Sample magic items for FFRE

These items are all made with the v128 Enchantment rules. Later rules changes may invalidate the final costs of these items. To minimize the trouble of such cases, the items are defined in *great* detail, so as to make them easy to re-cost under modified rules.

All items are automatically approved for character creation for characters intended to be used in Ærth campaigns. Each item is assigned to one of four rarity categories, for the purpose of giving a discount on the Perk Point cost of a character owning an item that he has not created himself.

Rarity	Descriptor	Discount	Ærth, per 0.1 Essence				
R8	Extremely Rare	-0%	10 PP				
R7	Very Rare	-10%	9 PP				
R6	Rare	-30%	7 PP				
R5	Not so Rare	-50%	5 PP				
	D O I		1 - 1				

Category R8 items contain high unusual Enchantments, or combinations of Enchantments, and NPCs are unlike to produce them. They are of course nevertheless perfectly permissible in all regards - they just don't get a discount. Category R6 items, on the other hand, are popular "type items", like many kinds of Foci, or enchanted weapons. Very few items fall into category R5.

To update the Table of Contents in MS Word 2000, select it with the mouse cursor, then press F9. This will ensure that all page references are correct.

The item tables include auto-calculation of the highest Enchantment level, the total Essence cost of the Enchantments in the item, and the total Craft Point cost of those Enchantments. To update these values, select the boxes in the table and press F9 (it causes no harm if you also accidentally selects additional boxes). Do this if some of the numbers look suspicious, or if you change something, or if you wish to create your own items. Note that auto-calculation only occurs in the auto-calculation line. The figures must then be manually copied to the relevant boxes further down.

Virtual Essence cost table

Viituai Essence cost table									
L/L/L	vES	L/L/L	vES	L/L	vES				
6/6/6	2.4	5/5/5	0.9	4/4	0.2				
6/6/5	1.9	5/5/(1-4)	0.6	4/3	0.15				
6/6/(1-4)	1.6	5/4/(1-4)	0.4	4/2	0.05				
6/5/5	1.4	5/3/(1-3)	0.35	4/1	-0.05				
6/4/(1-4)	0.9	5/2/(1-2)	0.25	3/3	0.1				
6/3/(1-3)	0.85	5/1/1	0.15	3/2	0.0				
6/2/(1-2)	0.75			3/1	-0.1				
6/1/1	0.65			2/2	-0.1				
				2/1	-0.2				
				1/1	-0.3				

It is possible to have vES in 0.05 increments. This is because *virtual* Essence is a fiction of character creaetion accounting, not a part of the reality that the characters live in (where *real* Essence does indeed come in *indivisible* quanta of 0.1 points). Negative values are simply added in. This means that an item with 0.3 ES in Enchantments, one of which is 3rd level and the next-highest is 1st level, has a final vES cost of only 0.2. An item always costs at least 0.10 points of vES, round up to this value if necessary.

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X
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X
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Healing Items 10
Healing Items

Apologies. The Table of Contents seems to not work in the OO/PDF text. It works fine in MS Word.

Item cost index		Item	РР	Item	PP
Item P	p	Magic Sword, Lesser	25	Bow of Trick Shots (-2 RD vs stationary target)	285
One-Realm Staff Focus, Minor (-2 RD bonus)	L	v. Magic Weapon, non-Sword	35	Bow of Fire	35
(Almost all of these Foci have "Standard Light", as in 6,		Sword of Fire, Minor (flames up 3/Day, 4d12)	14	v. Bow of Frost or Sparks	35
10 or 12 charges per day, 4d12 to Activate, or a	84	v. Sword of Frost (Mi) or Sword of Sparks (Mi)	14	Arrow of Slaying (many bonuses)	98
sanctioned variant thereoff).		v. Hammer of Sparks (Mi) (Viking lands only)	14	Arrow of Accuracy (bonus to RD)	20
One-Realm Staff Focus, Medium (-3 RD bonus)	137	v. non-Sword of Fire (Mi), Frost (Mi) or Sparks (Mi)	18	Arrow of Damage (improved damage)	15
One-Realm Staff Focus, Major (4 RD bonus)	343	Sword of Fire, Medium	198	Arrow of Distance (boosted RI)	10
	1585	v. Sword of Frost (Me) or Sparks (Me)	189	Magic Spear (misc. bonuses, returns)	91
One-Category Staff Focus, Lesser (-1 RD bonus)	98	v. Hammer of Sparks (Me) (Viking lands only)	189	Item to Boost Undead Turning	151
One-Category Staff Focus, Minor (-2 RD bonus)	144	v. non-Sword of Frost (Me) or Sparks (Me)	210	Item to Boost Heal Wound	194
One-Category Staff Focus, Medium (-3 RD bonus)	315	v. non-Sword of Fire (Me)	220	Item to Boost Cure Disease	151
One-Category Staff Focus, Major (4 RD bonus)	995	Sword of Fire, Major	525	Crown of Wisdom	580
One-Spell Focus, Staff (-5 RD bonus)	464	v. Sword of Sparks (Ma) or Frost (Ma)	515	Cloak of Comfort, Lesser	5
v. One-Spell Focus, Staff, (-5 RD). Only for very popular		v. non-Sword of Fire (Ma)	525	Robes of the Desert, Minor (near deserts)	77
spells, e.g. "Fire Bolt I"/"Frost Bolt I"	361	v. non-Sword of Sparks (Ma) or Frost (Ma)	515	Robes of the Desert, Minor (elsewhere)	99
One-Spell focus, Gigantic (-5 RD, non-portable)	165	v. any Weapon of Fire, not Decorated	565	Necklace of Allure	230
Illusionist Ring Focus, Major	105	v. any Weapon of Sparks or Frost, not Decorated	555	Ring of Diving, Minor	67
(4 RD to Illusion and -2 RD to Body)	644	All the Magic Swords below are also available in	555	Warrior's Belt	342
Fire Mage's Staff, Medium (-3 RD, plus protection)	196	non-Sword versions, at unaltered cost		Magic Rope	70
Fire Mage's Staff, Major (4 RD, plus protection)	675	Magic Sword, Medium A (damage +1)	122		
Elementalist's Staff, Major (-2 RD, plus protection)	473	Magic Sword, Medium B (RD bonus to hit +1)	176		
Necromancer's Staff, Medium (-3 RD, ×8 Undead C.)	147	Magic Sword, Major A (damage +2)	335		
Necromancer's Staff, Major (-4 RD, ×16 Undead C.)	477	Magic Sword, Major B (RD bonus to hit +2)	575		
Water Mage's Torc Focus (-3 RD, Diving benefits)	203	Magic Sword, Grand A (damage +3)	985		
Warrior Mage's Sword Focus, Medium A (-3 RD to		Magic Sword, Grand B (+2 damage, -2 to hit RD)	920		
Combat Magic, w. takes less damage f. Iron/Steel)	280		/		
Warrior Mage's Sword Focus, Medium B (-2 RD to		Mace, Death-Bane (vs Undead)	98		
Combat Magic, w. takes less damage f. Iron/Steel,	301	Sword, Were-Bane (vs Were-creatures)	98		
sword itself does more damage when it hits)	501	Bow of Accuracy, Minor (RI bonus)	28		
Witch's Necklace Focus (-3 RD to Emotion and		Bow of Accuracy, Medium (RI bonus)	53		
Thought Magic, Beauty benefits)	396	Bow of Accuracy, Major (RI bonus)	140		
Physical Adept's Bracelet Focus (Melee) (-2 RD to Body		Bow of Accuracy, Grand (RI bonus)	325		
Magic, plus enhancements to wielder's melee stats)	387	Bow of Precision, Medium (RD bonus)	176		
Physical Adept's Bow Focus (-2 RD to Body Magic, plus		Bow of Precision, Major (RD bonus)	575		
various enhancements to wielder, relevant to archery)	378	Bow of Damage, Medium (+1 dam./Success)	122		
Scholarly Generalist's Staff Focus (-1 RD to three		Bow of Damage, Major (+2 dam./S.)	355		
different Categories, plus other benefits)	342	Bow of Damage, Grand (+3 dam./S.)	985		
Scholarly Archmage Generalist's Staff Focus (2 BD to		Ranger's Bow, Major (RD bonus, RI bonus)	280		
all four categories, plus other major benefits)	1140	Ranger's Bow+, Major (RD, RI, and damage bonus)	400		
an rour categories, plus other major benefits)			,		

Foci, Generic

One-Realm Staff Focus, Minor				
Enchantment	level	ES	СР	
Open	1	0.1	0	
Large Focus II for any one Realm, -2 bonus to cast RDs	3	0.5	8	
Standard Light Investment "Light I", Duration 1 Hour.	2	0.1	2	
Creates a sphere of radiant light (in this case attached to				
the tip of the staff, because of the "cast on item" limit).				
1 IL basic spell, 12 charges/Day/3d12 (Cantrip spell)				
1 IL No Spell Skill				
-1 IL Cast on Item only				
1 IL Safer Activation to 4d12				
total 2 ILs				
Slow Aging I, wielder ages at 1/2 speed	3	0.3	8	
Close	1	0.1	0	
Autocalculation: Max / Sum / Sum	3	1.1	18	
Total Essence cost		1.1		
Highest/Second-Highest Enchantment level	3/3			
Added "virtual" Essence cost, Level-based		0.1	vES	
Total "virtual" Essence cost, bought as a Perk		1.2	vES	
Rarity-based discount on Perk Point cost		- 30	%	
"virtual" Essence cost, bought as a Perk		84	PP	
Craft Point cost, bought as Craft		18	СР	

"Standard Light" may, *whereever* it occurs, be replaced with a version that recieves X charges per Week but Activates on 5d12, instead of X charges per *Day* and Activating on 4d12. This does not alter any point costs.

Alternatively, the item in question can be Decorated, meaning that the item is adorned with elaborate carvings and inscriptions. This gives an Activation roll of 5d12 while retaining X charges per Day. It doesn't alter any costs.

As a third alternative, the item can be Decorated *and* have X charges per Week (rather than X/Day). The Activation rating is 3d12 (low!), but it Activates in only 1 second. Adventurers sometimes favour such items. All costs are unaltered.

One-Realm Staff Focus, Medium				
Enchantment	level	ES	CP	
Open	1	0.1	0	
Large Focus III for any one Realm, -3 bonus to cast RDs	4	1.2	40	
Standard Light, 12/Day/4d12 (2 Investment levels)	2	0.1	2	
Slow Aging I, wielder ages at 1/2 speed	3	0.3	8	
Close	1	0.1	0	
Autocalculation: Max / Sum / Sum	4	1.8	50	
Total Essence cost]	1.8		
Highest/Second-Highest Enchantment level	4/3			
Added "virtual" Essence cost, Level-based		0.15	vES	
Total "virtual" Essence cost, bought as a Perk		19.5	vES	
Rarity-based discount on Perk Point cost		30	%	
virtual Essence cost, bought as a Perk		137	PP	
Craft Point cost, bought as Craft		50	CP	

One-Realm Staff Focus, Major					
Enchantment	level	ES	СР		
Open	1	0.1	0		
Large Focus IV for any one Realm, -4 bonus to cast RDs	5	3.6	250		
Standard Light, 12/Day/4d12 (2 Investment levels)	2	0.1	2		
Slow Aging II, wielder ages at 1/4 speed	4	0.6	40		
Close	1	0.1	0		
Autocalculation: Max / Sum / Sum	5	4.5	292		
Total Essence cost		4.5			
Highest/Second-Highest Enchantment level	5/4		-		
Added "virtual" Essence cost, Level-based		0.4	vES		
Total "virtual" Essence cost, bought as a Perk		4.9	vES		
Rarity-based discount on Perk Point cost		30	%		
virtual Essence cost, bought as a Perk		343	PP		
Craft Point cost, bought as Craft		292	СР		

One-Realm Staff Focus, Grand				
Enchantment	level	ES	CP	
Open	1	0.1	0	
Large Focus V for any one Realm, -5 bonus to cast RDs	6	14.4	2000	
Standard Light, 12/Day/4d12 (2 Investment levels)	2	0.1	2	
Slow Aging I, wielder ages at 1/2 speed	3	0.3	8	
Close	1	0.1	0	
Autocalculation: Max / Sum / Sum	6	15	2010	
Total Essence cost]	15.0		
Highest/Second-Highest Enchantment level	6/3		-	
Added "virtual" Essence cost, Level-based		0.85	vES	
Total "virtual" Essence cost, bought as a Perk		15.85	vES	
Rarity-based discount on Perk Point cost		0	%	
virtual Essence cost, bought as a Perk		1585	PP	
Craft Point cost, bought as Craft		2010	CP	

