

LIVING JUNGLE™

Hero Point Certificate

This document certifies that the character known as

Acted with bravery, daring, and selflessness in the LIVING JUNGLE event *Madness*.

Player's Name: _____

DM's Name: _____ Initials: _____



This certificate may be exchanged for a +2 (+10%) bonus to any 1d20 or 1d100 roll during a LIVING JUNGLE tournament if exchanged before the roll of the die. Alternately, it may be exchanged for a +1 (+5%) bonus to the die roll if exchanged after the roll is made. Two Hero Point certificates may be exchanged to re-roll any failed 1d20 or 1d100 de roll.

When this certificate has been exchanged, the DM should tear this certificate in half, or write "VOID" in ink across its face.

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Turquoise Necklace

This necklace has been created with several piece of turquoise. The craftsmanship is absolutely remarkable.

This beautiful necklace was given to you by Hojo, a shu from the Jengi tribe, for besting him by solving a complex puzzle.

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Runestaff

This staff has the sorcerer spells *change self*, *alter self*, *keen edge*, *rainbow pattern*. This item acts as a scroll.

This beautiful necklace was given to you by Hojo, a shu from the Jengi tribe, for besting him by solving a complex puzzle.

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Reed Recorder

This exquisite musical instrument is of superior make and is concerned of masterwork quality. The recorder adds a +2 circumstance bonus to Perform checks and serves as a mark of status within the Jengi tribe.

This reed recorder used to belong to Dexter, a member of the Jengi tribe, who was killed by one of his own kind.)

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Reed Basket

This durable basket is made out of dried reeds. It is quite strong and can hold two cubic feet worth of items.

This reed basket used to belong to Dexter, a member of the Jengi tribe, who was killed by one of his own kind.

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Reed Shoes

These fine pair of shoes are made from dried reeds. They were made for a shu and thus are quite small. However, they are quite sturdy and will protect the wearer's feet quite nicely.

This reed basket used to belong to Dexter, a member of the Jengi tribe, who was killed by one of his own kind.

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Reed Hat

This delicate hat is made out of dried reeds. It was made for a shu to wear and is thus quite small. However, wearing it will protect a shu's eyes from the glaring sun of the jungle.

This reed basket used to belong to Dexter, a member of the Jengi tribe, who was killed by one of his own kind.

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Tattoo

This heroic hero has been given the right to and chose to receive a tattoo from the Jengi tribe of shu. This is a rare honor indeed. The player should write on the cert what the tattoo looks like and where it is located. It will grant a +1 circumstance bonus to appropriate Charisma-related skills when dealing with the Jengi tribe.

This tattoo was craftily performed for you by the Jengi tribe for saving them from a deadly disease.

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Body Piercing

This hero has chosen to receive a body piercing from the Jengi tribe of shu for aiding them in their time of need. The hero has a small obsidian piercing that is located as indicated below. The player should right this on the bottom of this certificate. They are considered friends of the Jengi tribe and will not be viewed with suspicion.

This body piercing was performed for you by a member of the Jengi tribe for aiding them in a time of need.

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Curse of Chuk'aa

This shu has caused harm to another shu despite the legends and myths about the grave consequences against doing such as deed. The shu will suffer a permanent -4 profane penalty to all their attack rolls and all attacks will do minimum damage. They are also forbidden to use or earn any hero points and are no longer considered part of any tribe. This curse cannot be removed by anything short of a spirit; even the greatest shamans of Malatra will prove unsuccessful. All the effects last until the curse is removed – in a future adventure.

This curse was gained by this shu harming another shu, an extremely grave matter.

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Fear of Chuk'aa

This shu has learned about a shu harming another shu first hand, perhaps even by viewing with his or her own eyes. The shu will lose all benefits of being a shu (bonus to blowgun attacks, bonuses to skill checks, etc.) until Chuk'aa has dealt with the offender and this shu is there to witness it – in a future adventure. It cannot be removed in any other way.

This fear was gained by this shu learning first hand that a shu killed another shu, an extremely grave matter.

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