The following "Living Kingdoms of Kalamar" character known as			
has received during	and Peace		
Small Mercenary Tattoo			
While infiltrating a mercenary camp, you won the affection of a mercenary band and received a tattoo for free. (The description of this tattoo is up to the holder of this cert, but it is small and only a single color and design.)           Value: N/A         Tradable: No           Singdoms of Kalamar and the Kingdoms of Kalamar logo are registered trademarks of Kenzer & Company. Living Kingdoms of Kalamar and the Kingdoms of Kalamar logo are trademarks of Kenzer & Company. Living Kingdoms of Kalamar and the Kingdoms of Kalamar logo are trademarks of Kenzer & Company. Living Kingdoms of Kalamar and the Kingdoms of Kalamar logo are trademarks of Kenzer & Company. Living Kingdoms of Kalamar and the Kingdoms of Kalamar logo are trademarks of Kenzer & Company. Living Kingdoms of Kalamar and the Kingdoms of Kalamar logo are trademarks of Kenzer & Company. Living Kingdoms of Kalamar and the Kingdoms of Kalamar logo are trademarks of Kenzer & Company. Living Kingdoms of Kalamar and the Kingdoms of Kalamar logo are trademarks of Kenzer & Company. Living Kingdoms of Kalamar and the Kingdoms of Kalamar logo are trademarks of Kenzer & Company. Living Kingdoms of Kalamar and the Kingdoms of Kalamar logo are trademarks of Kenzer & Company. Living Kingdoms of Kalamar and the Kingdoms of Kalamar logo are trademarks of Kenzer & Company. Living Kingdoms of Kalamar and the Kingdoms of Kalamar logo are trademarks of Kenzer & Company. Living Kingdoms of Kalamar and the Kingdoms of Kalamar logo are trademarks of Kenzer & Company. Living Kingdoms of Kalamar and the Kingdoms of Kalamar logo are trademarks of Kenzer & Company. Living Kingdoms of Kalamar and the Kingdoms of Kalamar logo are trademarks of Kenzer & Company. Living Kingdoms of Kalamar and the Kingdoms of Kalamar logo are trademarks of Kenzer & Company. Living Kingdoms of Kalamar and the Kingdoms of Kalamar logo are trademarks of Kenzer & Company. Living Kingdoms of Kalamar and the Kingdoms of Kalamar logo are trademarks of Ke			
The following "Living Kingdoms of	Kalamar" character known as		
has received during	and Peace		
Small Mercenary Tattoo			
While infiltrating a mercenary camp, you won the affection of description of this tattoo is up to the holder of this cert, but it i			
Value: N/A Charges: N/A Kingdoms of Kalamar and the Kingdoms of Kalamar logo are registered trademarks of Kenzer & Company.	Tradable: No		
Living Kingdoms of Kalamar logo are trademarks of Kenzer & Company. © 2004 Kenzer & Company, Inc. A			

The following "Living Kingdoms of Kalamar" character known as

has received during ....and Peace **Spall Meecemany Tattoo** While infiltrating a mercenary camp, you won the affection of a mercenary band and received a tattoo for free. (The description of this tattoo is up to the holder of this cert, but it is small and only a single color and design.) <u>Value: NA</u> Mathematication of Kalamar logo are registered trademarks of Kenzer & Company. Living Kingdoms of Kalamar and the Kingdoms of Kalamar logo are trademarks of Kenzer & Company. Exiting Kingdoms of Kalamar and the Kingdoms of Kalamar logo are trademarks of Kenzer & Company. Exiting Kingdoms of Kalamar logo are trademarks of Kenzer & Company. Exiting Kingdoms of Kalamar and the Kingdoms of Kenzer & Company. Exiting Kingdoms of Kalamar and the Kingdoms of Kenzer & Company. Exiting Kingdoms of Kalamar logo are trademarks of Kenzer & Company. Exiting Kingdoms of Kalamar and the Kingdoms of Kenzer & Company. Exiting Kingdoms of Kalamar and the Kingdoms of Kenzer & Company. Exiting Kingdoms of Kalamar and the Kingdoms of Kenzer & Company. Exiting Kingdoms of Kalamar and the Kingdoms of Kenzer & Company. Exiting Kingdoms of Kalamar and the Kingdoms of Kenzer & Company. Exiting Kingdoms of Kalamar and the Kingdoms of Kenzer & Company. Exiting Kingdoms of Kalamar and the Kingdoms of Kenzer & Company. Exiting Kingdoms of Kalamar and the Kingdoms of Kenzer & Company. Exiting Kingdoms of Kalamar and the Kingdoms of Kenzer & Company. Exiting Kingdoms of Kalamar and the Kingdoms of Kenzer & Company. Exiting Kingdoms of Kalamar and the Kingdoms of Kenzer & Company. Exiting Kingdoms of Kalamar and the Kingdoms of Kenzer & Company. Exiting Kingdoms of Kalamar and the Kingdoms of Kenzer & Company. Exiting Kingdoms of Kalamar and the Kingdoms of Kenzer & Company. Exiting Kingdoms of Kalamar and the Kingdoms of Kenzer & Company. Exiting Kingdoms of Kalamar and the Kingdoms of Kenzer & Company. Exiting Kenze