One-Category Staff Focus, Lesser

Enchantment	level	ES	CP
Open	1	0.1	0
Large Focus I for any one Category, -1 bonus to cast RDs	3	0.7	8
Standard Light, 12/Day/4d12 (2 Investment levels)	2	0.1	2
Slow Aging I, wielder ages at 1/2 speed	3	0.3	8
Close	1	0.1	0
Autocalculation: Max / Sum / Sum	3	1.3	18
Total Essence cost		1.3	
Highest/Second-Highest Enchantment level	3/3		
Added "virtual" Essence cost, Level-based		0.1	vES
Total "virtual" Essence cost, bought as a Perk		1.4	vES
Rarity-based discount on Perk Point cost		- 30	%
virtual Essence cost, bought as a Perk		98	PP
Craft Point cost, bought as Craft		18	СР

One-Category Staff Focus, Minor						
Enchantment	level	ES	CP			
Open	1	0.1	0			
Large Focus II for any one Category, -2 RD bonus	4	1.3	40			
Standard Light, 12/Day/4d12 (2 Investment levels)	2	0.1	2			
Slow Aging I, wielder ages at 1/2 speed	3	0.3	8			
Close	1	0.1	0			
Autocalculation: Max / Sum / Sum	4	1.9	50			
Total Essence cost		1.9				
Highest/Second-Highest Enchantment level	4/3					
Added "virtual" Essence cost, Level-based		0.15	vES			
Total "virtual" Essence cost, bought as a Perk		20.5	vES			
Rarity-based discount on Perk Point cost		30	%			
virtual Essence cost, bought as a Perk		144	PP			
Craft Point cost, bought as Craft		50	CP			

One-Category Staff Focus, Medium						
Enchantment	level	ES	СР			
Open	1	0.1	0			
Large Focus III for any one Category, -3 RD bonus	5	3.2	250			
Standard Light, 12/Day/4d12 (2 Investment levels)	2	0.1	2			
Slow Aging II, wielder ages at 1/4 speed	4	0.6	40			
Close	1	0.1	0			
Autocalculation: Max / Sum / Sum	5	4.1	292			
Total Essence cost]	4.1				
Highest/Second-Highest Enchantment level	5/4					
Added "virtual" Essence cost, Level-based		0.4	vES			
Total "virtual" Essence cost, bought as a Perk		4.5	vES			
Rarity-based discount on Perk Point cost		- 30	%			
virtual Essence cost, bought as a Perk		315	PP			
Craft Point cost, bought as Craft		292	CP			

One-Category Staff Focus, Major					
Enchantment	level	ES	СР		
Open	1	0.1	0		
Large Focus IV for any one Category, 4 RD bonus	6	9.6	2000		
Standard Light, 12/Day/4d12 (2 Investment levels)	2	0.1	2		
Slow Aging I, wielder ages at 1/2 speed	3	0.3	8		
Close	1	0.1	0		
Autocalculation: Max / Sum / Sum	6	10.2	2010		
Total Essence cost]	10.2			
Highest/Second-Highest Enchantment level	6/3				
Added "virtual" Essence cost, Level-based		0.85	vES		
Total "virtual" Essence cost, bought as a Perk		11.05	vES		
Rarity-based discount on Perk Point cost		10	%		
virtual Essence cost, bought as a Perk		995	PP		
Craft Point cost, bought as Craft		2010	СР		

Demo Magic items for the FFRE Enchantment system, created with the v128 Encantment rules, page Page numbers of Statistics

One-Spell Focus, Staff			
Enchantment	level	ES	CP
Open	1	0.1	0
Large Focus V for one spell, -5 RD bonus to casting.	5	4.8	250
Close	1	0.1	0
Autocalculation: Max / Sum / Sum	5	5	250
Total Essence cost]	5.0]
Highest/Second-Highest Enchantment level	5/1		
Added "virtual" Essence cost, Level-based		0.15	vES
Total "virtual" Essence cost, bought as a Perk		5.15	vES
Rarity-based discount on Perk Point cost		10	%
virtual Essence cost, bought as a Perk		464	PP
Craft Point cost, bought as Craft		250	CP
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This item is common enough in a "Fire Bolt I", "Frost Bolt I" or "Lightning BoltI" variant to warrant the full -30% PP cost discount (total cost 371 PP). A few other spells may also be similarly common, check with the GM. Good candidates, although of distinctly limited interest for adventurers, are items for improving the output of crops.

One-Spell Focus, Gigantic			
Enchantment	level	ES	CP
Open	1	0.1	0
Focus V for one spell, -5 RD bonus to casting.	5	2.0	250
Gigantic discount (400 ton weight) -2/3 ES cost			
Close	1	0.1	0
Autocalculation: Max / Sum / Sum	5	2.2	250
Total Essence cost]	2.2	
Highest/Second-Highest Enchantment level	5/1		
Added "virtual" Essence cost, Level-based		0.15	vES
Total "virtual" Essence cost, bought as a Perk		2.35	vES
Rarity-based discount on Perk Point cost		- 30	%
virtual Essence cost, bought as a Perk		165	PP
Craft Point cost, bought as Craft		250	СР

This is a One-Spell Focus that utilizes the discount for *extremely* large items. It is invariably a huge standing stone, weighing at least 400 tonnes. These items are not truly common, but they are inconvenient to own because they are decidedly non-portable. Thus they can be had cheaply. Often, they stand in the middle of fields and are Foci for high-level crop-enhancing spells.

Foci, Specific					
Illusionist's Ring Focus, Major	Illusionist's Ring Focus, Major				
Enchantment	level	ES	CP		
Open	1	0.1	0		
Tiny Focus IV for Illusion Magic, -4 RD bonus	5	5.7	250		
Tiny Focus II for Body Magic, -2 RD bonus	3	0.8	8		
Standard Light, 6/Day/4d12 (2 Investment levels)	2	0.1	2		
Close	1	0.1	0		
Autocalculation: Max / Sum / Sum	5	6.8	260		
Total Essence cost		6.8			
Highest/Second-Highest Enchantment level	5/3				
Added "virtual" Essence cost, Level-based		0.35	vES		
Total "virtual" Essence cost, bought as a Perk		7.15	vES		
Rarity-based discount on Perk Point cost		10	%		
virtual Essence cost, bought as a Perk		644	PP		
Craft Point cost, bought as Craft		260	СР		

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Fire Mage's Staff, Medium			
Enchantment	level	ES	СР
Open	1	0.1	0
Large Focus III for Fire Magic, -3 RD bonus to casting	4	1.2	40
Damage Reduction I:	3	1.2	8
Wielder takes 1/2 damage from fire			
Item itself is completely immune to heat and fire-damage	4	0.3	40
Close	1	0.1	0
Autocalculation: Max / Sum / Sum	4	2.9	88
Total Essence cost		2.9	
Highest/Second-Highest Enchantment level	4/4		
Added "virtual" Essence cost, Level-based		0.2	vES
Total "virtual" Essence cost, bought as a Perk		3.1	vES
Rarity-based discount on Perk Point cost		- 30	%
virtual Essence cost, bought as a Perk		196	PP
Craft Point cost, bought as Craft		88	СР

Fire Mage's Staff, Major			
Enchantment	level	ES	CP
Open	1	0.1	0
Large Focus IV for Fire Magic, 4 RD bonus to casting	5	3.6	250
Damage Reduction II:	4	3.0	40
Wielder takes 1/4 damage from fire			
Item itself is completely immune to heat and fire-damage	4	0.3	40
Close	1	0.1	0
Autocalculation: Max / Sum / Sum	5	7.1	330
Total Essence cost]	7.1]
Highest/Second-Highest Enchantment level	5/4		
Added "virtual" Essence cost, Level-based		0.4	vES
Total "virtual" Essence cost, bought as a Perk		7.5	vES
Rarity-based discount on Perk Point cost		10	%
virtual Essence cost, bought as a Perk		675	PP
Craft Point cost, bought as Craft		330	CP

Elementalist's Staff, Major			
Enchantment	level	ES	СР
Open	1	0.1	0
Large Focus II for Elemental Magic, -2 RD bonus	4	1.3	40
Damage Reduction I:	3	1.2	8
Wielder takes 1/2 damage from Fire			
Damage Reduction I: 1/2 Damage from Cold	3	1.2	8
Damage Reduction I: 1/2 Damage from Electricity	3	1.2	8
Close	1	0.1	0
Autocalculation: Max / Sum / Sum	4	5.1	64
Total Essence cost]	5.1	
Highest/Second-Highest Enchantment level	4/3		
Added "virtual" Essence cost, Level-based		0.15	vES
Total "virtual" Essence cost, bought as a Perk		52.5	vES
Rarity-based discount on Perk Point cost		10	%
virtual Essence cost, bought as a Perk		473	PP
Craft Point cost, bought as Craft		64	СР

	Necromancer's Staff, Medium	1 I		
	Enchantment	level	ES	СР
	Open	1	0.1	0
	Large Focus III for Necromancy, -3 RD casting bonus	4	1.2	40
;	Undead Control III: ×8 Undead Control Points	4	0.4	40
	Standard Light, 12/Day/4d12 (2 Investment levels)	2	0.1	2
)	Close	1	0.1	0
)	Autocalculation: Max / Sum / Sum	4	1.9	82
	Total Essence cost]	1.9	
	Highest/Second-Highest Enchantment level	4/4		
_	Added "virtual" Essence cost, Level-based		0.2	vES
	Total "virtual" Essence cost, bought as a Perk		2.1	vES
	Rarity-based discount on Perk Point cost		- 30	%
	virtual Essence cost, bought as a Perk		147	PP
_	Craft Point cost, bought as Craft		82	СР

Necromancer's Staff, Major				
Enchantment	level	ES	CP	
Open	1	0.1	0	
Large Focus IV for Necromancy, 4 RD casting bonus	5	3.6	250	
Undead Control IV: ×16 Undead Control Points	5	0.8	250	
Standard Light, 12/Day/4d12 (2 Investment levels)	2	0.1	2	
Close	1	0.1	0	
Autocalculation: Max / Sum / Sum	5	4.7	502	
Total Essence cost		4.7		
Highest/Second-Highest Enchantment level	5/5			
Added "virtual" Essence cost, Level-based		0.6	vES	
Total "virtual" Essence cost, bought as a Perk		5.3	vES	
Rarity-based discount on Perk Point cost		10	%	
virtual Essence cost, bought as a Perk		477	PP	
Craft Point cost, bought as Craft		502	СР	

Water Mage's Torc Focus			
Enchantment	level	ES	CP
Open	1	0.1	0
Focus III for Water Magic, -3 RD bonus to casting	4	1.5	40
Water Vision:	3	0.1	8
Wielder can see under water without problems			
Water Breath:	4	0.3	40
Wielder can breathe under water			
Diver III:	4	0.4	40
Wielder can dive down to 600 m without problems			
Resist Cold II: +6 levels of Cold Tolerance	3	0.1	8
Standard Light, 10/Day/4d12 (2 Investment levels)	2	0.1	2
Close	1	0.1	0
Autocalculation: Max / Sum / Sum	4	2.7	138
Total Essence cost]	2.7	
Highest/Second-Highest Enchantment level	4/4		
Added "virtual" Essence cost, Level-based		0.2	vES
Total "virtual" Essence cost, bought as a Perk		2.9	vES
Rarity-based discount on Perk Point cost		30	%
virtual Essence cost, bought as a Perk		203	PP
Craft Point cost, bought as Craft		138	CP

Warrior Mage's Sword Focus, Medium A				
Enchantment	level	ES	CP	
Open	1	0.1	0	
Focus III for Battle Magic, -3 RD bonus	4	1.5	40	
Damage Reduction I:	4	2.0	40	
Wielder takes 1/2 damage from iron/steel				
Standard Light, 10/Day/4d12 (2 Investment levels)	2	0.1	2	
Close	1	0.1	0	
Autocalculation: Max / Sum / Sum	4	3.8	82	
Total Essence cost		3.8		
Highest/Second-Highest Enchantment level	4/4			
Added "virtual" Essence cost, Level-based		0.2	vES	
Total "virtual" Essence cost, bought as a Perk		4.0	vES	
Rarity-based discount on Perk Point cost		30	%	
virtual Essence cost, bought as a Perk		280	PP	
Craft Point cost, bought as Craft		82	СР	

Warrior Mage's Sword Focus, Medium B				
Enchantment	level	ES	СР	
Open	1	0.1	0	
Focus II for Battle Magic, -2 RD bonus	3	0.6	8	
Damage Bonus I vs All	4	1.2	40	
Sword causes +1 extra point of damage per success				
Damage Reduction I:	4	2.0	40	
Wielder takes 1/2 damage from iron/steel				
Standard Light, 10/Day/4d12 (2 Investment levels)	2	0.1	2	
Close	1	0.1	0	
Autocalculation: Max / Sum / Sum	4	4.1	- 90	
Total Essence cost		4.1		
Highest/Second-Highest Enchantment level	4/4			
Added "virtual" Essence cost, Level-based		0.2	vES	
Total "virtual" Essence cost, bought as a Perk		4.3	vES	
Rarity-based discount on Perk Point cost		- 30	%	
virtual Essence cost, bought as a Perk		301	PP	
Craft Point cost, bought as Craft		90	CP	

