



This is to certify that the character known as

earned the following in the adventure

LSJ CAMPAIGN GUIDE

Starting Magic Item

Player characters may select one of the following items with which to start their adventuring career:

- An enchanted +1 non-exotic melee or missile weapon*

Weapon _____

- Twenty-five enchanted +1 arrows or bolts*

- Two potions of *cure serious wounds* (CL 5th)

- Bracers of armor +2

*These items were standard masterwork weapons prior to enchantment. No other nonmagical enhancements, such as special materials or composite bows, are allowed for them. Items such as shield spikes or spiked armor cannot be used as a starting magic weapon. Write the weapon selected on the line above. Racial exotic weapons are regarded as melee weapons when chosen by a member of that race, and may only be traded to another member of that same race.

Value: 1,000 gp

Tradable: Yes

Caster Level: varies

Rarity: Common

Legality: Legal

Real Value: \$0

Player Signature _____

Player Name _____

Starting Character Cert _____ Date _____



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