

The Fade Tabletop

Equipment and Essentials



Black Flame Studios

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Chapter 1: Weapons

These are new weapons that are available for characters to choose. These include new weapon special abilities coinciding with magic, and mystical effects.

Superior quality weapons are made with incredible craftsmanship. They give their wielder a +1 bonus to attack when wielding the weapon. Superior weapons cost twice the normal cost of a weapon. Magical weapons are already considered to be of "Superior Quality" and thus the bonuses don't stack.

Weapon Damage Type Key:

(If a weapon is marked with a slash (S/P) they can deal one of the two when they attack)

- | | |
|-------------------------|-------------------------|
| • S: Slashing | • Wi: Wind |
| • P: Piercing | • E: Electricity |
| • B: Bludgeoning | • Ea: Earth |
| • F: Fire | • A: Acid |
| • W: Water | • So: Sonic |
| • I: Ice | • Ar: Arcane |
-

Weapon's handedness list is as follows:

- **Light:** This weapon cannot be two-handed.
 - **1-Hand:** This weapon is typically wielded in one-hand, but can be used two-handed.
 - **2-Hand:** The weapon must always be wielded in two-hands, since trying with just one-hand is typically too unwieldy.
 - **1h-Range:** This ranged weapon is wielded in one hand as opposed to two. It functions as a light melee weapon for the purpose of two-weapon fighting.
 - **2h-Range:** This ranged weapon is wielded in two hands as opposed to one. It cannot be used with two-weapon fighting.
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Ammunition for ranged weapons are not tracked. Reloading is a move action for firearms and crossbows.

Special Ability Key:

- **Nonlethal:** This weapon can only be used as nonlethal at no penalty. If it brings an enemy to 0, they are unconscious for 1 hour per missing HP. They don't bleed out and die.
- **+ (Stat):** When held, this weapon grants a temporary bonus to the stat listed.
- **Finesse:** This weapon can use Agility for damage instead of Strength.
- **Maneuver:** The wielder can perform this maneuver with the weapon with a +2k0.
- **Damage/Damage:** Can two-weapon fight with the weapon even though it's only one weapon. This is called a "Double Weapon".
- **Brace:** A weapon-specific reaction that allows the wielder to gain a free attack against a foe which charges against them, dealing double damage.
- **Brutish:** Add Strength to hit instead of Agility.
- **Returning:** Flies back to the user's grasp after being thrown, allowing it to be used again. This allows it to be used on a full-round action attack.
- **Reach:** +1 square reach increase.
- **Balanced:** This one-handed or light weapon can be used easily in two-weapon fighting, and reduces the two-weapon fighting penalty by -1k0. This can be placed on Two-Handed Double Weapons.
- **Deadly:** On a critical hit, deal +5 damage.
- **Composite:** Add Strength to damage with this bow-type weapon.
- **Single:** This firearm can only make 1 attack, even if feats or abilities would allow the character to do otherwise. Crossbows are counted as this.
- **Semi:** This firearm can fire multiple attacks in a full-round action. This is standard among modern firearms. Bows are counted as this.
- **Automatic:** This firearm can fire an additional attack (making it a full-round action to use automatic fire), this additional attack is at a -2k0 to hit and deals 1k0 less damage. Switching to Auto (and back to Semi) is a swift action.
- **Accurate:** Targets Avoid as opposed to Defense.
- **Scatter:** Weapon's range is counted as a cone (Range of 2 sq. becomes a 2 sq. cone) unless Slug Ammo is used.
- **Concealable:** The wielder gains a +2 bonus on Stealth checks made to hide this weapon. Light melee weapons are always considered to have this, as well as all one-handed ranged weapons.
- **Bulky:** The wielder receives a -2 penalty on Stealth checks made to hide this weapon. One-Handed melee weapons are always considered to have this (two-handed weapons cannot be hidden, melee or ranged).
- **Shield Breaker:** Negate a shield's Deflection when attacking with this weapon.
- **Shielding:** Grants wielder a Deflection equal to the base damage dice rolled without factoring in ability scores as if it were a shield.
- **Jousting:** Deals double damage when used on a charge while mounted/driving.
- **Savage:** This weapon can only be reduced to 1 damage, not 0.
- **Parrying:** +1k0 on tests made to parry with this weapon.
- **Æther:** Can use Magic for to-hit and damage instead of Strength or Agility.

- **Switch:** As a swift action this weapon can become a two-handed reach weapon, or a one-handed weapon.
- **Powerful:** This weapon cannot be parried. It can only be dodged.
- **Unwieldy:** This weapon cannot be used to parry.
- **Breach:** This weapon deals +2k0 damage when sundering.
- **Puncture:** This weapon ignores Deflection granted by armor.
- **Injection:** +1k0 to attacks on poisons applied to this weapon.
- **Trigger:** This is a dual melee/ranged weapon and has two modes. These different modes will receive different weapon entries, but both are part of the same weapon. Both types of weapons have different proficiency types.
- **Daunting:** This weapon deals 1 sanity damage on top of its normal damage.
- **Overheating:** *Automatic* weapons only. This weapon gains +0k1 on attacks made while using the *automatic* setting. This weapon, however, can only be used every other round.
- **Jolting:** *Electricity* weapons only. On a critical hit, the opponent hit is paralyzed for 1 round.
- **Readying:** This weapon gains a +1k0 to attacks made on attack of opportunities.
- **Bursting:** This weapon's attacks burst like a grenade. The amount of squares it goes out is represented by the number next to it (ex: Bursting 4). This doesn't affect the wielder.
- **Targeting:** This weapon doesn't suffer from firing into melee.
- **Ripping:** This weapon deals 1 bleed damage to an opponent for 1d5+1 rounds after its initial attack.
- **Loud:** Everyone within a 4 square radius is deafened for 1 round when this weapon makes an attack. This doesn't affect the wielder.
- **Fatiguing:** This weapon causes opponents to become fatigued on a critical hit. This condition can worsen into exhaustion if an opponent is critically hit while fatigued.
- **Filthy:** Injury-based diseases coating this weapon receive a +4 to-hit.
- **Energy Field:** On a successful parry with this weapon, the opponent takes a -4 to hit and on parry attempts with their weapon next round.
- **Fencing:** This weapon can only be parried by other weapons with the *Fencing* weapon quality.
- **Engulfing:** On a successful Dodge attempt, the opponent takes a -1k1 on their next Dodge check. If this reduces them to 0 keep dice, they can't dodge.
- **Shattering:** On a successful called shot to the arms or legs, this weapon can once per day activate the critical called shot effect. This doesn't sever/destroy the arm or leg, but functions as if it had been for 1 day.
- **Pushing:** On a successful hit on a charge attack the opponent is pushed back 1 square.
- **Smashing:** When used to attack a door or object this weapon ignores its Deflection.
- **Sting:** If this weapon deals half the opponent's HP in damage in one turn, the opponent takes a -5 to all checks for 1 day.

