

DUNGEONS & DRAGONS LIVING FORGOTTEN REALMS

(character name)

HAS RECEIVED STORY AWARDS FROM:
(cross out those not received)

CORE1-14 WHAT STORMS MAY COME

CORE26 Entrusted of the Wychlaran

You are a hero of Thesk and Rashemen and trusted by the people of these lands. DMs and future adventures may provide bonuses to social skills in these regions. In contrast, you are a hated enemy of Thay, being attacked preferentially by allies of Szass Tam unless you are successfully disguised.

CORE27 Touched by the Radiance

You chose to focus the radiant energy into Sibbya's child or to distribute his power to the other vessels. Exposure to the radiant energy has changed you. Either your skin, hair, eyes, or another noticeable feature now has a golden hue. Clerics hold you in high regard and often claim you have been touched by a deity, though they cannot agree on which one.

CORE28 Power of the Artifact

You chose to focus the power into the artifact. The power of radiance lingers in you. By using a minor action, you may cause your hands to give off a soft golden glow, equal to candlelight. Unless specified in an adventure, any additional effect of this is up to your DM.

DUNGEONS & DRAGONS LIVING FORGOTTEN REALMS

(character name)

HAS RECEIVED STORY AWARDS FROM:
(cross out those not received)

CORE1-14 WHAT STORMS MAY COME

CORE26 Entrusted of the Wychlaran

You are a hero of Thesk and Rashemen and trusted by the people of these lands. DMs and future adventures may provide bonuses to social skills in these regions. In contrast, you are a hated enemy of Thay, being attacked preferentially by allies of Szass Tam unless you are successfully disguised.

CORE27 Touched by the Radiance

You chose to focus the radiant energy into Sibbya's child or to distribute his power to the other vessels. Exposure to the radiant energy has changed you. Either your skin, hair, eyes, or another noticeable feature now has a golden hue. Clerics hold you in high regard and often claim you have been touched by a deity, though they cannot agree on which one.

CORE28 Power of the Artifact

You chose to focus the power into the artifact. The power of radiance lingers in you. By using a minor action, you may cause your hands to give off a soft golden glow, equal to candlelight. Unless specified in an adventure, any additional effect of this is up to your DM.

DUNGEONS & DRAGONS LIVING FORGOTTEN REALMS

(character name)

HAS RECEIVED STORY AWARDS FROM:
(cross out those not received)

CORE1-14 WHAT STORMS MAY COME

CORE26 Entrusted of the Wychlaran

You are a hero of Thesk and Rashemen and trusted by the people of these lands. DMs and future adventures may provide bonuses to social skills in these regions. In contrast, you are a hated enemy of Thay, being attacked preferentially by allies of Szass Tam unless you are successfully disguised.

CORE27 Touched by the Radiance

You chose to focus the radiant energy into Sibbya's child or to distribute his power to the other vessels. Exposure to the radiant energy has changed you. Either your skin, hair, eyes, or another noticeable feature now has a golden hue. Clerics hold you in high regard and often claim you have been touched by a deity, though they cannot agree on which one.

CORE28 Power of the Artifact

You chose to focus the power into the artifact. The power of radiance lingers in you. By using a minor action, you may cause your hands to give off a soft golden glow, equal to candlelight. Unless specified in an adventure, any additional effect of this is up to your DM.