The following "Living Kir	ngdoms of Kalamar" character known as	
has received during	and Peace	
<text><text></text></text>		
The following "Living Kingdoms of Kalamar" character known as		
has received during	and Peace	

## Large Mercenary Tattoo

While infiltrating a mercenary camp, you won the affection of a mercenary band and received a commissioned tattoo. (The description of this tattoo is up to the holder of this cert, and it may be complex and have several colors in the design.)



The following "Living Kingdo	ms of Kalamar" character known as
has received during	and Peace
While infiltrating a mercenary camp, you won the affe	<b>cenary Tattoo</b> ction of a mercenary band and received a commissioned tattoo. s cert, and it may be complex and have several colors in the
design.)	Tradable: No
Kingdoms of Kalamar and the Kingdoms of Kalamar logo are registered trademarks of Kenzer & Company. © 2004 Kenzer & Company.	& Company. Living Kingdoms of Kalamar and the

The following "Living Kingdoms of Kalamar" character known as has received during ...and Peace Favor of the Royal General Staff Your actions have won you recognition from the Pekalese Military. This cert may be kept as a favor, or used as follows: The character is granted access through the College of Magic to purchase a +1 enchantment for one weapon, or upgrade an existing magic weapon with a special ability of no greater than +1 bonus for the listed fee. No weapon may have more than one of these special abilities. This requires the use of one non-adventuring Activity to arrange. Mark through this cert when used, but write the item and its total value on the back of this cert for future reference. Value: N/A Charges: N/A Tradable: No Kingdoms of Kalamar and the Kingdoms of Kalamar logo are registered trademarks of Kenzer & Company. Living Kingdoms of Kalamar and the Living Kingdoms of Kalamar logo are trademarks of Kenzer & Company. © 2004 Kenzer & Company, Inc. All Rights Reserved The following "Living Kingdoms of Kalamar" character known as has received during ...and Peace Favor of the Royal General Staff Your actions have won you recognition from the Pekalese Military. This cert may be kept as a favor, or used as follows: The character is granted access through the College of Magic to purchase a +1 enchantment for one weapon, or upgrade an existing magic weapon with a special ability of no greater than +1 bonus for the listed fee. No weapon may have more than one of these special abilities. This requires the use of one non-adventuring Activity to arrange. Mark through this cert when used, but write the item and its total value on the back of this cert for future reference. Value: N/A Charges: N/A Tradable: No Kingdoms of Kalamar and the Kingdoms of Kalamar logo are registered trademarks of Kenzer & Company, Living Kingdoms of Kalamar and the Living Kingdoms of Kalamar logo are trademarks of Kenzer & Company. © 2004 Kenzer & Company, Inc. All Rights Reserved The following "Living Kingdoms of Kalamar" character known as has received during ...and Peace

## Favor of the Royal General Staff

Your actions have won you recognition from the Pekalese Military. This cert may be kept as a favor, or used as follows:

The character is granted access through the College of Magic to purchase a +1 enchantment for one weapon, or upgrade an existing magic weapon with a special ability of no greater than +1 bonus for the listed fee. No weapon may have more than one of these special abilities. This requires the use of one non-adventuring Activity to arrange. Mark through this cert when used, but write the item and its total value on the back of this cert for future reference.