Sword

Name	Price	Damage	Pen	Type	Range	Weight	Type	Special
Short Fencer	250 G	1k1	0	Light	Melee	1 lbs.	P	Fencing, Finesse
Rip Knife	15 G	2k1	4	Light	Melee	1 lbs.	S	Thrown 4 sq., Ripping
Axilla Knife	25 G	1k1	5	Light	Melee	1 lbs.	P	Sting, Finesse, Balanced
Long Fencer	500 G	3k1	2	1-Hand	Melee	2 lbs.	P	Fencing, Finesse
Rotten Blade	5 G	2k2	-1	1-Hand	Melee	2 lbs.	S	Filthy
Cutlass	15 G	2k2	0	1-Hand	Melee	4 lbs.	S	Finesse, Parrying
Tendon Slicer	20 G	3k2	1	1-Hand	Melee	5 lbs.	S	Ripping, Deadly
Goblin's Sword	1,000 G	2k2	2	1-Hand	Melee	2 lbs.	P	Finesse, Sting, Readying
Rending Poker	30 G	2k2	4	1-Hand	Melee	3 lbs.	S/P	Ripping, Savage, Brutish
Soundwave	4,000 G	2k2	0	1-Hand	Melee	1 lbs.	So	Loud, Bursting 4, Æther
Molecular Blade	8,500 G	4k2	8	1-Hand	Melee	2 lbs.	S	Smashing, Savage, Sting
Bowblade	400 G	3k3	2	1-Hand	Melee	4 lbs.	P	Finesse, Trigger, Switch
Joust Blade	250 G	4k3	6	2-Hand	Melee	11 lbs.	P	Jousting, Readying
Power Sword	5,000 G	5k4	2	2-Hand	Melee	18 lbs.	S	Energy Field, Brutish
Weight Sword	300 G	4k2	0	2-Hand	Melee	12 lbs.	B	Shattering, Brutish

Polearm

Name	Price	Damage	Pen	Type	Range	Weight	Type	Special
Mancatcher	15 G	1k1	1	2-Hand	Melee	10 lbs.	P	Reach, Grapple, Sting
Scythe Saw	1,000 G	4k3	4	2-Hand	Melee	12 lbs.	S&P	Brutish, Smashing, Sting
Fencing Pole	400 G	2k1	2	2-Hand	Melee	6 lbs.	P	Fencing, Finesse
Rip Pike	250 G	4k3	4	2-Hand	Melee	10 lbs.	S	Ripping, Savage, Sting
Power Spear	5,000 G	6k3	0	2-Hand	Melee	22 lbs.	P	Energy Field, Brutish
Stun Spear	2,500 G	4k2	0	2-Hand	Melee	8 lbs.	P&E	Jolting, Fatiguing
Sound Burst	4,000 G	3k3	2	2-Hand	Melee	2 lbs.	So	Reach, Loud, Bursting 4
Shield Spear	200 G	4k2	0	2-Hand	Melee	12 lbs.	P	Shielding, Parrying
Shove Pole	300 G	3k2	0	2-Hand	Melee	8 lbs.	B	Reach, Pushing, Trip

Axe

Name	Price	Damage	Pen	Type	Range	Weight	Type	Special
Flamberge Axe	50 G	2k1	4	Light	Melee	2 lbs.	S	Finesse, Sunder
Parry Axe	150 G	1k1	0	Light	Melee	1 lbs.	S	Fencing, Parrying, Finesse
Primitive Axe	5 G	3k3	0	1-Hand	Melee	4 lbs.	S	Brutish, Savage, Filthy
Power Axe	5,000 G	4k3	2	1-Hand	Melee	3 lbs.	S	Energy Field, Brutish
Splitting Maul	50 G	5k4/6k3	0	2-Hand	Melee	12 lbs.	S/B	Brutish, Reach, Pushing
Brutal Axe	750 G	6k4	4	2-Hand	Melee	7 lbs.	S	Brutish, Ripping, Savage

Hammer

This also includes cudgels/clubs.

Name	Price	Damage	Pen	Type	Range	Weight	Type	Special
Jitte	8 G	1k1	0	Light	Melee	1 lbs.	B	Nonlethal, Disarm
Knobkierie	10 G	2k2	0	Light	Melee	4 lbs.	B	Fatiguing, Finesse
Shillelagh	10 G	3k3/3k3	0	2-Hand	Melee	4 lbs.	B&P	Finesse, Reach, Balanced
Totokia	15 G	5k4	0	2-Hand	Melee	8 lbs.	B&P	Brutish, Pushing, Reach
Savage Maul	80 G	5k5	0	2-Hand	Melee	16 lbs.	B&P	Brutish, Ripping, Savage
Power Sledge	5,000 G	6k4	0	2-Hand	Melee	12 lbs.	B	Brutish, Energy Field

Bow

Name	Price	Damage	Pen	Type	Range	Weight	Type	Special
Future Bow	800 G	7k6	6	2h-Range	8 sq.	3 lbs.	P	Accurate, Targeting
Recurve Rifle	400 G	3k3	4	2h-Range	24 sq.	10 lbs.	P	Composite, Trigger
Bowblade	400 G	3k3	4	2h-Range	12 sq.	4 lbs.	P	Composite, Trigger

Pistol

Name	Price	Damage	Pen	Type	Range	Mag	Weight	Type	Special
Smart Pistol	250 G	3k3	1	1h-Range	8 sq.	10 box	4 lbs.	B&P	Semi, Targeting
Loud Pistol	500 G	2k1	0	1h-Range	4 sq.	2 int.	2 lbs.	So	Semi, Loud, Scatter

Rifle

Name	Price	Damage	Pen	Type	Range	Mag	Weight	Type	Special
Smart Rifle	600 G	4k4	2	2h-Range	12 sq.	25 box	12 lbs.	B&P	Semi, Targeting
Loud Rifle	500 G	4k2	0	2h-Range	6 sq.	6 int.	8 lbs.	So	Auto, Loud, Scatter
Recurve Rifle	400 G	8k5	4	2h-Range	24 sq.	30 box	10 lbs.	B&P	Semi, Trigger

Shotgun

Name	Price	Damage	Pen	Type	Range	Mag	Weight	Type	Special
Smart Blast	600 G	5k4	4	2h-Range	4 sq.	4 int.	10 lbs.	B&P	Semi, Targeting, Scatter
Loud Blast	500 G	4k2	0	2h-Range	4 sq.	8 int.	8 lbs.	So	Semi, Loud, Scatter

Weapon Enhancements

Magic and non-magic enhancements for weapons are briefly touched upon in the *Core Rulebook*, however this section will expand upon the choices for weapon enhancements.

Weapons that receive *magic enhancements* are considered ‘magical’ in nature for effects which rely on magic weapons. In addition to this, these weapons are always considered to be Superior quality.