Witch's Necklace Focus

Enchantment	level	ES	CP
Open	1	0.1	0
Standard Light, 10/Day/4d12 (2 Investment levels)	2	0.1	2
Focus III for Thought Magic, -3 bonus to casting RDs	4	1.5	40
Focus III for Emotion Magic, -3 bonus to casting RDs	4	1.5	40
Bonus to "Other" stat: +1 to Appearance	4	0.8	40
Preserve Beauty: Wielder's appearance will not deterioate	2	0.1	2
due to aging or generic exposure (e.g. sun, wind)			
Close	1	0.1	0
Autocalculation: Max / Sum / Sum	4	4.2	124
Total Essence cost]	4.2	
Highest/Second-Highest Enchantment level	4/4		
Added "virtual" Essence cost, Level-based		0.2	vES
Total "virtual" Essence cost, bought as a Perk		4.4	vES
Rarity-based discount on Perk Point cost		10	%
virtual Essence cost, bought as a Perk		396	PP
Craft Point cost, bought as Craft		124	CP

"Physical Adept"'s Bracelet Focus (Melee)					
Enchantment	level	ES	CP		
Open	1	0.1	0		
Focus II for Body Magic, -2 RD bonus to casting	3	0.6	8		
Bonus to attribute: +1 Agility	4	1.0	40		
Bonus to broad sub-attribute: +1 Leg Strength	3	0.5	8		
Bonus to broad sub-attribute: +1 Combat Dexterity	3	0.5	8		
Bonus to Fitness: +3	4	0.4	40		
Bonus to "Other": +1 to Reflexes	4	0.8	40		
Standard Light, 10/Day/4d12 (2 Investment levels)	2	0.1	2		
Close	1	0.1	0		
Autocalculation: Max / Sum / Sum	4	4.1	146		
Total Essence cost		4.1			
Highest/Second-Highest Enchantment level	4/4				
Added "virtual" Essence cost, Level-based		0.2	vES		
Total "virtual" Essence cost, bought as a Perk		4.3	vES		
Rarity-based discount on Perk Point cost		10	%		
virtual Essence cost, bought as a Perk		387	PP		
Craft Point cost, bought as Craft		146	СР		

This is a Focus for the type of warrior-mage who uses spells to enhance his own body. Usually he's an unarmed warrior, but melee fighters of this variant also exist (and archers, but they'd want a focus with different properties - see below). The Focus greatly enhances the physical stats of the character. Since this costs a lot of Essence, the budget for the Focus component Enchantment is scarce, resulting in a not-very-powerful bonus to spellcasting.

"Physical Adept"'s Bow Focus (Archer)				
Enchantment	level	ES	СР	
Open	1	0.1	0	
Focus II for Body Magic, -2 RD bonus to casting	3	0.6	8	
Bonus to broad sub-attribute: +1 Arm Strength	3	0.5	8	
Bonus to broad sub-attribute: +1 Combat Dexterity	3	0.5	8	
Bonus to narrow sub-attribute: +1 Perception (Vision)	3	0.5	2	
Bonus to Fitness: +2	3	0.2	8	
Sense Bonus -1 RD to Visual Acuity	3	1.2	2	
+25% Range Increment	3	0.3	8	
Standard Light, 10/Day/4d12 (2 Investment levels)	2	0.1	2	
Close	1	0.1	0	
Autocalculation: Max / Sum / Sum	3	4.1	46	
Total Essence cost]	4.1		
Highest/Second-Highest Enchantment level	3/3			
Added "virtual" Essence cost, Level-based		0.1	vES	
Total "virtual" Essence cost, bought as a Perk		4.2	vES	
Rarity-based discount on Perk Point cost		10	%	
virtual Essence cost, bought as a Perk		378	PP	
Craft Point cost, bought as Craft		46	CP	

This is a Focus for the type of warrior-mage who uses spells to enhance his own body, this variant is for an archer-mage. The Focus greatly enhances the physical stats of the character. Since this costs a lot of Essence, the budget for the Focus component Enchantment is scarce, resulting in a not-very-powerful bonus to spellcasting.

Scholarly Generalist's Staff Focus					
Enchantment	level	ES	СР		
Open	1	0.1	0		
Large Focus I for any two Categories, -1 RD to casting	4	1.1	40		
Large Focus I for a third Category, -1 RD to casting.	3	0.7	8		
Investment, "Light I" (non-standard version)	2	0.4	2		
1 IL basic spell, 12 charges/Day/3d12 (Cantrip spell)					
1 IL No Spell					
-1 IL cast on item itself					
2 Faster Activation, Investment Activates in 1 second.					
5 Safer Activation to 8d12					
total 8 ILs					
Sustenance D: Wielder needs only 4 hours sleep/day	4	0.6	40		
Slow Aging II: Wielder ages at 1/4 speed	4	0.6	40		
Close	1	0.1	0		
Autocalculation: Max / Sum / Sum	4	3.6	130		
Total Essence cost		3.6			
Highest/Second-Highest Enchantment level	4/4				
Added "virtual" Essence cost, Level-based		0.2	vES		
Total "virtual" Essence cost, bought as a Perk		3.8	vES		
Rarity-based discount on Perk Point cost		10	%		
virtual Essence cost, bought as a Perk		342	PP		
Craft Point cost, bought as Craft		130	CP		
This is a manuful and constill items that and all a	1	•.1	1.		

This is a powerful and versatile item that any scholarly mage, with diverse interests, would wish to own. It gives a bonus to three out of four Categories (any three), halves the wielder's sleep requirement, and slows down his aging process.

Scholarly Archmage Generalist's Staff Focus					
Enchantment	level	ES	CP		
Open	1	0.1	0		
Large Focus II for any two Categories, -2 RD to casting	5	2.1	250		
Large Focus II for the other two Categories, -2 RD	5	2.1	250		
Investment, "Light I" (non-standard version)	2	0.6	2		
1 IL basic spell, 12 charges/Day/3d12 (Cantrip spell)					
1 IL No Spell					
-1 IL cast on item itself					
-1 Decorated					
5 Faster Activation, Investment Activates in 1/10 s					
7 Safer Activation to 9d12					
total 12 ILs					
Sustenance D II: Wielder needs only 2 hours sleep/day	5	1.8	250		
Slow Aging III: Wielder ages at 1/10 speed	5	1.5	250		
Preserve All (Body, Mind, Appearance)	4	0.5	40		
Bonus to "Other": +2 to Aging Rolls	5	2.0	250		
Close	1	0.1	0		
Autocalculation: Max / Sum / Sum	5	10.8	1292		
Total Essence cost		10.8			
Highest/Second-Highest Enchantment level	5/5				
Added "virtual" Essence cost, Level-based		0.6	vES		
Total "virtual" Essence cost, bought as a Perk		11.4	vES		
Rarity-based discount on Perk Point cost		0	%		
virtual Essence cost, bought as a Perk		1140	PP		
Craft Point cost, bought as Craft		1292	СР		

This is a *wildly* powerful item, hugely boosting all the wielder's spellcasting, in addition to making him age much more slowly, and reducing his sleep requirement by 75%. The Decorations also advertize that it is a magical staff.

Magic Weapons

Magic Sword, Lesser					
Enchantment	level	ES	CP		
Open	1	0.1	0		
Magic Weapon: Item cause normal damage to those	3	0.4	8		
creatures who normally take no or limited damage from					
normal weapons.					
Close	1	0.1	0		
Autocalculation: Max / Sum / Sum	3	0.6	8		
Total Essence cost		0.6			
Highest/Second-Highest Enchantment level	3/1				
Added "virtual" Essence cost, Level-based		0.6	vES		
Total "virtual" Essence cost, bought as a Perk		-0.1	vES		
Rarity-based discount on Perk Point cost		50%	%		
virtual Essence cost, bought as a Perk		25	PP		
Craft Point cost, bought as Craft		8	CP		

Also available in non-Sword versions (including missile launchers and hthtown weapons), although rarer, costing 35 PPs.

Sword of Fire, Minor			
Enchantment	level	ES	СР
Open	1	0.1	0
Investment: "Flame Weapon I", Duration 66 Seconds	3	0.1	8
After Activation, searing hot flames begin to spread over			
the weapon's "active surface". This takes 1 Round, after			
which the sword causes +1 fire-flavoured point of			
damage per success, for the next 1 Minute (10 Rounds).			
1 IL basic spell, 3 charges/Day/3d12 (Minor spell)			
1 IL Safer Activation to 4d12			
-1 IL Cast on Item only			
total 1 ILs			
Close	1	0.1	0
Autocalculation: Max / Sum / Sum	3	0.3	8
Total Essence cost		0.3	
Highest/Second-Highest Enchantment level	3/1		
Added "virtual" Essence cost, Level-based		-0.1	vES
Total "virtual" Essence cost, bought as a Perk		0.2	vES
Rarity-based discount on Perk Point cost		30	%
virtual Essence cost, bought as a Perk		14	PP
Craft Point cost, bought as Craft		8	СР

This item exists in numerous variants:

Sword of Frost, "Frost Weapon I" instead of "Flame Weapon I". 14 PPs.

Sword of Sparks, "Spark Weapon I" instad of Flame Weapon I", 14 PPs. Non-Sword (Maces, Axes...) versions also exist for Flame, Frost or Sparks, but cost 18 PPs because they are less common. One exception is that in Scandinavia and Viking-Settled lands (Rus, the Danelaw, parts of Ireland, Iceland) Hammers of Sparks are common enough to cost only 14 PPs.

