

LIVING JUNGLE™ *Hero Point Certificate*

This document certifies that the character known as

Acted with bravery, daring, and selflessness in the LIVING JUNGLE event *Shadows of Change*.

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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Binding of the Elements: _____

When you opened the gate of the elements, you received an opportunity to pledge yourself to one element. You have chosen one of the elements (Air, Earth, Fire, Water). Write the chosen element on the line above. The certificate is not valid unless there is a element written above. This does not imply worship, nor are you a priest of this element. Instead, each day you are required to acknowledge the element in some small way (tossing a portion of each meal into a river, for water, or into a fire, for example). The symbol of this commitment is a small amber medallion 2 inches across. Within the amber, like a trapped fly, is a piece of the living, moving element you have selected. This medallion has bonded itself to your chest, right over your heart. It may never be removed without being destroyed in the process.

If the medallion is destroyed, the beneficial powers are gone, as is the 2nd of the burdens. The hit points are gone permanently. This item does radiate magic, and has a hardness of 20, and hit points of 50.

This is both a boon and a burden, for it has the following effects:

Burdens:

1. Permanent loss of 5 hit points.
2. Subtraction of 50 xp from each adventure's total experience award.

Boons (all spell-like abilities function as if cast by a caster of your character level):

___ Air - Ability to *fly* (as the spell) for 1 hour per day. +2 save bonus vs. gases. +1 deflection bonus to AC (air protects you). +2 bonus to Balance and Climbing checks.

___ Earth - Ability to cast *stone shape* once per day. +1 luck bonus to Fort saves. +1 armor bonus to AC (tough skin). +2 bonus to Wilderness Lore checks.

___ Water - Ability to breathe water (as the spell *water breathing*) for 1 hour per day per level. +2 save bonus vs. poison. +1 armor bonus to AC (compact body). +2 bonus to Swim checks.

___ Fire - Act as if constantly protected by the spell *resist elements—fire* (fire resistance 12). +1 insight bonus to Reflex saves. +1 luck bonus to AC (as flames weave, so do you). +2 bonus to escape Artist checks.

LIVING JUNGLE™ Treasure Certificate *Shadows of Change*

Convention: _____
Date: _____

DM's Name

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