Enchanted Damage

Weapons can receive a ‘mundane’ magical enchantment which allows them to deal ‘enchanted damage’. This is increased damage potential granted from the magic imbued within a weapon.

Enchanted Bonus	Price
+2	2,000 G
+4	8,000 G
+6	18,000 G
+8	32,000 G
+10	50,000 G

This bonus applies to the damage of a weapon it is applied to with a maximum bonus of +10 for 50,000 G.

Weapon Powers

These are ‘powers’ and ‘abilities’ which can be applied to weapons in order to give them extra uses, or grant them abnormal special qualities.

Name	Price	Description
Spirit String	1,500 G	Use Magic or Agility on bow weapons.
Elemental	1,500 G	Substitute physical damage for elemental.
Heavy Hitting	1,500 G	Grant this weapon the Brutish quality.
Tearing	1,500 G	Grant this weapon the Savage quality.
Divine	1,500 G	Substitute physical damage for divine.
Backlash	2,000 G	Deal damage to yourself and an opponent.
Blessed	4,000 G	Deal extra damage to demons.
Tainted	4,000 G	Deal extra damage to angels.
Explosive	4,000 G	Grant this weapon the Blast quality.
Sealing	5,000 G	Trap an enemy in place and prevent teleporting.
Accelerated Bullets	6,000 G	This firearm adds Agility to damage.
Ranged Cyclone	6,000 G	Use a melee weapon for a ranged attack.
Splitting	8,000 G	This weapon can split itself into two.
Blood Drawing	8,000 G	Deal bleed damage to an opponent.
Quick	10,000 G	Gain an additional attack on a full-round action.
Spirit Weapon	10,000 G	This weapon effective against ghosts.
Intoxicating	10,000 G	Imbue an injury drug, disease, or poison.
Armor Piercing	12,000 G	Briefly lower an opponent’s Deflection.
Energy Piercing	12,000 G	Briefly lower an opponent’s Energy Resistance.
Hands Free	18,000 G	Allow this weapon to telekinetically float around.
Mystic Link	18,000 G	Grant this weapon the Æther quality.
Vorpal	25,000 G	Attacks to the head instantly sever it.

Name: Spirit String

Price: 1,500 G

Description: This only applies to bow-type weapons (including crossbows). You can add either Magic or Agility to damage (whichever is higher) in place of Strength on Composite weapons. In addition to this, weapons with “count as (x) STR for damage” use the highest between your STR, MAG, and AGI.

Name: Elemental

Price: 1,500 G

Description: On a successful hit you can choose to deal the weapon’s damage as a chosen element instead of the weapon’s normal damage type, or you can choose to deal ½ standard damage and ½ elemental damage. The elemental damage chosen must be arcane elements (except sonic and arcane).

Name: Heavy Hitting

Price: 1,500 G

Description: This weapon receives the Brutish quality if it did not already possess it. If it does, this weapon now grants a +1 STR while wielded. This stacks with existing STR enhancements, but not itself. This can not be added to a weapon twice to gain the Strength enhancement.

Name: Tearing

Price: 1,500 G

Description: This weapon receives the Savage quality if it did not already possess it. If it does, this weapon’s minimum damage with Savage increases to 2 instead of 1, and Savage is renamed “Savage+”. This can be added twice to the weapon to gain Savage+.

Name: Divine

Price: 1,500 G

Description: On a successful hit you can choose to deal the weapon’s damage as a chosen element instead of the weapon’s normal damage type, or you can choose to deal ½ standard damage and ½ elemental damage. The elemental damage chosen must be divine elements (holy or unholy).

Divine weapons using *Holy* can heal living creatures and *Unholy* can heal undead creatures. In order to do this, the wielder must only do that divine element’s damage. Doing this is a Standard action, and a full-round attack in order to heal cannot be taken.

Name: Backlash

Price: 2,000 G

Description: On an attack with a weapon with this enchantment, you deal an additional 1d5 points of damage (bypassing Soak) to an opponent, however you take whatever damage you deal to your opponent in this manner as well.

Name: Blessed

Price: 4,000 G

Description: This weapon is bathed in holy energy. Against demons this weapon deals +50% more damage, and demons that try to wield this weapon take its damage every minute.

Name: Tainted

Price: 4,000 G

Description: This weapon is bathed in unholy energy. Against angels this weapon deals +50% more damage, and angels that try to wield this weapon take its damage every minute.

Name: Explosive

Price: 4,000 G

Description: This weapon receives the Blast 4 quality if it does not already possess it. If a weapon already possesses the Blast quality and it is under 4, this enhancement raises it to 4. If it is 4 or above, it increases it by 1. This can only be applied to a weapon once, and does not stack with itself if placed on a weapon multiple times.

Name: Sealing

Price: 5,000 G

Description: Opponents who are hit by this weapon and take damage are reduced to a 1 square move speed for 1d5 rounds. In addition to this, opponents who are able to teleport cannot teleport until the duration ends. Multiple hits from this weapon do not restart the counter until the effect has gone away.

Name: Accelerated Bullets

Price: 6,000 G

Description: This firearm adds Agility to damage as if it is Strength on a melee or Composite weapon.

Name: Ranged Cyclone

Price: 6,000 G

Description: You can make a 6 sq. ranged attack with a melee attack you enchant with this ability. This damage is wind and slashing, and uses either the wielder's STR, MAG, or AGI for attack and damage.

Name: Splitting

Price: 8,000 G

Description: This weapon can 'split' into an additional magical clone of the weapon. This copy lasts for as long as you wish unless separated from the wielder, and the copy has all of the same properties of the other weapon. If separated from the wielder, the copied weapon is 'destroyed' and returns to the original weapon. Splitting a weapon is a swift action.

Name: Blood Drawing

Price: 8,000 G

Description: When dealing damage with this weapon you deal an additional 1d5 points of bleed damage against an opponent for 2 rounds.

Name: Quick

Price: 10,000 G

Description: When making a full-round attack you can make an additional attack at a -1k0 penalty.

Name: Spirit Weapon

Price: 10,000 G

Description: This weapon is bathed in spiritual energy. Against creatures with the [incorporeal] tag this weapon deals double damage.

Name: Intoxicating

Price: 10,000 G

Description: This weapon is bathed in spiritual energy. Against creatures with the [incorporeal] tag this weapon deals double damage.

Name: Armor Piercing

Price: 12,000 G

Description: After striking an opponent with this weapon the opponent takes a -1 to Deflection for a number of rounds equal to the weapon's unmodified rolled dice (example, a Longsword would last 3 rounds due to it being 3k2).

Name: Energy Piercing

Price: 12,000 G

Description: After striking an opponent with this weapon the opponent takes a -1 to all Energy Resistances for a number of rounds equal to the weapon's unmodified rolled dice.