Open10.100Investment: "Hame Weapon I", Duration 66 Seconds30.38IL basic spell, 3 charges/Day/3d12 (Minor spell)11. more charges to 10/Day30.4811. Li saic spell, 3 charges/Day/3d12 (Minor spell)11. more charges to 10/Day0.4811. Li saic spell, 3 charges/Day/3d12 (Minor spell)11. more charges to 10/Day0.4811. Li saic spell, 3 charges/Day/3d12 (Minor spell)11. more charges to 10/Day0.4811. Li saic spell, 3 charges/Day/Minor spell)30.3811. basic spell, 3 charges/Day/Minor spell)0.68Investment: "Frotection from Fire I", Duration 6 Min. toral 3 IL.30.3811. basic spell, 3 charges/Day (Minor spell)30.682 Safer Activation to 541211. basic spell, 3 charges/Day (Minor spell)30.6811. basic spell, 3 charges/Day (Minor spell)30.683 IL. Safer Activation to 10 Clast on wielder total 3 IL.11. basic spell, 10 charges/Day/3d12 (Cantrip)20.1220.122 Safer Activation to 541211. basic spell, 10 charges/Day/3d12 (Cantrip)30.10.88811. Lost spell, 10 charges/Day/3d12 (Cantrip)31.2811. basic spell, 10 charges/Day/3d12 (Cantrip spell)30.882 Safer Activation to 541211. Cast on item only total 51L11. Cast on wielder total 61L11. Cast on item only11. Cast on item only11. Cast on item only11. Lost o	Sword of Fire, Medium				Sword of Flame, Major			
Investment: "Hame Weapon I", Duration 66 Seconds30.381 IL basic spell, 3 charges/Day/3d12 (Minor spell)1II. more charges to 10/Day30.481 IL cast on lemo only1II. more charges to 10/Day11II. more charges to 10/Day11 IL Cast on lemo only30.3811II. more charges to 10/Day11 IL Cast on lemo only30.3811II. more charges to 10/Day11 IL Cast on lemo only11II. more charges to 10/Day1111 IL Cast on lemo only11II. Cast on lemo only11111 L Cast on lemo ange Reduction fom Fire I", Duration 6 Min.30.688111 L Cast on wielder11 <td< th=""><th>Enchantment</th><th>level</th><th>ES</th><th>CP</th><th>Enchantment</th><th>level</th><th>ES</th><th>СР</th></td<>	Enchantment	level	ES	CP	Enchantment	level	ES	СР
1 IL basic spell, 3 charges/Day/3d12 (Minor spell) 1 IL basic spell, 3 charges/Day/3d12 (Minor spell) 1 IL more charges to 10/Day 1 IL basic spell, 3 charges/Day/3d12 (Minor spell) 1 IL Cast on frem only 3 0.3 1 IL basic spell, 3 charges/Day/3d12 (Minor spell) 1 IL basic spell, 3 charges/Day/3d12 (Minor spell) 1 IL basic spell, 3 charges/Day/3d12 (Minor spell) 1 IL basic spell, 3 charges/Day/3d12 (Minor spell) 1 IL basic spell, 3 charges/Day/Minor spell) 3 0.3 1 IL basic spell, 3 charges/Day (Minor spell) 3 0.6 2 Safer Activation to 5d12 1 IL basic spell, 3 charges/Day (Minor spell) 2 Safer Activation to 5d12 1 IL basic spell, 3 charges/Day (Minor spell) 2 Safer Activation to 5d12 1 IL basic spell, 3 charges/Day (Minor spell) 2 Safer Activation to 5d12 1 IL basic spell, 3 charges/Day (Minor spell) 3 IL Cast on wielder 1 IL basic spell, 3 charges/Day (Minor spell) 2 Safer Activation to 5d12 1 IL basic spell, 3 charges/Day/3d12 (Cantrip) 2 Safer Activation to firm fire 3 1.2 1 IL basic spell, 10 charges/Day/3d12 (Cantrip) 3 3 1.2 2 Safer Activation to 5d12 1 IL basic spell, 10 charges/Day/3d12 (Cantrip) 2 Safer Activation to 5d12 1 IL basic spell, 10 charges/Day/3d12 (Cantrip spell)	Open	1	0.1	0		1	0.1	0
1 IL more charges to 10/Day 1 IL more charges to 10/Day 2 IL Safer Activation to 5d12 1 IL more charges to 10/Day 1 IL Cast on Item only 1 IL increased duration to 6 Minutes 1 IL Cast on Item only 1 IL Cast on Item only 1 IL more charges to 10/Day 1 IL more charges to 10/Day 1 IL Cast on Item only 1 IL increased duration to 6 Minutes 1 IL cast on Item only 1 IL cast on Item only 1 IL more charges to 10/Day 1 IL more charges to 10/Day 1 IL cast on Item only 1 IL increased duration to 6d12 1 IL basic spell, 3 charges/Day (Minor spell) 3 dot 2 Safer Activation to 5d12 2 0 IL Cast on wielder 1 IL basic spell, 3 charges/Day (Minor spell) 2 Safer Activation to 5d12 2 0 IL Cast on wielder 1 Decorated 1 IL basic spell, 10 charges/Day/312 (Cantrip) 2 2 Safer Activation to 5d12 1 IL basic spell, 3 charges/Week (Medium spell) 1 Basic spell, 10 charges/Day/312 (Cantrip) 3 afer Activation to 6d12 1 IL basic spell, 10 charges/Day/312 (Cantrip) 3 afer Activation to 6d12 1 IL basic spell, 10 charges/Day/312 (Cantrip) 3 afer Activation to 6d12 1 IL basic spell, 10 charges/Day/312 (Can	Investment: "Flame Weapon I", Duration 66 Seconds	3	0.3	8	Investment: "Flame Weapon I", Duration 66 Seconds	3	0.4	8
2 IL Safer Activation to 5d12 1 IL increased duration to 6 Minutes 1 IL increased duration to 6 Minutes -1 IL Cast on Item only 3 IL Safer Activation to 6 d12 1 IL cast on Item only 1 IL cast on Item only 1 IL Cast on Item only 1 IL cast on Item only 1 IL Cast on Item only 1 IL cast on Item only 1 IL Cast on Item only 1 IL cast on Item only 1 IL basi spell the wielder takes only 1/4 damage 1 IL basi spell the wielder takes only 1/4 damage from fire and heat. 1 IL basis spell, 3 charges/Day (Minor spell) 3 Safer Activation to 6 d12 2 Safer Activation to 5 d12 1 IL basis spell, 3 charges/Day (Minor spell) 3 Safer Activation to 1 second 1 Restment: "Flame I", Duration 6 Minutes 2 0.1 2 1 Rue appears at the tip of the sword - "Flame Weapon I" can also be used for these purposes, but is best savel for battles and for intimidation work) 1 IL basis spell, 10 charges/Day/3d12 (Cantrip) 3 Safer Activation to 6 d12 1 IL basis spell, 10 charges/Day/3d12 (Cantrip) 2 1 IL cast on item only 2 0.1 2 Safer Activation to 5 d12 1 1 1 1 1 1 IL basis spell, 10 charges/Day/3d12 (Cantrip) 2 1 1 2 0.1 <	1 IL basic spell, 3 charges/Day/3d12 (Minor spell)				1 IL basic spell, 3 charges/Day/3d12 (Minor spell)			
1 IL Cast on Item only total 3 ILs 3 1 3 1 1 Decorated 1 1 Decorated 1 1 1 Decorated 1 </td <td>1 IL more charges to 10/Day</td> <td></td> <td></td> <td></td> <td>1 IL more charges to 10/Day</td> <td></td> <td></td> <td></td>	1 IL more charges to 10/Day				1 IL more charges to 10/Day			
total 3 lls - <td< td=""><td>2 IL Safer Activation to 5d12</td><td></td><td></td><td></td><td>1 IL increased duration to 6 Minutes</td><td></td><td></td><td></td></td<>	2 IL Safer Activation to 5d12				1 IL increased duration to 6 Minutes			
Investment: "Protection from Fire I", Duration 6 Min. 3 0.3 8 Upon Activating this Investment, any fire damage with the Damage Reduction effect, so that for the duration of this spell the wielder takes only 1/4 damage from fire and heat. 1.1 Descrated 1.1 Descrated 11 Lbasic spell, 3 charges/Day (Minor spell) 2 2 Quick Activation to 612 3 0.6 8 2 Safer Activation to 5d12 0.1 2 Quick Activation to 19 second 1 1 Descrated Descrated Descrated 1 Descrated 1 Descrated Descrate	-1 IL Cast on Item only				3 IL Safer Activation to 6d12			
Upon Activating this Investment, any fire damage inflicted upon the wielder is halved. This is cumulative with the Damage Reduction effect, so that for the duration of this spell the wielder takes only 1/4 damage from fire and heat.total 4 ILstotal 4 ILs1 IL basic spell, 3 charges/Day (Minor spell) 2 Safer Activation to 5d12 0 IL Cast on wielder total 3 IL as small flame appears, sufficient to start a fire or illuminate as much as a torch would. (In this case the 	total 3 ILs				-1 IL Cast on Item only			
inflicted upon the wielder is halved. This is cumulative with the Damage Reduction effect, so that for the duration of this spell the wielder takes only 1/4 damage from fire and heat.Investment: "Protection from Fire I", Duration 6 Min. The wielder takes 1/8 damage from fire.30.681 IL basic spell, 3 charges/Day (Minor spell) 2 Safer Activation to 5d12 0 IL Cast on wielder total 3 IL Investment: "Flame I", Duration 6 Minutes an also be used for these purposes, but is best saved for battles and for intimidation work) 1 IL basic spell, 10 charges/Day/3d12 (Cantrip) 2 Safer Activation to 5d12 1 Least on item only 1 Lasic spell, 2 charges/Day/3d12 (Cantrip) 2 Safer Activation to 5d12 1 IL cast on item only 1 Least on item only 1 Least on tem only 1 Lasic spell, 10 charges/Call (D charges/Day/3d12 (Cantrip) 2 Safer Activation to 5d12 1 IL basic spell, 10 charges/Text (Minutes) 1 IL basic spell, 10 charges/Day/3d12 (Cantrip) 2 Safer Activation to 5d12 1 IL cast on item only 1 Last con item only 1 IL basic spell, 10 charges/Text (Minutes) 1 IL basic spell, 10 charges/Text (Minutes) 1 IL basic spell, 10 charges/Day/3d12 (Cantrip) 2 Safer Activation to 5d12 1 IL cast on item only 1 IL basic spell, 10 charges/Day/3d12 (Cantrip spell) 3 Safer Activation to 6d12 1 IL cast on item only 1 IL basic spell, 10 charges/Day/3d12 (Cantrip spell) 3 Safer Activation to 6d12 1 IL cast on item only 1 IL basic spell, 10 charges/Text (Minutes) 1 IL basic spell, 10 charges/Text (Minutes) <td>Investment: "Protection from Fire I", Duration 6 Min.</td> <td>3</td> <td>0.3</td> <td>8</td> <td>-1 Decorated</td> <td></td> <td></td> <td></td>	Investment: "Protection from Fire I", Duration 6 Min.	3	0.3	8	-1 Decorated			
with the Damage Reduction effect, so that for the duration of this spell the wielder takes only 1/4 damage from fire and heat.The wielder takes 1/8 damage from fire.1 IL basic spell, 3 charges/Day (Minor spell)3 Safer Activation to 61122 Safer Activation to 5d120.10 IL Cast on wielder0 IL Cast on wielder1 mestment: "Hame 1", Duration 6 Minutes20.1 IL basic spell, 10 charges/Day/Sd12 (Cantrip)22 Safer Activation to 5d120.11 IL basic spell, 10 charges/Day/Sd12 (Cantrip)12 Safer Activation to 5d1211 IL basic spell, 10 charges/Toaly(Minor spell)31 IL basic spell, 10 charges/Day/Sd12 (Cantrip)12 Safer Activation to 6d1211 IL basic spell, 10 charges/Toaly(Minor spell)31 IL basic spell, 10 charges/Toaly(Minor spell)31 IL basic spell, 10 charges/Toaly(Minor spell)31 IL basic spell, 10 charges/Toaly(Minor spell)12 Safer Activation to 6d1211 IL basic spell, 10 charges/Toaly(Minor spell)31 IL basic spell, 10 charges/Toaly(Minor spell)21 IL basic spell, 10 charges/Toaly(Minor spell)21 IL basic spell, 10 charges/Toaly(Minor spell)31 IL basic spell, 10 charges/Toaly(Minor spell)32 Safer Activation to 6d1211 IL basic spell, 10 charges/Toaly(Minor spell)3	Upon Activating this Investment, any fire damage				total 4 ILs			
duration of this spell the wielder takes only 1/4 damage from fire and heat. 1 IL basic spell, 3 charges/Day (Minor spell) 3 Safer Activation to 6d12 2 Safer Activation to 5d12 2 O.1 2 Oil. Cast on wielder 3 Safer Activation to 6d12 1 IL basic spell, 3 charges/Day (Minor spell) 2 Quick Activation to 6d12 1 UL basic spell, 3 charges/Day (Minor spell) 2 Safer Activation to 5d12 0 IL Cast on wielder 1 IL basic spell, 3 charges/Day (Minor Spell) 3 safer Activation to 5d12 1 IL basic spell, 10 charges/Day/3d12 (Cantrip) 2 Safer Activation to 6d12 2 Safer Activation to 5d12 1 IL basic spell, 10 charges/Day/3d12 (Cantrip) 2 Safer Activation to 6d12 1 IL basic spell, 10 charges/Day/3d12 (Cantrip) 2 Safer Activation to 5d12 1 IL basic spell, 10 charges/Day/3d12 (Cantrip) 2 II L basic spell, 10 charges/Day/3d12 (Cantrip spell) 3 Safer Activation to 6d12 1 IL cast on item only 1 IL basic spell, 10 charges/Day/3d12 (Cantrip spell) 2 II L basic spell, 10 charges/Day/3d12 (Cantrip spell) 3 Safer Activation to 6d12 1 IL basic spell, 10 charges/SocodHighest Enchantment level 3/3 1.1 2 Notestheat 1 IL basic spell, 10 charges/Day/3d12 (Cantrip spell) 1 IL cast on item only 1 IL basic spell, 10 charges/Day/3d12 (Cantrip spell) 2 Notestheat 1 IL basic spell, 10 charges/Day/3d12 (Cantrip spell)	inflicted upon the wielder is halved. This is cumulative				Investment: "Protection from Fire I", Duration 6 Min.	3	0.6	8
duration of this spell the wielder takes only 1/4 damage from fire and heat. 1 IL basic spell, 3 charges/Day (Minor spell) 3 Safer Activation to 6d12 2 Safer Activation to 5d12 2 O.1 2 Oil. Cast on wielder 3 Safer Activation to 6d12 1 IL basic spell, 3 charges/Day (Minor spell) 2 Quick Activation to 6d12 1 UL basic spell, 3 charges/Day (Minor spell) 2 Safer Activation to 5d12 0 IL Cast on wielder 1 IL basic spell, 3 charges/Day (Minor Spell) 3 safer Activation to 5d12 1 IL basic spell, 10 charges/Day/3d12 (Cantrip) 2 Safer Activation to 6d12 2 Safer Activation to 5d12 1 IL basic spell, 10 charges/Day/3d12 (Cantrip) 2 Safer Activation to 6d12 1 IL basic spell, 10 charges/Day/3d12 (Cantrip) 2 Safer Activation to 5d12 1 IL basic spell, 10 charges/Day/3d12 (Cantrip) 2 II L basic spell, 10 charges/Day/3d12 (Cantrip spell) 3 Safer Activation to 6d12 1 IL cast on item only 1 IL basic spell, 10 charges/Day/3d12 (Cantrip spell) 2 II L basic spell, 10 charges/Day/3d12 (Cantrip spell) 3 Safer Activation to 6d12 1 IL basic spell, 10 charges/SocodHighest Enchantment level 3/3 1.1 2 Notestheat 1 IL basic spell, 10 charges/Day/3d12 (Cantrip spell) 1 IL cast on item only 1 IL basic spell, 10 charges/Day/3d12 (Cantrip spell) 2 Notestheat 1 IL basic spell, 10 charges/Day/3d12 (Cantrip spell)	with the Damage Reduction effect, so that for the				The wielder takes 1/8 damage from fire.			
1 IL basic spell, 3 charges/Day (Minor spell) 2 2 Quick Activation to 1 second 1 2 Safer Activation to 5d12 0.1 2 Quick Activation to 1 second 1 0 IL Cast on wielder 1 Imore charges to 10/(day) 0 1 total 3 IL Imore tharges to 10/(day) 0 1 Cast on wielder 1 A small flame appears, sufficient to start a fire or illuminate as much as a torch would. (In this case the flame appears at the tip of the sword "Flame Weapon I" can also be used for threse purposes, but is best saved for battles and for intimidation work) 1 IL basic spell, 10 charges/Day/3d12 (Cantrip) 3 0.8 8 1 IL cast on item only 1 1 Last on wielder 1	duration of this spell the wielder takes only 1/4 damage				1 IL basic spell, 3 charges/Day (Minor spell)			
