

Only one cert of this kind is allowed per Player Character. This cert is the ONLY cert in which the player can sign at the bottom.



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*
- Twenty-five enchanted +1 arrows or bolts*
- Two potions of cure serious wounds
- Bracers of armor +2

Item: _____

* 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 spikes on spiked armor cannot be used as a starting magic weapon. Write the weapon selected in the line above.

Value: 1,000 gp

Tradable: Yes

Size: Varies

Rarity: Common

Legality: Legal

Player Signature _____

Player Name _____

Starting Character Cert _____ Date _____