Name: Hands Free

Price: 18,000 G

Description: As a move action you can activate this weapon's "hands free" function. This allows the weapon to float around you in your square, and attack on its own. The weapon has a single attack per turn, and unless you direct the blade as a swift action the attack made is chosen by the GM. The attack made by the weapon is made as if you're wielding it.

Name: Mystic Link

Price: 18,000 G

Description: This weapon receives the Æther quality if it did not already possess it.

Name: Vorpall

Price: 25,000 G

Description: On a successful attack against the head, the head is severed and if this would kill the target they are instantly killed. Otherwise a critical hit against the head instantly kills the target, regardless of being armored or not.

Chapter 2: Armor

Defending against attack comes in different forms, however armor serves as the greatest means of defense against would-be attackers. Armor comes in a couple different varieties, and some are rarer than others. Lighter armor allows for more maneuverability while granting minimal protection, while the opposite is true for heavy armor.

Armor can be made Superior quality by spending 300 G on it. Superior quality decreases the Armor Penalty by 1. Magic armor is considered to already be Superior quality, and thus the benefits don't stack.

Deflection (Def): This reduces damage made by weapons to a certain degree, and protects the wearer from harm. This number subtracts from damage rolled before applying Soak. A weapon's Penetration stat reduces the amount of Deflection armor has.

Agility to Defense (AtD): This is how much of a character's Agility is able to be added to their Defense and Dodge stats. This only applies to Body armor.

Armor Penalty (AP): This is a penalty that is applied on certain skills. If a character tries to wear armor they're not proficient with, this penalty applies to attack rolls as well.

Spell Failure (SF): This is a percentage chance of a spell failing while this armor is worn, adversely affecting the wearer's spellcasting. This only applies to characters with the ability to cast spells who have not taken the *Arcane Armor Training* feat.

Location (Lo): This is where the armor's Deflection is applied to upon being attacked. Deflection isn't dispersed evenly per body part with the body having the most Deflection and the head having the least. The exception to this rule is Shields which instead must be raised as a swift action and guard the body part specified when raised. (Example, a Kite Shield raised to guard the head grants 4 Deflection to the head).

Pieces of armor that have an (S) next to their location can be stacked on top of another piece of armor that fits in the same location. For example, a Chain Coif can be worn with a Standard Helm on top of it, totaling the bonuses and penalties.

Speed: How fast a character can move (in squares) while wearing this armor. Heavier armors make it so you have less squares to move in a single round due to their bulky nature. Only armor that covers the body or legs reduces your movement speed. The reduction to speed is represented as a -1 sq. and so on. *If multiple pieces of armor are worn, take all of the bonuses and penalties together.*

Armor Special Abilities

Some new armor pieces featured within this book have new special abilities to them, similar to weapons. These function similarly to armor special abilities from the *Mystic Guide to Magic*, except that they have keywords associated to them. The following pieces/suits of armor from the *Mystic Guide to Magic* receive new tags as listed on the Special Ability Key. They are functionally the same however.

Armored Cowl gains the Cloaking property.

Shadowmail gains the Stealthy property.

Mindplate gains the Clearheaded property.

Reflector Suit, **Reflectorplate**, and **Reflector Shield** gain the Reflector property.

Radiation Suit gains the Immunized property.

Special Ability Key:

- **Cloaking:** +1k0 to Deception checks made to disguise.
- **Intricate:** This piece of armor grants a +1k0 to Persuasion checks.
- **Stealthy:** +1k0 to Stealth checks.
- **Clearheaded:** +4 to Mental Defense.
- **Immunized:** +4 to Bodily Defense.
- **Reflector:** This piece of armor functions as “Energy Resistance” against fire.
- **Rubber:** This piece of armor functions as “Energy Resistance” against electricity.
- **Waterproof:** This piece of armor functions as “Energy Resistance” against water.
- **Cooling:** This piece of armor functions as “Energy Resistance” against ice.
- **Airtight:** This piece of armor functions as “Energy Resistance” against wind.
- **Hardened:** This piece of armor functions as “Energy Resistance” against earth.
- **Noncorrosive:** This piece of armor functions as “Energy Resistance” against acid.
- **Soundproof:** This piece of armor functions as “Energy Resistance” against sonic.
- **Scuba:** This piece of armor allows the wearer to breathe underwater. (Head piece only)
- **Sealed:** This piece of armor allows the wearer to survive in the vacuum of space. (Head piece only)

Pieces of armor which function as Energy Resistance against elements apply to specific body parts if worn separately. Other body parts remain unprotected, similar to normal armor’s Deflection against physical attacks.

Armor Pieces

Name	Price	Def	AtD	AP	SF	Speed	Weight	Lo	Special
Reflector Helm	250 G	2	—	-1	0%	—	1 lbs.	Head	Reflector
Rubber Helm	250 G	2	—	-1	0%	—	1 lbs.	Head	Rubber
Proofed Helm	250 G	2	—	-1	0%	—	1 lbs.	Head	Waterproof, Scuba
Seasonal Helm	250 G	2	—	-1	0%	—	1 lbs.	Head	Cooling
Airtight Helm	250 G	2	—	-1	0%	—	1 lbs.	Head	Airtight, Sealed
Hardened Helm	250 G	4	—	-3	5%	—	3 lbs.	Head	Hardened
Wrought Helm	250 G	2	—	-2	0%	—	2 lbs.	Head	Noncorrosive
Sound Helm	600 G	1	—	-1	0%	—	1 lbs.	Head	Soundproof
Space Helm	800 G	3	—	-2	5%	—	8 lbs.	Head	Sealed, Scuba
Reflector Shirt	500 G	6	+6	-1	15%	-0 sq.	18 lbs.	Body	Reflector
Rubber Shirt	500 G	6	+6	-1	15%	-0 sq.	15 lbs.	Body	Rubber
Proofed Shirt	500 G	6	+6	-1	15%	-0 sq.	15 lbs.	Body	Waterproof
Seasonal Shirt	500 G	7	+5	-1	15%	-0 sq.	16 lbs.	Body	Cooling
Airtight Shirt	500 G	6	+6	-1	15%	-0 sq.	15 lbs.	Body	Airtight
Hardened Shirt	500 G	8	+4	-3	35%	-1 sq.	22 lbs.	Body	Hardened
Wrought Shirt	500 G	6	+5	-2	30%	-1 sq.	20 lbs.	Body	Noncorrosive
Sound Shirt	800 G	4	+8	-1	10%	-0 sq.	12 lbs.	Body	Soundproof
Space Suit	900 G	8	+2	-2	45%	-1 sq.	35 lbs.	Body	Sealed
Reflector Gloves	400 G	3	—	-1	5%	—	2 lbs.	Arms	Reflector
Rubber Gloves	400 G	3	—	-1	5%	—	2 lbs.	Arms	Rubber
Proofed Gloves	400 G	3	—	-1	5%	—	2 lbs.	Arms	Waterproof
Seasonal Gloves	400 G	3	—	-1	5%	—	2 lbs.	Arms	Cooling
Airtight Gloves	400 G	3	—	-1	5%	—	2 lbs.	Arms	Airtight
Hardened Gloves	400 G	6	—	-3	15%	—	4 lbs.	Arms	Hardened
Wrought Gloves	400 G	3	—	-2	10%	—	3 lbs.	Arms	Noncorrosive
Sound Gloves	450 G	2	—	-1	0%	—	1 lbs.	Arms	Soundproof
Space Gloves	600 G	4	—	-2	15%	—	4 lbs.	Arms	Sealed
Reflector Pants	400 G	3	—	-1	0%	-0 sq.	2 lbs.	Legs	Reflector
Rubber Pants	400 G	3	—	-1	0%	-0 sq.	2 lbs.	Legs	Rubber
Proofed Pants	400 G	3	—	-1	0%	-0 sq.	2 lbs.	Legs	Waterproof
Seasonal Pants	400 G	3	—	-1	0%	-0 sq.	2 lbs.	Legs	Cooling
Airtight Pants	400 G	3	—	-1	0%	-0 sq.	2 lbs.	Legs	Airtight
Hardened Pants	400 G	6	—	-3	0%	-1 sq.	6 lbs.	Legs	Hardened
Wrought Pants	400 G	3	—	-2	0%	-1 sq.	4 lbs.	Legs	Noncorrosive
Sound Pants	450 G	2	—	-1	0%	-0 sq.	1 lbs.	Legs	Soundproof
Space Pants	600 G	4	—	-2	0%	-1 sq.	6 lbs.	Legs	Sealed