2 Safer Activation to 5d12 0 IL Cast on wielder 1 more charges to 10/day 1 last on wielder 0 IL Cast on wielder -1 Decorated -1 Decorated -1 Decorated 1 mustment: "Flame I", Duration 6 Minutes 2 0.1 2 A small flame appears, sufficient to start a fire or illuminate as much as a torch would. (In this case the flame appears at the tip of the sword - "Flame Weapon I" can also be used for these purposes, but is best saved for battles and for intimidation work) 1 Extra Charges to 10/day 3 0.8 8 1 IL basic spell, 10 charges/Day/3d12 (Cantrip) 2 Safer Activation to 5d12 1 Extra Charges to 10/week 3 3 0.8 8 1 IL cast on item only	from fire and heat.				3 Safer Activation to 6d12			
2 Safer Activation to 5d12 0 IL Cast on wielder 1 more charges to 10/day 1 last on wielder 0 IL Cast on wielder -1 Decorated -1 Decorated -1 Decorated 1 mustment: "Flame I", Duration 6 Minutes 2 0.1 2 A small flame appears, sufficient to start a fire or illuminate as much as a torch would. (In this case the flame appears at the tip of the sword - "Flame Weapon I" can also be used for these purposes, but is best saved for battles and for intimidation work) 1 Extra Charges to 10/day 3 0.8 8 1 IL basic spell, 10 charges/Day/3d12 (Cantrip) 2 Safer Activation to 5d12 1 Extra Charges to 10/week 3 3 0.8 8 1 IL cast on item only	1 IL basic spell, 3 charges/Day (Minor spell)				2 Quick Activation to 1 second			
total 3 IL	2 Safer Activation to 5d12				1 more charges to 10/day			
Investment: "Flame I", Duration 6 Minutes 2 0.1 2 0.1 2 0.1 2 0.1 2 0.1 2 0.1 2 0.1 2 0.1 2 0.1 2 0.1 2 0.1 2 0.1 2 0.1 1 Investment: "Protection from Fire II", Duration 6 Min. 3 0.8 8 Illuminate as much as a torch would. (In this case the flame appears at the tip of the sword - "Flame Weapon I" 1 IL basic spell, 3 charges/Week (Medium spell) 1 IL basic spell, 3 charges/Week (Medium spell) 1 IL basic spell, 10 charges/Week (Medium spell) 1 Extra Charges to 10/week 3 0.8 8 2 Safer Activation to 5d12 0 1 Cast on wielder 1 0 1 Cast on wielder 1 0 1 Cast on item only 1 1 IL basic spell, 10 charges/Day/3d12 (Cantrip spell) 3 Safer Activation to 6d12 1 0 1 1 IL basic spell, 10 charges/Day/3d12 (Cantrip spell) 3 Safer Activation to 6d12 1 1 1 1 1 1 1 1 1 1 1 1 1	0 IL Cast on wielder				0 IL Cast on wielder			
A small flame appears, sufficient to start a fire or illuminate as much as a torch would. (In this case the flame appears at the tip of the sword - "Flame Weapon I" can also be used for intimidation work) Investment: "Protection from Fire II", Duration 6 Min. 3 0.8 8 flame appears at the tip of the sword - "Flame Weapon I" can also be used for intimidation work) IL basic spell, 10 charges/Day/3d12 (Cantrip) 1 IL basic spell, 10 charges to 10/week 3 0.8 8 1 IL basic spell, 10 charges/Day/3d12 (Cantrip) 2 Safer Activation to 6d12 0 IL Cast on wielder 1 0.1 0 1 IL basic spell, 10 charges/Day/3d12 (Cantrip) 3 1.2 8 1 1 IL basic spell, 10 charges/Day/3d12 (Cantrip spell) 0.1 0 2 manage Reduction I: 3 1.2 8 1 IL basic spell, 10 charges/Day/3d12 (Cantrip spell) 0.1 0 Autocalculation: Max / Sum / Sum 3 2.1 26 1 IL cast on item only 0.1 0 1 Highest/Second-Highest Enchantment level 3/3 7 0.1 0 0 0 Added "virtual" Essence cost, Lovel-based 0.1 VES 7 0.1 0 0 Total Essence cost, bought as a Perk 2.2 VES 1	total 3 IL				-1 Decorated			
illuminate as much as a torch would. (In this case the flame appears at the tip of the sword - "Flame Weapon I" can also be used for these purposes, but is best saved for battles and for intimidation work) 1 IL basic spell, 10 charges/Day/3d12 (Cantrip) 2 Safer Activation to 5d12 -1 IL cast on item only total 2 IL Damage Reduction I: Wielder takes 1/2 damage from fire This is cumulative with any "Protection from Fire" spell Close 1 0.1 0 Autocalculation: Max / Sum / Sum Close 1 0.1 0 Autocalculation: Max / Sum / Sum Added "virtual" Essence cost, Level-based 0 10 Vest 1 Cast on Vest 1	Investment: "Flame I", Duration 6 Minutes	2	0.1	2	total 6 IL			
flame appears at the tip of the sword - "Flame Weapon I" I IL basic spell, 3 charges/Week (Medium spell) can also be used for these purposes, but is best saved for battles and for intimidation work) I IL basic spell, 10 charges/Day/3d12 (Cantrip) 2 Safer Activation to 5d12 I IL cast on item only -1 IL cast on item only IIL basic spell, 10 charges/Day/3d12 (Cantrip) 2 Safer Activation to 5d12 IIL cast on item only -1 IL cast on item only IIL basic spell, 10 charges/Day/3d12 (Cantrip spell) Vielder takes 1/2 damage from fire IIL basic spell, 10 charges/Day/3d12 (Cantrip spell) Autocalculation: Max / Sum / Sum 3 Added "virtual" Essence cost 2.1 Highest/Second-Highest Enchantment level 3/3 Added "virtual" Essence cost, bought as a Perk 2.2 virtual Essence cost, bought as a Perk 10 virtual Essence cost, bought as a Perk 10 Virtual Essence cost 10 Virtual Essence cost, bought as a Perk 10 Virtual Essence cost	A small flame appears, sufficient to start a fire or				Investment: "Protection from Fire II", Duration 6 Min.	3	0.8	8
can also be used for these purposes, but is best saved for battles and for intimidation work) 1 IL basic spell, 10 charges/Day/3d12 (Cantrip) 3 3 Safer Activation to 6d12 0	illuminate as much as a torch would. (In this case the				The wielder takes 1/16 damage from fire.			
battles and for intimidation work) 1 IL basic spell, 10 charges/Day/3d12 (Cantrip) 2 Safer Activation to 5d12 1 IL cast on item only total 2 IL Damage Reduction I: Wielder takes 1/2 damage from fire This is cumulative with any "Protection from Fire" spell Close 1 0.1 0 Autocalculation: Max / Sum / Sum Added "virtual" Essence cost, Level-based Total "serve cost, bought as a Perk Virtual Essence cost Virtual Essence Co	flame appears at the tip of the sword - "Flame Weapon I"				1 IL basic spell, 3 charges/Week (Medium spell)			
1 IL basic spell, 10 charges/Day/3d12 (Cantrip) 0 IL Cast on wielder 0 IL Cast on wielder 2 Safer Activation to 5d12 1 IL cast on item only 1 Decorated 1 IL cast on item only 3 1.2 8 0 IL Cast on wielder 1 Decorated 1 IL basic spell, 10 charges/Day/3d12 (Cantrip) 3 1.2 8 0 IL Cast on wielder 0 IL Cast on wielder 1 IL cast on item only 3 1.2 8 0 IL Cast on wielder 0 IL Cast on wielder 0 IL Cast on wielder 1 IL cast on item only 3 1.2 8 3 Safer Activation to 6d12 0 I UL Cast on wielder 0 I UL Cast on wielder 1 IL basic spell, 10 charges/Day/3d12 (Cantrip spell) 3 Safer Activation to 6d12 0 I UL Cast on wielder 0 I UL Cast on wielder 1 IL cast on item only 1 UL cast on item only 1 UL cast on item only 0 I UL Cast on wielder 1 IL cast on item only 1 Decorated 1 UL cast on item only 0 I UL Cast on wielder 1 IL cast on item only 1 Decorated 1 Decorated 0 I UL Cast on wielder 0 I UL Cast on wielder 1 Decorated 1 Decorated 1 Decorated 0 I UL Cast on item only 0 I UL Cast on item only 1 Decorated 1 Decorated 1 Decorated 0 I UL Cast on item only 0 I	can also be used for these purposes, but is best saved for				1 Extra Charges to 10/week			
2 Safer Activation to 5d12 -1 IL cast on item only -1 Decorated -1 Decorated -1 IL cast on item only -1 Decorated -1 IL basic spell, 10 charges/Day/3d12 (Cantrip spell) 2 0.1 2 Damage Reduction I: -1 Decorated -1 IL basic spell, 10 charges/Day/3d12 (Cantrip spell) 3 safer Activation to 6d12 -1 IL cast on item only -1 IL cast on item only Yielder takes 1/2 damage from fire -1 0.1 0 -1 IL cast on item only -1 Decorated -1 Uecorated -1 Uecorat	battles and for intimidation work)				3 Safer Activation to 6d12			
1 IL cast on item only total 2 IL Damage Reduction I: 3 Wielder takes 1/2 damage from fire 3 This is cumulative with any "Protection from Fire" spell 1 Close 1 Autocalculation: Max / Sum / Sum 3 Total Essence cost 2.1 Highest/Second-Highest Enchantment level 3/3 Added "virtual" Essence cost, Level-based 0.1 Total "virtual" Essence cost, bought as a Perk 2.2 Virtual Essence cost, bought as a Perk 10 % virtual Essence cost, bought as a Perk 10 % Virtual Essence cost, bought as a Perk 10 % Virtual Essence cost, bought as a Perk 10 % Virtual Essence cost, bought as a Perk 10 % Virtual Essence cost, bought as a Perk 10 % Virtual Essence cost, bought as a Perk 10 % Virtual Essence cost, bought as a Perk 10 % Virtual Essence cost, bought as a Perk 10 % Virtual Essence cost, bought as a Perk 10 % Virtual Essence cost, bought as a Perk 10 % Virtual Essence cost, bought as a Perk 10 % Virtual Essence cost 5.1	1 IL basic spell, 10 charges/Day/3d12 (Cantrip)				0 IL Cast on wielder			
total 2 ILInvestment: "Flame I", Duration 6 Minutes20.12Damage Reduction I:31.28Wielder takes 1/2 damage from fire10.10This is cumulative with any "Protection from Fire" spell10.10Autocalculation: Max / Sum / Sum32.126Total Essence cost2.11L cast on item only -1 Decorated total 2 IL1Damage Reduction II: Wielder takes 1/4 damage from fire This is cumulative with any "Protection from Fire" spell3/3Added "virtual" Essence cost, Level-based0.1vESTotal "virtual" Essence cost, bought as a Perk2.2vESRarity-based discount on Perk Point cost10%virtual Essence cost, bought as a Perk10%10%Virtual Essence cost, bought as a Perk10%Virtual Essence cost, bought as a Perk5.1Uit Let (6)10Uit Let (6)10Uit Let (6)10	2 Safer Activation to 5d12				-1 Decorated			
Damage Reduction I:31.28Wielder takes 1/2 damage from fire This is cumulative with any "Protection from Fire" spell10.10Autocalculation: Max / Sum / Sum32.126Total Essence cost Highest/Second-Highest Enchantment level3/3	-1 IL cast on item only				total 4 IL			
Wielder takes 1/2 damage from fire 3 Safer Activation to 6d12 This is cumulative with any "Protection from Fire" spell 1 Close 1 0.1 Autocalculation: Max / Sum / Sum 3 2.1 Total Essence cost 2.1 Highest/Second-Highest Enchantment level 3/3 Added "virtual" Essence cost, Level-based 0.1 Total "virtual" Essence cost, bought as a Perk 2.2 Rarity-based discount on Perk Point cost 10 % virtual Essence cost, bought as a Perk 10 % Virtual Essence cost, bought as a Perk 10 % Virtual Essence cost, bought as a Perk 10 % Virtual Essence cost, bought as a Perk 10 % Virtual Essence cost, bought as a Perk 10 % Virtual Essence cost, bought as a Perk 10 %	total 2 IL				Investment: "Flame I", Duration 6 Minutes	2	0.1	2
This is cumulative with any "Protection from Fire" spell -1 IL cast on item only Close 1 0.1 0 Autocalculation: Max / Sum / Sum 3 2.1 26 Total Essence cost 2.1 Highest/Second-Highest Enchantment level 3/3 Added "virtual" Essence cost, Level-based 0.1 Total "virtual" Essence cost, bought as a Perk 2.2 Rarity-based discount on Perk Point cost 10 virtual Essence cost, bought as a Perk 10%	Damage Reduction I:	3	1.2	8	1 IL basic spell, 10 charges/Day/3d12 (Cantrip spell)			
Close 1 0.1 0 Autocalculation: Max / Sum / Sum 3 2.1 26 Total Essence cost 2.1 Damage Reduction II: 0 Highest/Second-Highest Enchantment level 3/3 40 Added "virtual" Essence cost, Level-based 0.1 vES Total "virtual" Essence cost, bought as a Perk 2.2 vES Rarity-based discount on Perk Point cost 10 % virtual Essence cost, bought as a Perk 10 % Virtual Essence cost, bought as a Perk 10 % Virtual Essence cost, bought as a Perk 10 % Virtual Essence cost, bought as a Perk 10 % Virtual Essence cost, bought as a Perk 10 %	Wielder takes 1/2 damage from fire				3 Safer Activation to 6d12			
Autocalculation: Max / Sum / Sum 3 2.1 26 Total Essence cost 2.1 Damage Reduction II: 4 3.0 40 Highest/Second-Highest Enchantment level 3/3	This is cumulative with any "Protection from Fire" spell				-1 IL cast on item only			
Added united united if wirk y out if y out i	Close	1	0.1	0				
Highest/Second-Highest Enchantment level 3/3 Added "virtual" Essence cost, Level-based 0.1 vES Total "virtual" Essence cost, bought as a Perk 2.2 vES Rarity-based discount on Perk Point cost 10 % virtual Essence cost, bought as a Perk 10 % Virtual Essence cost, bought as a Perk 10 % Virtual Essence cost, bought as a Perk 10 % Virtual Essence cost, bought as a Perk 10 %	Autocalculation: Max / Sum / Sum	3	2.1	26				
Highest/Second-Highest Enchantment level 5/5 Added "virtual" Essence cost, Level-based 0.1 Total "virtual" Essence cost, bought as a Perk 2.2 Virtual Essence cost, bought as a Perk 10	Total Essence cost	1	2.1			4	3.0	40
Added "virtual" Essence cost, Level-based 0.1 vES Total "virtual" Essence cost, bought as a Perk 2.2 vES Rarity-based discount on Perk Point cost 10 % virtual Essence cost, bought as a Perk 10 % Virtual Essence cost, bought as a Perk 10 % Virtual Essence cost, bought as a Perk 10 % Virtual Essence cost, bought as a Perk 10 %	Highest/Second-Highest Enchantment level	3/3		-				
Total "virtual" Essence cost, bought as a Perk 2.2 vES Rarity-based discount on Perk Point cost 10 % virtual Essence cost, bought as a Perk 198 PP Total Essence cost Ut be 460 5.1	Added "virtual" Essence cost. Level-based		0.1	vES		1	0.1	0
Rarity-based discount on Perk Point cost 10 % Autocalculation: Max / Sum / Sum 4 5.1 66 virtual Essence cost, bought as a Perk 198 PP Total Essence cost 5.1						1		-
virtual Essence cost, bought as a Perk 198 PP						4		66
	virtual Essence cost, bought as a Perk		198	PP			5.1	
	Craft Point cost, bought as Craft		26			4/3		
Variants of this item exists. Added "virtual" Essence cost, Level-based 0.15 vES					· · · · · · · · · · · · · · · · · · ·			
Frost Sword variants and Spark Sword variants are equally common, but cost Total "virtual" Essence cost, bought as a Perk 5.25 vES	Frost Sword variants and Spark Sword variants are equall	y comn	non, bi	it cost				
only, 189 PP because they lack the "Flame I" Investment. Rarity-based discount on Perk Point cost 0 %	only, 189 PP because they lack the "Flame I" Investment.				Rarity-based discount on Perk Point cost			