		LIVING
Value: N/A	Charges: N/A Tradable: No	Kungdoms of
Kingdoms of Kalamar and the Kingdoms of Kalamar logo are r Living Kingdoms of Kalamar logo are trademarks of Kenzer &	nar and the	

The followir	ng "Living King	gdoms of Kalamar" o	character known as	
has rece	eived during	and	Peace	-
The character is granted access throu weapon with a special ability of no gra requires the use of one non-adventur this cert for future reference.	ugh the College of Magi eater than +1 bonus for ing Activity to arrange. I Charges: N	to purchase a +1 enchantment for the listed fee. No weapon may have Mark through this cert when used, bu I/A Tradable: No f Kenzer & Company. Living Kingdoms of Kalamar	r one weapon, or upgrade an existing magic e more than one of these special abilities. This ut write the item and its total value on the back	
				<b>2</b> 6
The followir	ng "Living King	gdoms of Kalamar" o	character known as	
has roce	eived during			-
	0			
Your actions have won you recognition	I OI LITE	Royal Gen ilitary. This cert may be kept as a fac	Vor, or used as follows:	
weapon with a special ability of no gre	eater than +1 bonus for	the listed fee. No weapon may have	r one weapon, or upgrade an existing magic e more than one of these special abilities. This ut write the item and its total value on the back	
Value: N/A	Charges: N	I/A Tradable: No	Kingdoms of	5
Kingdoms of Kalamar and the Kingdoms of Kalama Living Kingdoms of Kalamar logo are trademarks of		f Kenzer & Company. Living Kingdoms of Kalamar nzer & Company, Inc. All Rights Reserved.	and the	S)
The followir	ng "Living King	gdoms of Kalamar" o	character known as	
has rece	eived during	and	Peace	-
Favo	r of the	Royal Gen		
Your actions have won you recognition	on from the Pekalese Mi	ilitary. This cert may be kept as a fav	vor, or used as follows:	
weapon with a special ability of no gre	eater than +1 bonus for	the listed fee. No weapon may have	r one weapon, or upgrade an existing magic e more than one of these special abilities. This ut write the item and its total value on the back	: of
		the second second	LIVING	
Value: N/A	Charges: N	I/A Tradable: No	Kingdoms of	5)
Kingdoms of Kalamar and the Kingdoms of Kalama Living Kingdoms of Kalamar logo are trademarks of		f Kenzer & Company. Living Kingdoms of Kalamar nzer & Company, Inc. All Rights Reserved.	and the	5

The followin	g "Living Kingdo	ms of Kalamar" cha	racter known as
has rece	ived during	and Pe	eace
	Favor of	Prince Kafe	en
For service to Pekal's citizens, Prince following ways:		Now ( 1991 / 1997	y be kept as a favor or used in one of the
1. The character gains a one time +10	circumstance modifier to one	e of the following skills: Diplomacy,	Gather Information, Intimidate, or
Knowledge (any). Mark through this ce	ert when used. 🛛 💓 🚿		prers. Choose one weapon or armor from
	character pays the cost for a	normal version of this item, and the	Prince pays to have it become masterwork.
(For example, the character would pay			
Value: N/A	Charges: N/A	Tradable: No	
Kingdoms of Kalamar and the Kingdoms of Kalamar Living Kingdoms of Kalamar logo are trademarks of	logo are registered trademarks of Kenzer & Kenzer & Company. © 2004 Kenzer & Co	& Company. Living Kingdoms of Kalamar and the mpany, Inc. All Rights Reserved.	<b>Residential (2)</b>
The followin	g "Living Kingdo	ms of Kalamar" cha	racter known as
has rece	ived during	and Pe	
	Favor of	Prince Kafe	en
			y be kept as a favor or used in one of the
following ways:	airaumatanaa madiiiatta		Cather Information Intimidate or
1. The character gains a one time +10 Knowledge (any). Mark through this co	ert when used. 🛛 💓 🦄	2. Mar 14	
any approved campaign source. The o	character pays the cost for a	normal version of this item, and the	prers. Choose one weapon or armor from Prince pays to have it become masterwork.
Mark through this cert when used, but (For example, the character would pay			
Value: N/A	Charges: N/A	Tradable: No	Kangdom's of
Kingdoms of Kalamar and the Kingdoms of Kalamar Living Kingdoms of Kalamar logo are trademarks of			Kalamars
		inpany, no. 7 in ragins reserved.	
The followin	g "Living Kingdo	ms of Kalamar" cha	racter known as
has rece	ived during	and Pe	ace
	Favor of	Prince Kafe	en
For service to Pekal's citizens, Prince			y be kept as a favor or used in one of the
following ways:	(A)		
1. The character gains a one time +10 Knowledge (any). Mark through this co		e of the following skills: Diplomacy,	Gather Information, Intimidate, or
2. The character is allowed to request	a special item from the Princ		orers. Choose one weapon or armor from Prince pays to have it become masterwork.
Mark through this cert when used, but (For example, the character would pay	write the item and its total va	lue on the back of this cert for futur	re reference.
Value: N/A	Charges: N/A	Tradable: No	Kuigdoms of
Kingdoms of Kalamar and the Kingdoms of Kalamar	logo are registered trademarks of Kenzer &		Ralamar?
Living Kingdoms of Kalamar logo are trademarks of	Kenzer & Company. © 2004 Kenzer & Co	mpany, Inc. All Rights Reserved.	