If an attack is made but it's unsure where the attack would hit when dealing damage, roll a 1d10 before damage is dealt and consult below (reroll on missing body parts)

Head	Body	Left Arm	Right Arm	Left Leg	Right Leg
1	2-6	7	8	9	10

Armor Enhancements

Armor enhancements are touched upon within the *Core Rulebook*, and are expanded upon in this section.

Armor abilities are applied to specific pieces of armor (typically the Body), and multiple Armor Powers can be placed upon a piece of armor so long as it is not the same Armor Power. Enchanted Defense applies only to the armor piece it is applied to, and armor powers do not stack if multiple are present.

Armor that receives *magic enhancements* are considered ‘magical’ in nature for effects which rely on magic armor. In addition to this, the armor is always considered to be Superior quality.

Enchanted Defense

Armor can receive a ‘mundane’ magical enchantment which allows them to block additional damage. This is increased Deflection granted from the magic imbued within an armor piece.

Enchanted Bonus	Price
+1	1,000 G
+2	4,000 G
+3	9,000 G
+4	16,000 G
+5	25,000 G

This bonus applies to the Deflection of a piece of armor it is applied to with a maximum bonus of +5 for 25,000 G.

Armor Powers

These are ‘powers’ and ‘abilities’ which can be applied to armor in order to give them extra uses, or grant them abnormal special qualities.

Name	Price	Description
Lightened	+1,000 G	This armor is easier to wear, and easier to control.
Imposing	+1,000 G	This armor grants a bonus to Persuasion checks.
Swift	+2,000 G	Leg armor grants a bonus to total move speed.
Mirroring	+2,500 G	Once per encounter mirror a spell from you.
Linked	+3,500 G	Link your armor together into one suit.
Warding	+4,000 G	This armor applies defensive bonuses to MenDef.
Fortifying	+4,000 G	This armor applies defensive bonuses to BodDef.
Ghost Armor	+4,000 G	Walk through thin barriers such as walls.
Brawl	+4,000 G	Arm armor grants bonuses on unarmed strikes.
Venomous	+5,000 G	Absorbs poisons and diseases when hit with them.
Energy Block	+8,000 G	Resist a specific arcane energy of your choice.
Cocoon	+10,000 G	Maximize your armor’s capabilities for a round.
Ghost Shunt	+12,500 G	Shunt an attacking incorporeal being away.
Arcane Block	+15,000 G	Your armor when worn grants Spell Resistance.
Growth	+20,000 G	This armor can increase your size for a time.
Life Saving	+20,000 G	Use armor to stop a deadly attack.
True Defense	+24,000 G	Become immune to a specific physical damage.
Life Preserving	+35,000 G	Armor grants Regeneration to its wearer.

Name: Lightened

Price: 1,000 G

Description: When applied to a piece of armor, decrease the armor's Armor Penalty by 2 and increase Agility to Defense by 2 (if applicable).

Name: Imposing

Price: 1,000 G

Description: If an armor with this armor power is worn, gain a +2 bonus on Persuasion checks. In addition, reroll 1s on Persuasion checks made to intimidate.

Name: Swift

Price: 2,000 G

Description: This can only be applied to Leg armor. While this is worn, negate any speed penalties imposed by Leg armor and gain a +2 bonus to Land speed while wearing this piece of armor.

Name: Mirroring

Price: 2,500 G

Description: Once per encounter if a spell attack is made against you and would fail, you can reflect the spell back at the caster. This spell's attack is made against the caster at the same bonus.

Name: Linked

Price: 3,500 G

Description: This can only be applied to Body armor. All other pieces of armor that are not Body armor are linked together, allowing the armor to move as one. Gain a +1 to Deflection, -1 to Armor Penalty, and a +1 to Agility to Defense.

Name: Warding

Price: 4,000 G

Description: While wearing this armor, you gain a bonus of +4 Mental Defense.

Name: Fortifying

Price: 4,000 G

Description: While wearing this armor, you gain a bonus of +4 Bodily Defense.

Name: Ghost Armor

Price: 4,000 G

Description: Once per day as a swift action you can activate this piece of armor in order to become incorporeal for 3 rounds. This allows you to walk through walls, but does not prevent physical damage against you.

Name: Brawl

Price: 4,000 G

Description: This can only be applied to Arm armor. On unarmed strikes you deal +2 damage, and reroll 1 results on attack rolls.

Name: Venomous

Price: 5,000 G

Description: If struck with a poison or disease, you are counted as immune to the effects and the poison/disease is instead stored within the piece of armor with this ability. It can be expelled as a Standard action against an enemy, using the same attack roll and effects as when it had attacked you. This can only store one poison, and once filled you are not able to activate this armor's ability again until you expel the poison.

Name: Energy Block

Price: 8,000 G

Description: Against an arcane energy type (chosen when the armor is made) gain a Resistance of 10. Sonic and Arcane cannot be chosen to be resisted. This applies to the whole body rather than the armor's specified location. If this is applied to armor which already grants its Deflection against that element (for example, Reflector Armor) increase the Deflection of all applicable armor pieces by 5.

Name: Cocoon

Price: 10,000 G

Description: This can only be applied to Body armor. As a standard action you can pull your armor around yourself and blocking off all gaps and weak points. Activating this is a standard action and prevents you from being able to move, and while this is active you double Deflection to all body parts until the beginning of your next turn.