only In Scandinavia and Viking-settled lands, Medium Hammers of Sparks are as common as Medium Swords of Sparks, thus costing 189 PP.

Otherwise, non-sword Medium Weapons of Frost or Sparks cost 210 PP, and non-Sword Medium Weapons of Flames costs 220 PP.

Variants of this item exists, both Major Swords of Sparks or Frost, and non-Sword versions of Major Fire, Manor Sparks and Major Frost. All of them are too rare to qualify for a PP cost discount. (check vES and PP costs!), but Major Weapons of Frost or Sparks cots only 515 PP, because of the absence of the "Flame I" Investment.

virtual Essence cost, bought as a Perk

Craft Point cost, bought as Craft

525 PP

66 CP

Non-Decorated versions costs 0.4 ES more and the "Flame I" Investment, if it's a Fire weapon, Activates on 5d12. They cost 565 ES (Fire) or 555 ES (Other).

Magic Sword, Medium A					
Enchantment	level	ES	CP		
Open	1	0.1	0		
Damage Bonus I: +1 damage per success vs all targets.	4	1.2	40		
Close	1	0.1	0		
Autocalculation: Max / Sum / Sum	4	1.4	40		
Total Essence cost]	1.4			
Highest/Second-Highest Enchantment level	4/1				
Added "virtual" Essence cost, Level-based		-0.05	vES		
Total "virtual" Essence cost, bought as a Perk		1.35	vES		
Rarity-based discount on Perk Point cost		10	%		
virtual Essence cost, bought as a Perk		122	PP		
Craft Point cost, bought as Craft		40	СР		

Magic Sword, Medium B					
Enchantment	level	ES	CP		
Open	1	0.1	0		
Confer Talent B, -1 RD bonus to all to-hit rolls	4	1.8	40		
Close	1	0.1	0		
Autocalculation: Max / Sum / Sum	4	2	40		
Total Essence cost]	2.0			
Highest/Second-Highest Enchantment level	4/1				
Added "virtual" Essence cost, Level-based		-0.05	vES		
Total "virtual" Essence cost, bought as a Perk		1.95	vES		
Rarity-based discount on Perk Point cost		10	%		
virtual Essence cost, bought as a Perk		176	PP		
Craft Point cost, bought as Craft		40	СР		

Magic Sword, Major A					
Enchantment	level	ES	СР		
Open	1	0.1	0		
Damage Bonus II: +2 damage per success vs all targets.	5	3.0	250		
Close	1	0.1	0		
Autocalculation: Max / Sum / Sum	5	3.2	250		
Total Essence cost		3.2]		
Highest/Second-Highest Enchantment level	5/1				
Added "virtual" Essence cost, Level-based		0.15	vES		
Total "virtual" Essence cost, bought as a Perk		3.35	vES		
Rarity-based discount on Perk Point cost		0	%		
virtual Essence cost, bought as a Perk		335	PP		
Craft Point cost, bought as Craft		250	СР		

Magic Sword, Major B					
Enchantment	level	ES	CP		
Open	1	0.1	0		
Confer Talent B, -2 RD bonus to all to-hit rolls	5	5.4	250		
Close	1	0.1	0		
Autocalculation: Max / Sum / Sum	5	5.6	250		
Total Essence cost		5.6			
Highest/Second-Highest Enchantment level	5/1				
Added "virtual" Essence cost, Level-based		0.15	vES		
Total "virtual" Essence cost, bought as a Perk		5.75	vES		
Rarity-based discount on Perk Point cost		0	%		
virtual Essence cost, bought as a Perk		575	PP		
Craft Point cost, bought as Craft		250	CP		

Magic Sword, Grand A			
Enchantment	level	ES	CP
Open	1	0.1	0
Damage Bonus III: +3 damage per success vs all targets.	6	9.0	2000
Close	1	0.1	0
Autocalculation: Max / Sum / Sum	6	9.2	2000
Total Essence cost]	9.2	
Highest/Second-Highest Enchantment level	6/1		
Added "virtual" Essence cost, Level-based		0.65	vES
Total "virtual" Essence cost, bought as a Perk		9.85	vES
Rarity-based discount on Perk Point cost		0	%
virtual Essence cost, bought as a Perk		985	PP
Craft Point cost, bought as Craft		2000	СР

Magic Sword, Grand B				
Enchantment	level	ES	СР	
Open	1	0.1	0	
Damage Bonus II: +2 damage per success vs all targets.	5	3.0	250	
Confer Talent B, -2 RD bonus to all to-hit rolls	5	5.4	250	
Close	1	0.1	0	
Autocalculation: Max / Sum / Sum	5	8.6	500	
Total Essence cost]	8.6		
Highest/Second-Highest Enchantment level	5/5			
Added "virtual" Essence cost, Level-based		0.6	vES	
Total "virtual" Essence cost, bought as a Perk		9.2	vES	
Rarity-based discount on Perk Point cost		0	%	
virtual Essence cost, bought as a Perk		920	PP	
Craft Point cost, bought as Craft		500	СР	

Mace, Death-Bane				
Enchantment	level	ES	CP	
Open	1	0.1	0	
Damage Bonus I: +1 damage per success vs Undead	3	0.6	8	
Detect II: Undead, range 30 hexes	3	0.3	8	
Indiate: Approxmate distance to Detected (Undead)	3	0.1	8	
Indicate: Approximate quantity of Detected (Undead)	3	0.1	8	
Close	1	0.1	0	
Autocalculation: Max / Sum / Sum	3	1.3	32	
Total Essence cost]	1.3		
Highest/Second-Highest Enchantment level	3/3			
Added "virtual" Essence cost, Level-based		0.1	vES	
Total "virtual" Essence cost, bought as a Perk		1.4	vES	
Rarity-based discount on Perk Point cost		- 30	%	
virtual Essence cost, bought as a Perk		98	PP	
Craft Point cost, bought as Craft		32	СР	

Also exists in versions lacking either of the Indicates, or both Indicates, costing 91 or 84 PP (and 24 or 16 CP). Also exists in other weapon types, although less common (10% PP cost discount, and thus 126 PPs, or 117 or 108 PPs lacking one or both Indicates)

Also exist in a Were-Bane variant, at the same cost, this one gets the 30% PP cost discount regardless of weapon type.

Bow of Accuracy, Minor			
Enchantment	level	ES	CP
Open	1	0.1	0
Increased Range I: +25% Range Increment	3	0.3	8
Close	1	0.1	0
Autocalculation: Max / Sum / Sum	3	0.5	8
Total Essence cost]	0.5	
Highest/Second-Highest Enchantment level	3/1		
Added "virtual" Essence cost, Level-based		-0.1	vES
Total "virtual" Essence cost, bought as a Perk		0.4	vES
Rarity-based discount on Perk Point cost		- 30	%
virtual Essence cost, bought as a Perk		28	PP
Craft Point cost, bought as Craft		8	СР

Bow of Accuracy, Medium			
Enchantment	level	ES	СР
Open	1	0.1	0
Increased Range II: +50% Range Increment	4	0.6	40
Close	1	0.1	0
Autocalculation: Max / Sum / Sum	4	0.8	40
Total Essence cost]	0.8	
Highest/Second-Highest Enchantment level	4/1		
Added "virtual" Essence cost, Level-based		-0.05	vES
Total "virtual" Essence cost, bought as a Perk		0.75	vES
Rarity-based discount on Perk Point cost		- 30	%
virtual Essence cost, bought as a Perk		53	PP
Craft Point cost, bought as Craft		40	СР

Bow of Accuracy, Major			
Enchantment	level	ES	CP
Open	1	0.1	0
Increased Range III: +100% Range Increment	5	1.2	250
Close	1	0.1	0
Autocalculation: Max / Sum / Sum	5	1.4	250
Total Essence cost		1.4	
Highest/Second-Highest Enchantment level	5/1	ļ	
Added "virtual" Essence cost, Level-based		0.15	vES
Total "virtual" Essence cost, bought as a Perk		1.55	vES
Rarity-based discount on Perk Point cost		10	%
virtual Essence cost, bought as a Perk		140	PP
Craft Point cost, bought as Craft		250	СР