The following "I iving Kingdome of Kolomer", character known oc			
The following "Living Kingdoms of Kalamar" character known as			
has received duringand Peace			
Favor of Prince Kafen			
For service to Pekal's citizens, Prince Kafen has bestowed his favor upon this character. This cert may be kept as a favor or used in one of the following ways:			
1. The character gains a one time +10 circumstance modifier to one of the following skills: Diplomacy, Gather Information, Intimidate, or Knowledge (any). Mark through this cert when used.			
<ol> <li>The character is allowed to request a special item from the Prince's personal weaponsmiths or armorers. Choose one weapon or armor from any approved campaign source. The character pays the cost for a normal version of this item, and the Prince pays to have it become masterwork. Mark through this cert when used, but write the item and its total value on the back of this cert for future reference.</li> <li>(For example, the character would pay 15 gp for a longsword, and the Prince would pay 300 gp for masterwork.)</li> </ol>			
Value: N/A Charges: N/A Tradable: No			
Kingdoms of Kalamar and the Kingdoms of Kalamar logo are registered trademarks of Kenzer & Company. Living Kingdoms of Kalamar and the Living Kingdoms of Kalamar logo are trademarks of Kenzer & Company. Inc. All Rights Reserved.			
The following "Living Kingdoms of Kalamar" character known as			
has received duringand Peace			
Favor of Prince Kafen			
For service to Pekal's citizens, Prince Kafen has bestowed his favor upon this character. This cert may be kept as a favor or used in one of the following ways:			
1. The character gains a one time +10 circumstance modifier to one of the following skills: Diplomacy, Gather Information, Intimidate, or			
Knowledge (any). Mark through this cert when used. 2. The character is allowed to request a special item from the Prince's personal weaponsmiths or armorers. Choose one weapon or armor from any approved campaign source. The character pays the cost for a normal version of this item, and the Prince pays to have it become masterwork. Mark through this cert when used, but write the item and its total value on the back of this cert for future reference. (For example, the character would pay 15 gp for a longsword, and the Prince would pay 300 gp for masterwork.)			
Value: N/A Charges: N/A Tradable: No			
Kingdoms of Kalamar and the Kingdoms of Kalamar logo are registered trademarks of Kenzer & Company. Living Kingdoms of Kalamar and the Living Kingdoms of Kalamar logo are trademarks of Kenzer & Company. © 2004 Kenzer & Company, Inc. All Rights Reserved.			
The following "Living Kingdoms of Kalamar" character known as			
has received duringand Peace			
Favor of Prince Kafen			
For service to Pekal's citizens, Prince Kafen has bestowed his favor upon this character. This cert may be kept as a favor or used in one of the following ways:			
1. The character gains a one time +10 circumstance modifier to one of the following skills: Diplomacy, Gather Information, Intimidate, or			
Knowledge (any). Mark through this cert when used. 2. The character is allowed to request a special item from the Prince's personal weaponsmiths or armorers. Choose one weapon or armor from any approved campaign source. The character pays the cost for a normal version of this item, and the Prince pays to have it become masterwork. Mark through this cert when used, but write the item and its total value on the back of this cert for future reference. (For example, the character would pay 15 gp for a longsword, and the Prince would pay 300 gp for masterwork.)			
Value: N/A     Charges: N/A     Tradable: No			
Kingdoms of Kalamar and the Kingdoms of Kalamar logo are registered trademarks of Kenzer & Company. Living Kingdoms of Kalamar and the Living Kingdoms of Kalamar logo are trademarks of Kenzer & Company. Inc. All Rights Reserved.			