Name: Ghost Shunt

Price: 12,500 G

Description: If an enemy that is incorporeal attacks you they have an attack made against their Mental Defense, the attack is (Resistance $\times \frac{1}{2}$ Resistance). On a success, the incorporeal enemy's attack fails even if they'd normally hit, and they take 10 damage (Soak isn't used to divide this damage).

Name: Arcane Block

Price: 15,000 G

Description: While wearing an armor piece with this armor power you gain Spell Resistance. Spell Resistance is $15 + \text{double Resistance} + \frac{1}{4} \text{ Luck}$. This only applies against spells, and not abilities which may be magical in nature.

Name: Growth

Price: 20,000 G

Description: You can activate this armor piece as a swift action, granting yourself a +2 bonus to Size (this affects Soak, Reach, and Space like normal). This lasts for 5 rounds and after the duration is over it can't be activated again for another hour.

Name: Life Saving

Price: 20,000 G

Description: Once per encounter reduce the armor with this armor power's Deflection to 0 and negate the damage from an attack that would kill you. This reduction to Deflection lasts until the encounter is over.

Name: True Defense

Price: 24,000 G

Description: When this armor is made with this enhancement, choose a physical damage type (slashing, piercing, or bludgeoning). This body part is immune to this physical damage.

Name: Life Preserving

Price: 35,000 G

Description: While worn this armor piece grants you Regeneration 5. Choose a specific type of damage (it cannot be a damage type you are immune to, and if you would gain immunity to that element you must change this damage type), and this damage type chosen suppresses the Regeneration.

Chapter 3: Equipment

Characters own gear beyond their weapons and armor, these pieces of gear have practical use or serve as ornaments to their lifestyle. This section also includes vehicles, magic items, and intelligent item rules.

Mundane Gear

These are common tools of the trade for adventuring, or items which one may find within a household. This section also includes hirelings which may be purchased such as slaves, maids, and assassins.

Alchemy

Alchemical items listed as “Reagents” function as Potions for the sake of any effects which specify or rely on potions.

Name	Price	Weight
Acid	10 G	1 lbs.
Alchemist’s Cocaine	500 G	—
Alchemist’s Fire	20 G	1 lbs.
Alchemy Lab	200 G	40 lbs.
Antitoxin	50 G	—
Latching Oil	20 G	1 lbs.
Pellet, Ice Shards	45 G	—
Pellet, Shrapnel	30 G	—
Pellet, Smoke	25 G	—
Pellet, Sonic Boom	100 G	—
Pellet, Toxic	60 G	—
Reagent, Beast	200 G	—
Reagent, Cthonic	200 G	—
Reagent, Draconic	200 G	—
Reagent, Essence	200 G	—
Reagent, Heavenly	200 G	—
Reagent, Hellish	200 G	—
Smokestick, Blackout	50 G	—

Name: Acid

Price: 10 G | **Weight:** 1 lbs.

Description: This can be thrown as if it is a grenade using the same proficiency. This deals 1k1 points of acid damage, and a burst of 1 square. Upon being hit, the target takes 1d5 points of acid damage for an additional round thereafter (this is unaffected by Soak).

Name: Alchemist's Cocaine

Price: 500 G | **Weight:** —

Description: This golden cocaine is unlike regular coke, and has strange alchemical properties brewed into it to give it an extra 'kick', though with the effects being stronger - so are the drawbacks.

This functions as Cocaine except that its bonus is instead a +6 to Smarts-based checks, the attack roll vs. Bodily Defense increases by +1k1 (and increases further by +1k1 with each usage), and the penalties are double what they would normally be.

Name: Alchemist's Fire

Price: 20 G | **Weight:** 1 lbs.

Description: This can be thrown as if it is a grenade using the same proficiency. This deals 1k1 points of fire damage, and a burst of 1 square. Upon being hit, the target is set on fire.

Name: Alchemy Lab

Price: 200 G | **Weight:** 40 lbs.

Description: This lab must be set up in order to be used. Once set up and used on checks to make alchemical items (anything except an Alchemy Lab on the Alchemical Gear page) this grants a +1k0 bonus on Artisan (Alchemy) checks.

In order to craft an alchemical item, take the price of the item and divide it by 10. After that, add 10 to the result and that is the crafting DC (ex: Alchemist's Fire is a DC 12 in order to create, and an Antitoxin is DC 15).

Name: Antitoxin

Price: 50 G | **Weight:** —

Description: This vial filled with a thick green liquid can be used to fight against poisons. When drinking the antitoxin you receive a +4 bonus to Bodily Defense against poisons for 1 minute, and if you're already affected by a poison while drinking it the poison must make another attack (at its original bonus) against your new BD.

Name: Latching Oil

Price: 20 G | **Weight:** 1 lbs.

Description: This oil can be thrown like a grenade. Once thrown the target (or area) hit by the oil is coated for 1 hour or until a full-round action is taken to remove the oil. Those coated in *Latching Oil* become incredibly susceptible to flames, and attacks of the Fire type receive a +10 to-hit their target.

Name: Ice Shards Pellet

Price: 45 G | **Weight:** —

Description: This functions as a smoke grenade, except what is released is a barrage of icy air, flash-freezing the ground. The 3 square burst becomes difficult terrain, and anybody caught within the spread has an attack against Avoid made (using the thrown attack roll) and on a successful hit, they are unable to move from the ice. Breaking free is a standard action.

Name: Shrapnel Pellet

Price: 30 G | **Weight:** —

Description: This functions as a smoke grenade, except those caught within the 3 square spread are blinded for 2 rounds.

Name: Smoke Pellet

Price: 25 G | **Weight:** —

Description: This functions as a smoke grenade, except the smoke is contained within the square the pellet is thrown into, and any invisible creature becomes visible for 3 rounds.

Name: Sonic Boom Pellet

Price: 100 G | **Weight:** —

Description: This functions as a smoke grenade, except those caught within the 3 square spread are deafened for 2 rounds.

Name: Toxic Pellet

Price: 60 G | **Weight:** —

Description: This functions as a smoke grenade, except the smoke is contained within the square the pellet is thrown into, and anyone within the smoke becomes nauseated.

Name: Beast Reagent

Price: 200 G | **Weight:** —

Description: Once drank the user grows beast-like properties. This manifests in the form of two claws or a single bite attack (chosen when drank), and the user also receives +2 Natural Deflection to all parts of the body. This Natural Deflection stacks with other forms of Natural Deflection, but not armor. This lasts a number of rounds equal to the user's Level.

Name: Cthonic Reagent

Price: 200 G | **Weight:** —

Description: Once drank the user grows alien properties. This manifests in an unspeakable horror which the eyes of mortals have trouble registering as part of their own reality. All of those who see this form (including allies and yourself) take 1 point of Sanity damage per minute of being around this form. This lasts a number of minutes equal to the user's Level.