Bow of Accuracy, Grand			
Enchantment	level	ES	CP
Open	1	0.1	0
Increased Range IV: +150% Range Increment	6	2.4	2000
Close	1	0.1	0
Autocalculation: Max / Sum / Sum	6	2.6	2000
Total Essence cost		2.6	
Highest/Second-Highest Enchantment level	6/1		
Added "virtual" Essence cost, Level-based		0.65	vES
Total "virtual" Essence cost, bought as a Perk		3.25	vES
Rarity-based discount on Perk Point cost		0	%
virtual Essence cost, bought as a Perk		325	PP
Craft Point cost, bought as Craft		2000	CP

Bow of Precision, Medium			
Enchantment	level	ES	CP
Open	1	0.1	
Confer Weapon Talent B, -1 RD to hit any target	4	1.8	4
Close	1	0.1	
Autocalculation: Max / Sum / Sum	4	2	4
Total Essence cost		2.0	
Highest/Second-Highest Enchantment level	4/1]	-
Added "virtual" Essence cost, Level-based		-0.05	vES
Total "virtual" Essence cost, bought as a Perk		1.95	vES
Rarity-based discount on Perk Point cost		10	%
virtual Essence cost, bought as a Perk		176	PP
Craft Point cost, bought as Craft		40	CP

Bow of Precision, Major			
Enchantment	level	ES	CP
Open	1	0.1	(
Confer Weapon Talent B, -2 RD to hit any target	5	5.4	250
Close	1	0.1	(
Autocalculation: Max / Sum / Sum	5	5.6	250
Total Essence cost]	5.6]
Highest/Second-Highest Enchantment level	5/1		
Added "virtual" Essence cost, Level-based		0.15	vES
Total "virtual" Essence cost, bought as a Perk		5.75	vES
Rarity-based discount on Perk Point cost		0	%
virtual Essence cost, bought as a Perk		575	PP
Craft Point cost, bought as Craft		250	CP

Bow of Damage, Medium			
Enchantment	level	ES	CP
Open	1	0.1	0
Damage Bonus I: +1 damage per success vs all targets.	4	1.2	40
Close	1	0.1	0
Autocalculation: Max / Sum / Sum	4	1.4	40
Total Essence cost		1.4	
Highest/Second-Highest Enchantment level	4/1		
Added "virtual" Essence cost, Level-based		-0.05	vES
Total "virtual" Essence cost, bought as a Perk		1.35	vES
Rarity-based discount on Perk Point cost		10	%
virtual Essence cost, bought as a Perk		122	PP
Craft Point cost, bought as Craft		40	CP

	Bow of Damage, Major			
2	Enchantment	level	ES	CP
0	Open	1	0.1	0
40	Damage Bonus II: +2 damage per success vs all targets.	5	3.0	250
0	Close	1	0.1	0
40	Autocalculation: Max / Sum / Sum	5	3.2	250
	Total Essence cost]	3.2	
	Highest/Second-Highest Enchantment level	5/1		
S	Added "virtual" Essence cost, Level-based		0.15	vES
S	Total "virtual" Essence cost, bought as a Perk		33.5	vES
	Rarity-based discount on Perk Point cost		0	%
)	virtual Essence cost, bought as a Perk		335	PP
2	Craft Point cost, bought as Craft		250	СР

	Bow of Damage, Grand			
	Enchantment	level	ES	CP
0	Open	1	0.1	0
50	Damage Bonus III: +3 damage per success vs all targets.	6	9.0	2000
0	Close	1	0.1	0
50	Autocalculation: Max / Sum / Sum	6	9.2	2000
	Total Essence cost]	9.2	
	Highest/Second-Highest Enchantment level	6/1		
5	Added "virtual" Essence cost, Level-based		0.65	vES
3	Total "virtual" Essence cost, bought as a Perk		9.85	vES
	Rarity-based discount on Perk Point cost		0	%
	virtual Essence cost, bought as a Perk		985	PP
	Craft Point cost, bought as Craft		250	CP

Ranger's Bow, Major			
Enchantment	level	ES	СР
Open	1	0.1	0
Increased Range II: +50% Range Increment	4	0.6	40
Confer Weapon Talent B, -1 RD to hit any target	4	1.8	40
Close	1	0.1	0
Autocalculation: Max / Sum / Sum	4	2.6	80
Total Essence cost		2.6	
Highest/Second-Highest Enchantment level	4/4		
Added "virtual" Essence cost, Level-based		0.2	vES
Total "virtual" Essence cost, bought as a Perk		2.8	vES
Rarity-based discount on Perk Point cost		0	%
virtual Essence cost, bought as a Perk		280	PP
Craft Point cost, bought as Craft		80	СР

Ranger's Bow, Major+			
Enchantment	level	ES	CP
Open	1	0.1	0
Increased Range II: +50% Range Increment	4	0.6	40
Confer Weapon Talent B, -1 RD to hit any target	4	1.8	40
Damage Bonus I: +1 damage per success vs all targets.	4	1.2	40
Close	1	0.1	0
Autocalculation: Max / Sum / Sum	4	3.8	120
Total Essence cost]	3.8	
Highest/Second-Highest Enchantment level	4/2		
Added "virtual" Essence cost, Level-based		0.2	vES
Total "virtual" Essence cost, bought as a Perk		4.0	vES
Rarity-based discount on Perk Point cost		0	%
virtual Essence cost, bought as a Perk		400	PP
Craft Point cost, bought as Craft		120	CP

level	ES	CP
1	0.1	0
4	2.7	40
1	0.1	0
4	2.9	40
	2.9	
4/1		
	-0.05	vES
	2.85	vES
	0	%
	285	PP
	40	CP
	1 4 1 4	1 0.1 4 2.7 1 0.1 4 2.9 2.9 2.9 4/1 0.05 2.85 0

Bow of Fire			
Enchantment	level	ES	СР
Open	1	0.1	0
Investment "Fire Weapon I", Duration 66 seconds	3	0.4	8
6 seconds after Activation, searing hot flames begin to			
spread over the weapon's "active surface (in this case the			
arrow that is fired from the bow). The wielder must			
choose to Activate the bow, with an arrow ready to fire,			
and then wait two Rounds or longer. The Activation roll			
is made upon firing the arrow. The item will alert the			
wielder when it is ready to fire.			
1 IL basic spell, 3 charges/Day/3d12 (Minor spell)			
1 IL Cast on Specific Other Item (Arrow, when fired)			
-2 IL Reduced Duration. The Fire effect lasts only 2			
seconds instead of 1 Minute. This is plenty for any			
range.			
2 Safer Activation to 5d12			
2 more charges to 30/Day			
total 4 ILs			
Close	1	0.1	0
Autocalculation: Max / Sum / Sum	3	0.6	8
Total Essence cost		0.6	
Highest/Second-Highest Enchantment level	3/1]	
Added "virtual" Essence cost, Level-based		-0.1	vES
Total "virtual" Essence cost, bought as a Perk		0.5	vES
Rarity-based discount on Perk Point cost		- 30	%
virtual Essence cost, bought as a Perk		35	PP
Craft Point cost, bought as Craft		8	CP
This type of item also exists in variants for Frost and Lig	ghtning	, at the	same
cost.			
Arrow of Slaving			
7 0 · · · ·	1 1	TO	CD

Arrow of Slaying			
Enchantment	level	ES	CP
Open	1	0.1	0
Confer Weapon Talent (Missile) B, -1 Rd to hit	3	0.3	8
Increased Range II (Mi): +150 Range Increment	4	0.2	40
Damage Bonus II (Mi): +2 damage/Success vs any target	4	0.5	40
Close	1	0.1	0
Autocalculation: Max / Sum / Sum	4	1.2	88
Total Essence cost		1.2	
Highest/Second-Highest Enchantment level	4/4		
Added "virtual" Essence cost, Level-based		0.2	vES
Total "virtual" Essence cost, bought as a Perk		1.4	vES
Rarity-based discount on Perk Point cost		- 30	%
virtual Essence cost, bought as a Perk		98	PP
Craft Point cost, bought as Craft		88	СР

Arrow of Accuracy			
Enchantment	level	ES	CP
Open	1	0.1	C
Confer Weapon Talent (Misile) B, -1 RD to hit	3	0.3	8
Close	1	0.1	C
Autocalculation: Max / Sum / Sum	3	0.5	8
Total Essence cost		0.5	
Highest/Second-Highest Enchantment level	3/1		-
Added "virtual" Essence cost, Level-based		-0.1	vES
Total "virtual" Essence cost, bought as a Perk		0.4	vES
Rarity-based discount on Perk Point cost		50%	%
virtual Essence cost, bought as a Perk		20	PP
Craft Point cost, bought as Craft		8	CP
Craft Point cost, bought as Craft Arrow of Damage		8	СР
	level	8 ES	СР
Arrow of Damage	level		СР
Arrow of Damage		ES	СР
Arrow of Damage Enchantment Open	1	ES 0.1	CP (8
Arrow of Damage Enchantment Open Damage Bonus I (Mi): +1 damage/Success vs any target	1 3	ES 0.1 0.2	CP C 8 C
Arrow of Damage Enchantment Open Damage Bonus I (Mi): +1 damage/Success vs any target Close	1 3 1	ES 0.1 0.2 0.1	
Arrow of Damage Enchantment Open Damage Bonus I (Mi): +1 damage/Success vs any target Close Autocalculation: Max / Sum / Sum	1 3 1	ES 0.1 0.2 0.1 0.4	CP C 8 C
Arrow of Damage Enchantment Open Damage Bonus I (Mi): +1 damage/Success vs any target Close Autocalculation: Max / Sum / Sum Total Essence cost	1 3 1 3	ES 0.1 0.2 0.1 0.4	CP () () ()
Arrow of Damage Enchantment Open Damage Bonus I (Mi): +1 damage/Success vs any target Close Autocalculation: Max / Sum / Sum Total Essence cost Highest/Second-Highest Enchantment level Enchantment level	1 3 1 3	ES 0.1 0.2 0.1 0.4 0.4 0.4 0.4	CP CC 8 CC 8 VES vES
Arrow of Damage Enchantment Open Damage Bonus I (Mi): +1 damage/Success vs any target Close Autocalculation: Max / Sum / Sum Total Essence cost Highest/Second-Highest Enchantment level Added "virtual" Essence cost, Level-based	1 3 1 3	ES 0.1 0.2 0.1 0.4 0.4 0.4	CP () () () () () () () () () () () () ()
Arrow of Damage Enchantment Open Damage Bonus I (Mi): +1 damage/Success vs any target Close Autocalculation: Max / Sum / Sum Total Essence cost Highest/Second-Highest Enchantment level Added "virtual" Essence cost, Level-based Total "virtual" Essence cost, bought as a Perk	1 3 1 3	ES 0.1 0.2 0.1 0.4 0.4 0.4 0.4	CP () 8 () () 8 () () 8 () 8 () 8 () 8 ()

Arrow of Distance			
Enchantment	level	ES	CP
Open	1	0.1	0
Increased Range I (Mi): +100% Range Increment	3	0.1	8
Close	1	0.1	0
Autocalculation: Max / Sum / Sum	3	0.3	8
Total Essence cost		0.3]
Highest/Second-Highest Enchantment level	3/1		-
Added "virtual" Essence cost, Level-based		-0.1	vES
Total "virtual" Essence cost, bought as a Perk		0.2	vES
Rarity-based discount on Perk Point cost		50%	%
virtual Essence cost, bought as a Perk		10	PP
Craft Point cost, bought as Craft		8	CP
Characters sometimes have several of these arrows.	particul	arlv Ar	rows o

Characters sometimes have several of these arrows, particularly Arrows of Distance. Since a used arrow is difficult to recover (and may not even be reusable if it has hit something), most characters save these for dire emergencies or important revenges.

