



This is to certify that the character known as

earned the following in the adventure  
*Ride Along*

*Diamond Legion Training*

As thanks for a job well done, Captain Boulderfist has given you the opportunity to participate in some Diamond Legion training exercises. Their schedule is varied, so he's left it open for you to jump in whenever you wish.

At any time, you may join in these training exercises. Regardless of your personal skills or abilities, the Legionnaires will work with you, altering their own teams to accommodate your training. Doing so consumes 15 TU, as the training is spread over several days to include a variety of scenarios.

When the training is complete, you gain the listed number of experience points, based on the original training agreement that was made with Captain Boulderfist.

The GM will fill in your current level on the date you earned this cert. Note that the base potential of the training sessions is determined by the ATL you played at, but the total is determined by your level *when you earned it*. Once set, the amount of XP you will gain from the training sessions does not change, no matter how long you wait before taking advantage of them.

You do not add that XP to your total until you spend the 15 TUs, and void this cert, to complete the training.

- ATL 1-3:** Gain 750 x  $\frac{\text{current level}}{\text{total}}$  =  $\frac{\text{total}}{\text{total}}$  XP
- ATL 5-7:** Gain 1,000 x  $\frac{\text{current level}}{\text{total}}$  =  $\frac{\text{total}}{\text{total}}$  XP
- ATL 9:** Gain 1,250 x  $\frac{\text{current level}}{\text{total}}$  =  $\frac{\text{total}}{\text{total}}$  XP

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

GM Signature \_\_\_\_\_  
 GM Name \_\_\_\_\_  
 Convention \_\_\_\_\_ Date \_\_\_\_\_



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*Caster Level:* NA      *Rarity:* Uncommon  
*Legality:* Legal      *Real Value:* \$0

GM Signature \_\_\_\_\_  
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This is to certify that the character known as

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*Favor / Disfavor*

*Captain Malcolm Boulderfist*

After working with his two best Legionnaires, Sergeant Harriet "Hack" Ackerman and Corporal Sarah "Slash" Lashton, Captain Malcolm Boulderfist has taken note of your performance and behavior.

**Favor:** Captain Boulderfist was impressed with how well you handled yourself and kept your cool, despite Governor Dumont's abrasive and confrontational attitude. You've learned some valuable lessons from your time with the Embassy District's Legionnaires, granting you a +2 bonus on Diplomacy checks when dealing with nobles and government officials of any kind. The bonus to Diplomacy checks expires 1 year after the date on this cert. This cert also counts as 1 of the Favours necessary for joining the Diamond Legion (this does not expire).

**Disfavor:** Your failure to conduct yourself in a professional manner, and keep your cool, has been noted by Captain Boulderfist, and passed on to other elements of the Diamond Legion. Keep this cert. You are required to show this cert to your GM the next time you play a mod where you are hired by the Diamond Legion for a job. In addition, for the next 2 adventures where you're hired by the Legion, you are only entitled to 1/2 the normal compensation for that adventure.

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Caster Level: NA      Rarity: Uncommon  
Legality: Legal      Real Value: \$0

GM Signature \_\_\_\_\_  
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GM Signature \_\_\_\_\_  
GM Name \_\_\_\_\_  
Convention \_\_\_\_\_ Date \_\_\_\_\_



This is to certify that the character known as



earned the following in the adventure

*Ride Along*

*Disfavor*

*Fraternity of Venturers*

Reports of your embarrassingly poor performance while working with Captain Boulderfist and the Diamond Legion have made it back to Dorinda, the head of the Fraternity of Venturers. She is deeply disappointed in you, making it clear that she, the Fraternity, and your fellow adventurers, expect better of those employed for special jobs in Amthydor. Keep this cert. You are required to show this cert to your GM the next time you play a mod where you are hired by the Fraternity of Venturers for a job. In addition, for the next 2 adventures where you're hired by the Fraternity, you are only entitled to 1/2 the normal compensation for that adventure.



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

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GM Name \_\_\_\_\_  
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GM Signature \_\_\_\_\_  
GM Name \_\_\_\_\_  
Convention \_\_\_\_\_ Date \_\_\_\_\_



This is to certify that the character known as

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*Ride Along*

*Crowd Control Weapon(s)*

These unique melee weapons were introduced by the Diamond Legion as an efficient means of, well, crowd control, following some of the riots resulting from the devil invasion. Unlike improvised weapons, or weapons that are being mis-used for the sake of being non-lethal, these weapons are specifically designed and forged to be used to their fullest extent in a non-lethal fashion.

These weapons are crafted with great care, and are considered to be of masterwork quality. They always deal non-lethal damage, but they carry no attack penalty; rather they have a +1 bonus to attack rolls for being masterwork. They may be enchanted like any other weapon, but enchantments which would result in lethal damage (such as *flaming, frost, shock, or thundering*, for example) cost twice as much.

You receive 1 such weapon for free, as thanks for your exemplary service to the Diamond Legion's Diplomatic Corps. You also have the option to purchase 1 additional such weapon. A Crowd Control Weapon's cost is equal to the normal cost of a weapon of its type (plus the masterwork cost), it may not be made out of any special material, and these weapons sell for 1/2 their total value as normal. Fill in the weapon(s) you received, or purchased, below:

Free weapon: \_\_\_\_\_  
(weapon) (value)

Purchased weapon: \_\_\_\_\_  
(weapon) (value)

*Value:* Varies      *Tradable:* Yes  
*Caster Level:* NA      *Rarity:* Common  
*Legality:* Legal      *Real Value:* \$0

GM Signature \_\_\_\_\_  
GM Name \_\_\_\_\_  
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*Value:* Varies      *Tradable:* Yes  
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You receive 1 such weapon for free, as thanks for your exemplary service to the Diamond Legion's Diplomatic Corps. You also have the option to purchase 1 additional such weapon. A Crowd Control Weapon's cost is equal to the normal cost of a weapon of its type (plus the masterwork cost), it may not be made out of any special material, and these weapons sell for 1/2 their total value as normal. Fill in the weapon(s) you received, or purchased, below:

Free weapon: \_\_\_\_\_  
(weapon) (value)

Purchased weapon: \_\_\_\_\_  
(weapon) (value)

*Value:* Varies      *Tradable:* Yes  
*Caster Level:* NA      *Rarity:* Common  
*Legality:* Legal      *Real Value:* \$0

GM Signature \_\_\_\_\_  
GM Name \_\_\_\_\_  
Convention \_\_\_\_\_ Date \_\_\_\_\_



This is to certify that the character known as

earned the following in the adventure  
*Ride Along*

*Crowd Control Weapon(s)*

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 Caster Level: NA Rarity: Common  
 Legality: Legal Real Value: \$0

GM Signature \_\_\_\_\_  
 GM Name \_\_\_\_\_  
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Value: Varies Tradable: Yes  
 Caster Level: NA Rarity: Common  
 Legality: Legal Real Value: \$0

GM Signature \_\_\_\_\_  
 GM Name \_\_\_\_\_  
 Convention \_\_\_\_\_ Date \_\_\_\_\_



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GM Signature \_\_\_\_\_  
 GM Name \_\_\_\_\_  
 Convention \_\_\_\_\_ Date \_\_\_\_\_