You take sanity damage when examining yourself, or seeing your form in a mirror. In the mirror it doesn't take any time at all, however examining yourself is deliberate. Actions which require you to look at your hands or body for a long period of time (such as disabling a trap) may also incur this.

Name: Draconic Reagent

Price: 200 G | **Weight:** —

Description: Once drank the user grows draconic properties. This manifests in scales all over its user's body, and wings. You gain a 6 square fly speed, and Resistance 5 to a single arcane element (except Sonic, Corruption, or Arcane) of your choice. This lasts a number of rounds equal to the user's Level.

Name: Essence Reagent

Price: 200 G | **Weight:** —

Description: Once drank the user grows mystical properties. This manifests in a radiant magical aura surrounding their body, as well as other extraordinary magical properties. You gain a +1k0 to all Magic-based checks (including attack and damage rolls), and gain a +10 to Knowledge (Magic) and Spellcraft while this is active. This lasts a number of rounds equal to the user's Level.

Name: Heavenly Reagent

Price: 200 G | **Weight:** —

Description: Once drank the user grows angelic properties. This manifests in golden eyes that shine like the sun itself. Against undead and demons, you gain a +5 to attack and damage. This lasts a number of rounds equal to the user's Level.

Name: Hellish Reagent

Price: 200 G | **Weight:** —

Description: Once drank the user grows demonic properties. This manifests in horns and dark red skin, as well as red eyes. Against mystical and angels, you gain a +5 to attack and damage. This lasts a number of rounds equal to the user's Level.

Name: Blackout Smokestick

Price: 50 G | **Weight:** —

Description: Blackout smokesticks are the opposite of a torch, creating a billowing area of darkness around it that can't be dissipated like regular smoke, and can only be countered by light sources. This is a 6 square radius that only those with Darkvision can see within. If the area is already dark and this is used, the radius created cannot be seen through *at all* without a light source.

Drugs and Poisons

Poisons are used to weaken foes, or attempt to kill them outright through the use of only the poison. These can be applied to weapons, or slipped into a foe's drink in order to afflict them, or more rarely can be blown upon a foe as a powdery mist.

Drugs, unlike poisons, are typically willingly taken by the person being afflicted in order to gain benefits out of the drug. Resistances to poisons also applies to drugs, and those with immunity to poison are unable to receive the positive or negative effects of drugs (but can still get high), and cannot overdose.

Poisons

Poisons are one-time use extracts which can be poured onto a weapon (a move action) as a means to apply its effects onto an attack. The attack against Bodily Defense is defined within the Poison's description.

Name	Price	Vs. BD
Bone Rot	600 G	4k4
Coolington's Brew	900 G	4k3
Demon Bile	850 G	6k3
Demon Rabies	400 G	4k4
Doom Lily Pollen	750 G	4k3
Dream Venom	600 G	5k3
Dwarven Moonshine	600 G	5k3
Elven Absinthe	750 G	4k4
Magebane	500 G	6k4
Magma Blood Pollen	950 G	4k4
Mind Render	800 G	5k4*
Nightmare Vapor	1,000 G	6k3*
Orc War Grog	900 G	4k4
Rainbow Venom	800 G	6k4
Reason Bane	650 G	4k4
Shadowdust	600 G	4k4
Slaying Powder	5,000 G	6k6
T080E	2,500 G	5k3
Witch's Bane	1,300 G	6k4

Name: Bone Rot

Price: 600 G | Injury | 4k4 vs. Bodily Defense

Description: On a successful hit, the opponent takes 1 point of damage (bypassing Soak) and causes them to become staggered for 1d5+2 rounds.

Name: Coolington's Brew

Price: 900 G | Ingested | 4k3 vs. Bodily Defense

Description: This poison must be ingested for its effects to take place. Once taken, you receive a -2 Smarts and have a 50% chance to lose your turn due to speaking in unintelligible jokes and memes. This lasts for 1d5 rounds. Goblins are immune to the -2 to Smarts.

Name: Demon Bile

Price: 850 G | Injury | 6k3 vs. Mental Defense

Description: When struck by a weapon coated in this poison, you have an attack made against Mental Defense and on a successful hit you resort to attacking allies within line of sight for 1d10 rounds. If you cannot attack allies (or refuse) you instead take a -1 to Endurance for each round.

Name: Doom Lily Pollen

Price: 750 G | Ingest | 4k3 vs. Bodily Defense

Description: For 1d5 rounds, you are sickened.

Name: Dream Venom

Price: 600 G | Ingest | 5k3 vs. Mental Defense

Description: For 1d5 rounds, you fall asleep.

Name: Dwarven Moonshine

Price: 600 G | Ingest | 5k3 vs. Bodily Defense

Description: For 1d5 rounds, you are blind.

Name: Elven Absinthe

Price: 750 G | Ingest | 4k4 vs. Mental Defense

Description: For 1d5 rounds, you are confused.

Name: Magebane

Price: 500 G | Injury | 6k4 vs. Bodily Defense

Description: This poison deals 1 point of Magic and Resistance damage per round it remains within the user's bloodstream. This poison lasts 1d5+1 rounds.

Name: Magma Blood Pollen

Price: 950 G | Injury | 4k4 vs. Bodily Defense

Description: You deal 1 point of fire damage with your weapon if it hits (this bypasses Soak). This lasts for 1d10 rounds.

Name: Mind Render

Price: 800 G | Injury | 5k4 vs. Mental Defense

Description: Upon being hit by this poison, you take 1 point of Magic and Smarts damage for 1 hour.

Name: Nightmare Vapor

Price: 1,000 G | Ingest | 6k3 vs. Mental Defense

Description: Upon being hit by this poison, you have Post-Traumatic Stress Disorder for 1d5+1 minutes.

Name: Orc War Grog

Price: 900 G | Ingest | 4k4 vs. Bodily Defense

Description: You gain a +2 bonus to Strength, and a -2 to Resistance, Smarts, and Luck. This lasts for 1d10 rounds.

Name: Reason Bane

Price: 600 G | Injury | 4k4 vs. Mental Defense

Description: For 1d5 rounds, you take 1 point of sanity damage.

Name: Shadowdust

Price: 600 G | Injury | 4k4 vs. Bodily Defense

Description: For 1d10 rounds you deal 1 point of unholy damage with a weapon (bypasses Soak).

Name: Slaying Powder

Price: 5,000 G | Ingest | 6k6 vs. Bodily Defense

Description: This poison deals 1d5 damage to Endurance per round it remains within the bloodstream. This poison lasts for 1d10+2 rounds.

Name: T080E

Price: 2,500 G | Injury | 5k3 vs. Bodily Defense

Description: On a successful hit, the target is confused and nauseated for 1d5+1 rounds.

Name: Witch's Bane

Price: 1,300 G | Injury | 6k4 vs. Bodily Defense

Description: On a successful hit, the opponent cannot cast spells for 1d5+1 rounds.