Magic Spear			
Enchantment	level	ES	CP
Open	1	0.1	0
Invested Power "Fetch"	3	0.5	8
When Activated, the item will fly to the wielder's hand,			
at a speed of 20 hexes/Round, if closer than 6 hexes.			
1 IL basic Power, 3 charges/Day/3d12 (SL 2)			
-1 IL Affects item itself			
2 IL boosts range to 60 hexes.			
2 Safer Activation to 5d12			
1 More charges to 10/Day			
total 5 ILs			
Invested Power "Steered Missile"	3	0.3	8
When Activated, the wielder may re-roll his to-hit			
(attack) roll. The item may be Activated once per Range			
Increment out to the target. The Activation requires no			
time, but the wielder must concentrate.			
1 IL basic Power, 3 charges/Day/3d12 (SL 2)			
-1 IL Affects item itself			
1 More charges to 10/Day			
2 Safer Activation to 5d12 total 3 ILs			
Improved Range Increment (Th): +50% to RI	3	0.2	0
Close	1	0.2	8
	3	1.2	24
Autocalculation: Max / Sum / Sum)		24
Total Essence cost Highest/Second-Highest Enchantment level	3/3	1.2	
Added "virtual" Essence cost, Level-based	5/5	0.1	vES
Total "virtual" Essence cost, Lever-based		1.3	vES vES
Rarity-based discount on Perk Point cost		30	%L3
virtual Essence cost, bought as a Perk		91	⁷⁰ PP
Craft Point cost, bought as Craft		24	CP
		21	C1
X			
Enchantment	level	ES	CP
Open	1	0.1	0
Close	1	0.1	0
Autocalculation: Max / Sum / Sum	1	0.1	0
Total Essence cost			J
Highest/Second-Highest Enchantment level		J	

vES

vES

CP

0 % PP

Added "virtual" Essence cost, Level-based

Rarity-based discount on Perk Point cost

virtual Essence cost, bought as a Perk Craft Point cost, bought as Craft

Total "virtual" Essence cost, bought as a Perk

Armour and Shields

X			
Enchantment	level	ES	CP
Open	1	0.1	0
Close	1	0.1	0
Autocalculation: Max / Sum / Sum	1	0.1	0
Total Essence cost			
Highest/Second-Highest Enchantment level			
Added "virtual" Essence cost, Level-based			vES
Total "virtual" Essence cost, bought as a Perk			vES
Rarity-based discount on Perk Point cost		0	%
virtual Essence cost, bought as a Perk			PP
Craft Point cost, bought as Craft			CP

Protective Items

Item to Boost Undead Turnin	g		
Enchantment	level	ES	CP
Open	1	0.1	0
Power Bonus I: +1 to Turn Undead (Active P.), only if	4	2.0	40
wielder already has the Power (i.e. rating 2 or higher)			
Close	1	0.1	0
Autocalculation: Max / Sum / Sum	4	2.2	40
Total Essence cost]	2.2]
Highest/Second-Highest Enchantment level	4/1		
Added "virtual" Essence cost, Level-based		-0.05	vES
Total "virtual" Essence cost, bought as a Perk		2.15	vES
Rarity-based discount on Perk Point cost		- 30	%
virtual Essence cost, bought as a Perk		151	PP
Craft Point cost, bought as Craft		40	CP
	TT 1	1 D	1

This item is only useful for characters who have the Turn Undead Power, and who have learned how to use it. It raises the Power by one level. It is much more likely to be the result of a Blessing than of an Encantment. It may be socially regarded as a Relic, in which case there is an added PP cost to starting with the item (because the populace ascribe spiritual significance to it, above and beyond its powers).

If a Christian item, it will often be a body part of a Saint or Martyr (i.e. a Relic), or a Cross (not a Relic) - plain or bejeweled. Items from other faiths take other shapes, e.g. wands if Druidic.

Healing Items

Item to Boost Heal Wound			
Enchantment	level	ES	CP
Open	1	0.1	0
Power Bonus I: +1 to Heal Wound (Active P.), only if	4	2.0	40
wielder already has the Power (i.e. at rating 2 or higher)			
Close	1	0.1	0
Autocalculation: Max / Sum / Sum	4	2.2	40
Total Essence cost]	2.2	
Highest/Second-Highest Enchantment level	4/1		
Added "virtual" Essence cost, Level-based		-0.05	vES
Total "virtual" Essence cost, bought as a Perk		2.15	vES
Rarity-based discount on Perk Point cost		10	%
virtual Essence cost, bought as a Perk		194	PP
Craft Point cost, bought as Craft		40	CP
See the description for "Item to Boost Underd Turning"			

See the description for "Item to Boost Undead Turning".

Item to Boost Cure Disease			
Enchantment	level	ES	CP
Open	1	0.1	0
Power Bonus I: +1 to Cure diease (Active P.), only if	4	2.0	40
wielder already has the Power (i.e. at rating 2 or higher)			
Close	1	0.1	0
Autocalculation: Max / Sum / Sum	4	2.2	40
Total Essence cost]	2.2	
Highest/Second-Highest Enchantment level	4/1		
Added "virtual" Essence cost, Level-based		-0.05	vES
Total "virtual" Essence cost, bought as a Perk		2.15	vES
Rarity-based discount on Perk Point cost		- 30	%
virtual Essence cost, bought as a Perk		151	PP
Craft Point cost, bought as Craft		40	CP
See the description for "Item to Report Underd Turning"			

See the description for "Item to Boost Undead Turning".

Other Items

Crown of Wisdom			
Enchantment	level	ES	СР
Open	1	0.1	0
Attribute Bonus II: +2 to Intelligence	5	3.0	250
"Other" Bonus II: +2 to Creativity	5	2.0	250
Close	1	0.1	0
Autocalculation: Max / Sum / Sum	5	5.2	500
Total Essence cost		5.2	
Highest/Second-Highest Enchantment level	5/5		
Added "virtual" Essence cost, Level-based		0.6	vES
Total "virtual" Essence cost, bought as a Perk		5.8	vES
Rarity-based discount on Perk Point cost		0	%
virtual Essence cost, bought as a Perk		580	PP
Craft Point cost, bought as Craft		500	СР

A powerful item, greatly enhancing the mental prowess of the wearer. Unfortunately, Enchantment effects that boosts the wielder's intellect always cause some initial Sanity loss, because the experience is disturbing. The regaining of the lost Sanity represents the wielder getting used to the effect.

Demo Magic items for the FFRE Enchantment system, created with the v128 Encantment rules, page Page numbers of Statistics

Cloak of Comfort, Lesser			
Enchantment	level	ES	CP
Open	1	0.1	0
Temperature Tolerance I: +2 to wielder's Cold Tolerance	2	0.1	2
and +2 to wielder's Heat Tolerance.			
Close	1	0.1	0
Autocalculation: Max / Sum / Sum	2	0.3	2
Total Essence cost		0.3	
Highest/Second-Highest Enchantment level	2/1		-
Added "virtual" Essence cost, Level-based		-0.2	vES
Total "virtual" Essence cost, bought as a Perk		0.1	vES
Rarity-based discount on Perk Point cost		50	%
virtual Essence cost, bought as a Perk		5	PP
Craft Point cost, bought as Craft		2	СР

Robes of the Desert, Minor			
Enchantment	level	ES	CP
Open	1	0.1	0
Temperature Tol. II: +6 to wielder's Cold Tolerance	3	0.1	8
Temperature Tol. II: +6 to wielder's Heat Tolerance	3	0.1	8
Sub-Attribute Bonus: +2 to Fitness	3	0.2	8
Sustenance A: Wielder requires only 1/4 as much water.	3	0.4	8
Close	1	0.1	0
Autocalculation: Max / Sum / Sum	3	1	32
Total Essence cost]	1.0]
Highest/Second-Highest Enchantment level	3/3		-
Added "virtual" Essence cost, Level-based		0.1	vES
Total "virtual" Essence cost, bought as a Perk		1.1	vES
Rarity-based discount on Perk Point cost		- 30	%
virtual Essence cost, bought as a Perk		77	PP
Craft Point cost, bought as Craft		32	CP
This item only warrants the 30% PP cost discount in a	reas th	at are r	elativel

This item only warrants the 30% PP cost discount in areas that are relatively close to warm deserts, e.g. Africa, North Africa, the Middle East and parts of Asia. Elsewhere, it costs 99 PP.

Necklace of Allure			
Enchantment	level	ES	CP
Open	1	0.1	0
"Other" Bonus: +2 to Appearance	5	2.0	250
Preserve Beauty: The wielder's Appearence will not	2	0.1	2
deterioate due to aging or exposure (e.g. wind, sun)			
Close	1	0.1	0
Autocalculation: Max / Sum / Sum	5	2.3	252
Total Essence cost]	2.3]
Highest/Second-Highest Enchantment level	5/2		-
Added "virtual" Essence cost, Level-based		0.25	vES
Total "virtual" Essence cost, bought as a Perk		2.55	vES
Rarity-based discount on Perk Point cost		10	%
virtual Essence cost, bought as a Perk		230	PP
Craft Point cost, bought as Craft		252	CP

An item that significantly enhances the beauty of the wielder, and also works to prevent his or her appearance from deterioating with age. Assuming that the wielder begins wearing the necklace in early maturity, he or she will retain a youthful appearance until death.

Ring of Diving, Minor			
Enchantment	level	ES	СР
Open	1	0.1	0
Water Vision: Wielder can see perfectly under water	3	0.1	8
Water Breath: Wielder can breathe under water	4	0.3	40
Diver I: Wielder can dive as deep as 60 meters without	3	0.1	8
experiencing any pressure problems			
Temperature Tol. II: +6 to wielder's Cold Tolerance	3	0.1	8
Close	1	0.1	0
Autocalculation: Max / Sum / Sum	4	0.8	64
Total Essence cost		0.8	
Highest/Second-Highest Enchantment level	4/3		
Added "virtual" Essence cost, Level-based		0.15	vES
Total "virtual" Essence cost, bought as a Perk		0.95	vES
Rarity-based discount on Perk Point cost		- 30	%
virtual Essence cost, bought as a Perk		67	PP
Craft Point cost, bought as Craft		64	СР
This item is quite common. A Medium power version let deep as 600 meters. It costs 1.3 vES and thus 117 PPs.	s the w	ielder d	live as

Warrior's Belt			
Enchantment	level	ES	CP
Open	1	0.1	C
Bonus to attribute: +1 Agility	4	1.0	40
Bonus to broad sub-attribute: +1 Leg Strength	3	0.5	8
Bonus to broad sub-attribute: +1 Combat Dexterity	3	0.5	8
Bonus to Fitness: +3	4	0.4	40
Bonus to "Other": +1 to Reflexes	4	0.8	40
Temperature Tolerance II: +6 to Cold Tolerance	3	0.1	8
Temperature Tolerance II: +6 to Heat Tolerance	3	0.1	8
Close	1	0.1	0
Autocalculation: Max / Sum / Sum	4	3.6	152
Total Essence cost]	3.6]
Highest/Second-Highest Enchantment level	4/4		-
Added "virtual" Essence cost, Level-based		0.2	vES
Total "virtual" Essence cost, bought as a Perk		3.8	vES
Rarity-based discount on Perk Point cost		10	%
virtual Essence cost, bought as a Perk		342	PP
Craft Point cost, bought as Craft		152	CP

This item is somewhat similar to the "Physical Adept's Bracelet Focus", but the Focus effect and the Light Investment has been replaced with Heat and Cold Tolerance. Anyone girdling himself with this belt becomes hardier, faster and fitter.

Magic Rope			
Enchantment	level	ES	CP
Open	1	0.1	C
Investment "Rope Spell", Duration change	2	0.1	2
When Acticated, one end of the rope will move to tie			
itself into a knot or untie itself out of a knot (you need			
two Activations to tie and untie, or four to tie and untie			
both ends). It can only make relatively simple knots.			
1 IL basic spell, 12 charges/Day/3d12 (Cantrip spell)			
-1 IL Cast on item only			
2 IL Safer Activation to 5d12			
total 2 ILs			
Durability III: +3 to item's Durability	3	0.2	8
As this item is a rope, the effect is that the rope can deal			
with 8 times the strain of an ordinary rope of the same			
type, e.g. if it could normally support 50 kilograms then			
it can instead support 400 kilograms, or if it could			
normally support 400 kilograms then it can instead			
support 3200 kilograms.			
This supersedes the +1 bonus to Durability that all magic			
items get from the Close Enchantment.			
Investment "Shrink II", duration change	3	0.4	8
This Item Power (technically, it's not a spell) makes the			
item shrink by 4 Size Classes. As the item is a rope, it			
shrinks only length-wise, e.g. if it is normally 80 meters			
long then it can shrink to a length of only 20 meters.			
Activating the item again makes it grow back to its			
normal size (length).			
1 IL basic spell, 4 charges/Week/3d12 (SL 3 Power)			
-1 IL Slow Activation to 1 Minute			
-1 IL Cast on item only			
2 IL Safer Activation to 5d12			
1 IL more charges to 10/Week			
total 2 ILs			
Close	1	0.1	(
Autocalculation: Max / Sum / Sum	3	0.9	18
Total Essence cost	2 (2	0.9	
Highest/Second-Highest Enchantment level	3/3		TC
Added "virtual" Essence cost, Level-based		0.1	VES
Total "virtual" Essence cost, bought as a Perk		30	vES
Rarity-based discount on Perk Point cost virtual Essence cost, bought as a Perk		70	% PP
Craft Point cost, bought as Craft		18	CP CP
Craft I offit cost, bought as Craft		10	Ur

The most common version, eligible for the 30% PP cost discount, is 80 meters long and looks like a thin rope (more like a "cord", really) that might be able to support 50 kilograms. It can shrink to a length of 20 meters, and can in reality support 400 kilograms.

Any variant between 20 and 250 meters in length (when un-Shrunk) and which can apparently support between 20 and 250 kg (thus actually between 80 and 1000 kg) is eligible for the 30% PP cost discount. Anything outside these ranges gets only a 10% PP cost discount and thus costs 90 PP. Very short ropes may also get only 10 charges per Day, due to not qualifying as a Large item.

Also keep in mind that if the rope is cut, only the longest part retains the Enchantments. If it is cut precisely into two equally long halves, then one half retains the Enchantments - determiner randomly.