all Knowledge (nature) and Knowledge (planes) checks. This bonus increases by +1 at 5th, 10th, 15th, and 20th levels.

The effect of this card is permanent.

Value: NA Tradable: No
Caster Level: 20th Rarity: Uncommon
Legality: Legal Real Value: \$0

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