The followi	ng "Living Kingdor	ns of Kalamar" ch	naracter known as
has rec	eived during	and F	Peace
Gra	atitude of	the Grav I	_eaion
For your deeds in undermining a Kai your efforts. This cert may be kept a	amaran plot to cause upset bet	ween the Prince and the Pekale	ese Military, the Gray Legion has recognized
existing suit of magic armor or clothi one of these special abilities. This re	ng with a special ability of no gre quires the use of one non-adve	eater than +1 bonus for the liste	ne suit of armor or clothing or upgrade an ed fee. No suit of armor may have more than k through this cert when used, but write the item
and its total value on the back of this	cert for future reference.		LIVING
Value: N/A	Charges: N/A	Tradable: No	Kungdoms of
Kingdoms of Kalamar and the Kingdoms of Kalam Living Kingdoms of Kalamar logo are trademarks of			the <b>USUCIMARS</b>
The followi	ng "Living Kingdor	ns of Kalamar" ch	naracter known as
has rec	eived during	and F	Peace
Gra	atitude of	the Gray I	_egion
	amaran plot to cause upset bet		ese Military, the Gray Legion has recognized
existing suit of magic armor or clothi one of these special abilities. This re	ng with a special ability of no gre quires the use of one non-adve	eater than +1 bonus for the liste	ne suit of armor or clothing or upgrade an ad fee. No suit of armor may have more than k through this cert when used, but write the item
and its total value on the back of this	cert for future reference.		LIVING
Value: N/A	Charges: N/A	Tradable: No	
Kingdoms of Kalamar and the Kingdoms of Kalam Living Kingdoms of Kalamar logo are trademarks of			
The followi	ng "Living Kingdor	ns of Kalamar" ch	naracter known as
has rec	eived during	and F	Peace
	atitude of		
For your deeds in undermining a Kan your efforts. This cert may be kept a		ween the Prince and the Pekale	ese Military, the Gray Legion has recognized
existing suit of magic armor or clothi one of these special abilities. This re	ng with a special ability of no gre quires the use of one non-adve	eater than +1 bonus for the liste	ne suit of armor or clothing or upgrade an ed fee. No suit of armor may have more than k through this cert when used, but write the item
and its total value on the back of this	cert for future reference.		LIVING
Value: N/A	Charges: N/A	Tradable: No	Kungdonis of
Kingdoms of Kalamar and the Kingdoms of Kalam Living Kingdoms of Kalamar logo are trademarks of			the Kalamars

The followi	ng "Living Kingdor	ns of Kalamar" ch	naracter known as
has rec	eived during	and F	Peace
Gra	atitude of	the Grav I	_eaion
For your deeds in undermining a Kai your efforts. This cert may be kept a	amaran plot to cause upset bet	ween the Prince and the Pekale	ese Military, the Gray Legion has recognized
existing suit of magic armor or clothi one of these special abilities. This re	ng with a special ability of no gre quires the use of one non-adve	eater than +1 bonus for the liste	ne suit of armor or clothing or upgrade an ed fee. No suit of armor may have more than k through this cert when used, but write the item
and its total value on the back of this	cert for future reference.		LIVING
Value: N/A	Charges: N/A	Tradable: No	Kungdoms of
Kingdoms of Kalamar and the Kingdoms of Kalam Living Kingdoms of Kalamar logo are trademarks of			the <b>USUCIMARS</b>
The followi	ng "Living Kingdor	ns of Kalamar" ch	naracter known as
has rec	eived during	and F	Peace
Gra	atitude of	the Gray I	_egion
	amaran plot to cause upset bet		ese Military, the Gray Legion has recognized
existing suit of magic armor or clothi one of these special abilities. This re	ng with a special ability of no gre quires the use of one non-adve	eater than +1 bonus for the liste	ne suit of armor or clothing or upgrade an ad fee. No suit of armor may have more than k through this cert when used, but write the item
and its total value on the back of this	cert for future reference.		LIVING
Value: N/A	Charges: N/A	Tradable: No	
Kingdoms of Kalamar and the Kingdoms of Kalam Living Kingdoms of Kalamar logo are trademarks of			
The followi	ng "Living Kingdor	ns of Kalamar" ch	naracter known as
has rec	eived during	and F	Peace
	atitude of		
For your deeds in undermining a Kan your efforts. This cert may be kept a		ween the Prince and the Pekale	ese Military, the Gray Legion has recognized
existing suit of magic armor or clothi one of these special abilities. This re	ng with a special ability of no gre quires the use of one non-adve	eater than +1 bonus for the liste	ne suit of armor or clothing or upgrade an ed fee. No suit of armor may have more than k through this cert when used, but write the item
and its total value on the back of this	cert for future reference.		LIVING
Value: N/A	Charges: N/A	Tradable: No	Kungdonis of
Kingdoms of Kalamar and the Kingdoms of Kalam Living Kingdoms of Kalamar logo are trademarks of			the Kalamars