

SAVAGELY USEFUL



A RANDOM MAGICAL ITEM GENERATOR FOR SAVAGE WORLDS



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RANDOM MAGIC ITEMS

The following is a set of tables to allow a Game Master to quickly generate discovered magic items. The first thing the GM needs to do is decide if the discovered treasure is a Minor Item, a Major Item, or a Relic.

For a completely random determination, roll a d12:

- On a 1-8, the treasure is a Minor Item.
- On a 9-11, the treasure is a Major Item.
- On a 12, it's a Relic.

Minor Items have 1d4-1 Minor Qualities (with a minimum of one).

Major Items have 1d4 Minor Qualities and 1d4-2 Major Qualities (with a minimum of one).

Relics have 1d6 Minor Qualities, 1d4 Major Qualities, and 1d4-2 Relic Qualities (with a minimum of one).

After determining the power of the item, the type of item is next.

d12 Roll	Type
1-2	Armor or Shield.
3-4	Weapon (Melee or ranged).
5-6	Clothing (Cloak, boots, cape, etc.).
7-9	Jewelry (Ring, amulet, bracelet, etc.).
10-11	Carried Item (Staff, rod, wand, etc.).
12	Odd Thing (Old teeth, brass chalice, animal skull, book, etc.).

After generating the type, the Game Master should decide the specifics. As a general rule, the item should make sense to the situation. Alternately, be as random as you choose, inspired by classic items of gaming and literature.

Minor Qualities

Roll or select from the following chart for Minor Qualities. Feel free to ignore or modify any results that make no sense for the item.

d12 Roll	Minor Quality
1	+1 to a Trait roll, relevant to the item's function (Fighting for a sword, Strength for gloves, Stealth for boots, Spirit for a headband, etc.).
2	+1 to a Trait roll, having nothing to do with the item's function.
3	+2 Charisma.
4	+1 damage (generally weapons).
5	AP 2 (generally weapons).
6	+1 Armor (generally armor or shields).
7	+1 Parry (generally shields).
8	+5 Power Points.
9	+1 Pace
10	Item provides light at will, no Power Point cost or activation required; always roll again and add one other Minor Quality.
11	Item weight negligible; always roll again and add one other Minor Quality.
12	Special Property (weapon-quality silver, orichalcum, blessed wood, etc.); always roll again and add one other Minor Quality.



Major Qualities

Roll or select from the following chart for Major Qualities. Feel free to ignore or modify any results that make no sense for the item. For many results, a second die roll is called for.

In the case of Powers that have raise effects, roll a d6: on a 1-4, the Power permanently has the normal effect, while on a 5-6, the Power permanently has the raise effect. If a Power requires a roll, use Spirit or the most appropriate skill (such as Shooting for bolt). Powers with durations only last 3 rounds before they must be re-activated.

d20 Roll	Major Quality
1	+2 all rolls for Attribute and Attribute-linked skills; roll 1d6 (1-2 Agility, 3-4 Smarts, 5-6 Spirit).
2	Raise one Attribute by a die type; roll 1d10 (1-2 Agility; 3-4 Smarts; 5-6 Spirit; 7-8 Strength; 9-10 Vigor).
3-4	+2 attack rolls (Fighting, Shooting, Spellcasting, or Throwing) and +2 damage.
5-6	+2 Armor and +2 to Soak rolls.
7	-2 to be hit by all attacks.
8	+10 Power Points and +2 Spellcasting.
9	Alteration Power; roll 1d8 (1 boost/lower trait, 2 disguise, 3 intangibility, 4 invisibility, 5 quickness, 6 shape change, 7 speed, 8 warrior's gift)
10	Combat Power; roll 1d12 (1 blast, 2 blind, 3 bolt, 4 burst, 5 confusion, 6 entangle, 7 havoc, 8 pummel, 9 slow, 10 slumber, 11 smite, 12 stun).
11	Control Power; roll 1d6 (1 banish, 2 beast friend - up to Size 2, 3 dispel, 4 fear, 5 puppet, 6 zombie - up to three zombies).

d20 Roll	Major Quality
12	Healing Power; roll 1d6 (1 greater healing, 2-5 healing, 6 succor).
13	Movement Power; roll 1d6 (1 burrow, 2-3 fly, 4 speed, 5 teleport, 6 wall walker)
14	Protection Power; roll 1d8 (1-2 armor, 3 barrier, 4 damage field, 5-6 deflection, 7-8 environmental protection).
15	Utility Power; roll 1d10 (1 beast friend, 2 darksight, 3 detect/conceal arcana, 4 divination, 5 elemental manipulation, 6 farsight, 7 light/obscure, 8 mind reading, 9 speak language, 10 telekinesis).
16	Background Edge; roll 1d12 (1 Alertness, 2 Ambidextrous, 3 Arcane Resistance, 4 Attractive, 5 Berserk, 6 Brave, 7 Brawny, 8 Fast Healer, 9 Fleet-Footed, 10 Luck, 11 Quick, 12 Improved Arcane Resistance).
17	Combat Edge; roll 1d12 (1 Combat Reflexes, 2 Counterattack, 3 Elan, 4 Extraction, 5 First Strike, 6 Frenzy, 7 Hard to Kill, 8 Level Headed, 9 Marksman, 10 Nerves of Steel, 11 Sweep, 12 Two-Fisted).
18	Leadership Edge; roll 1d6 (1 Command, 2 Fervor, 3 Hold the Line!, 4 Inspire, 5 Leader of Men, 6 Natural Leader).
19	Professional Edge; roll 1d8 (1 Acrobat, 2 Assassin, 3 Champion, 4 Investigator, 5 Jack-of-All-Trades, 6 Mentalist, 7 Thief, 8 Woodsman).
20	Weird or Wild Card Edge; roll 1dx (1 Beast Master, 2 Danger Sense, 3 Healer, 4 Dead Shot, 5 Mighty Blow, 6 Power Surge).

Relics

On top of various Minor and Major Qualities, Relics should have other special abilities that truly set them apart. Instead of a table, here are some suggestions of one or more things to add to a Relic:

- Add a Monstrous Ability from the Bestiary section of *Savage Worlds Deluxe*.
- Make one or more Powers that are part of the Relic permanent duration, only turning off when the wielder wishes.
- Add a Legendary Edge.
- Construct a special and unique ability that really tells a story about the item.