Drugs

Drugs are often taken by individuals in order to produce various highs, to feel good, and sometimes for battle.

Addiction occurs when a character's body begins to crave the substance taken, and cannot go on without it. This usually manifests in withdrawals when not using the substance. The number represents how many doses must be taken to become addicted, if Endurance is lower use Endurance instead. Withdrawals deal a -2k0 penalty to all the character's checks.

Characters who take more doses past the Overdose Threshold, another attack is made against their Bodily Defense using the drug's original attack roll +2k2, and on a successful hit they die of an overdose.

The drug's attack roll is only necessary if a character is forced to take a drug unwillingly. Sometimes it is employed against negative effects that may take place. Being immune to poison makes you immune to the effects of drugs.

Name	Price	Vs. BD	Duration	AT	OD
Alcohol	5 G	5k4	1 hour	4	END+1
Alprazolam	15 G	7k5	1 hour	2	END
Amphetamine	30 G	6k4	3 hours	5	END
Caffeine	2 G	6k3	1 hour	5	END+4
Cocaine	45 G	8k5	1 hour	3	END/2
DMT	60 G	8k5	½ hour	—	END+2*
Heroin	80 G	10k5	½ hour	2	END/2
Ketamine	35 G	6k4	½ hour	5	END+1
Kratom	5 G	6k3	1 hour	4	END/2*
LSD	40 G	6k4	3 hours	—	END+2*
Marijuana	10 G	5k4	1 hour	9	END+2*
MDMA	35 G	6k4	2 hours	5	END

* = This substance does not kill you upon an overdose, and has a different effect.

Name: Alcohol

Price: 5 G | 5k4 vs. Bodily Defense | 1 hour | **AT:** 4 | **OT:** END+1

Description: One of the most commonly taken substances, alcohol is sold in most places and is drunk socially. Alcohol is known to make users abandon some of their inhibitions, however this impairs other mental and motor skills. Characters who drink alcohol cause 10s to explode on their Persuasion and Deception checks, however they take a -1k0 to Strength, Endurance, Agility, and Smarts checks (including attack rolls).

Taking additional doses of alcohol adds +2 to Persuasion/Deception checks, and adds another -1k0 to STR, END, AGI, and SRT checks.

Name: Alprazolam

Price: 15 G | 7k5 vs. Bodily Defense | 1 hour | **AT:** 2 | **OT:** END

Description: A benzodiazepine used to ease anxiety and panicking. Characters under the effects of alprazolam are immune to non-magical fear effects, and receive a +2 to Mental Defense against magical fear effects. However on a successful hit against the target's Bodily Defense the character is staggered.

Taking additional doses of alprazolam adds +2 to Mental Defense against magical fear effects, and additional hits vs. Bodily Defense deal a -1 square to all move speeds.

Name: Amphetamine

Price: 250 G | 6k4 vs. Bodily Defense | 3 hour | **AT:** 5 | **OT:** END

Description: Amphetamines (also known as speed), is a stimulant used to help those with ADHD and also to generally enhance wakefulness and focus. Characters under the effects of amphetamines are immune to non-magical fatigue and similar effects, and receive a +2 to Mental and Bodily Defense against magical fatigue/fatigue-like effects. After the effects wear off, the character is fatigued and staggered for 1d5+1 hours.

Taking additional doses of amphetamine adds +2 to Mental/Bodily Defense against magical fatigue/fatigue-like effects. The after effects progress to exhaustion to the second time, and for the third time the duration increases to 1d10+1 hours. Every time thereafter the duration increases by 1 hour.

Name: Caffeine

Price: 2 G | 6k3 vs. Bodily Defense | 1 hour | **AT:** 5 | **OT:** END+4

Description: Caffeine is one of the most commonly available and taken substances, even more-so than alcohol. It stimulates those taking it, but is much weaker than other more illicit substances. Characters under the effects of caffeine receive a +2 to Bodily Defense against fatigue effects.

Taking additional doses of caffeine adds +2 to Bodily Defense against fatigue effects. However, taking additional doses results in a -2 to Smarts-related checks for each time a dose is taken past the first.

Name: Caffeine

Price: 2 G | 6k3 vs. Bodily Defense | 1 hour | **AT:** 5 | **OT:** END+4

Description: Caffeine is one of the most commonly available and taken substances, even more-so than alcohol. It stimulates those taking it, but is much weaker than other more illicit substances. Characters under the effects of caffeine receive a +2 to Bodily Defense against fatigue effects.

Taking additional doses of caffeine adds +2 to Bodily Defense against fatigue effects. However, taking additional doses results in a -2 to Smarts-related checks for each time a dose is taken past the first.

Name: Cocaine

Price: 45 G | 8k5 vs. Bodily Defense | 1 hour | **AT:** 3 | **OT:** END/2

Description: Cocaine is a stimulant which increases the user's heart rate, numb pain, and also increase a user's mental and physical activity.

Characters under the effects of cocaine receive a +2 to land speed and Agility-based checks (including attack and damage). However on a successful hit against Bodily Defense the character also takes a -2 to Deception and Persuasion checks as well as a -2 to Mental Defense against fear effects.

Taking additional doses of cocaine adds a +2 to land speed and Agility-based checks, however the penalty to Deception/Persuasion and Mental Defense also increase by -2 each time.

Name: DMT

Price: 60 G | 8k5 vs. Bodily Defense | ½ hour | **AT:** — | **OT:** END+2

Description: Dimethyltryptamine (also known as DMT) is a psychedelic which occurs naturally, and is viewed as one of the most intense psychedelics one can get their hands on. Characters under the effects of DMT receive a +5 bonus on all Magic-based checks (including attack and damage) due to the drug linking their spirit with the innate spiritual energy binding them. However, after the duration ends the character is exhausted.

Taking additional doses of DMT renews the effect (but doesn't stack with itself) and negates the exhaustion. Characters cannot die from a DMT overdose, however overdosing causes the character to be plagued by Hallucinations as per the mental illness.

Name: Heroin

Price: 60 G | 10k5 vs. Bodily Defense | ½ hour | **AT:** 2 | **OT:** END/2

Description: Heroin is a powerful opiate substance with prominent relaxing and sedative effects. Characters under the effects of heroin receive a +5 to Mental Defense for the duration, however the character is exhausted and nauseated after the duration.

Taking additional doses of Heroin increases the bonus by another +5, however the character also takes 2 points of damage (bypassing Soak) each time.

Name: Ketamine

Price: 35 G | 6k4 vs. Bodily Defense | ½ hour | **AT:** 5 | **OT:** END+1

Description: Ketamine is a dissociative that causes intense hallucinations. Characters under the effects of ketamine receive a +2 to Mental Defense, however they are affected by the Hallucinations mental disorder for the duration of the drug.

Taking additional doses of Ketamine increases the bonus by another +2, however the Hallucinations last an additional 1 minute for each additional dose.

Name: Kratom

Price: 5 G | 6k3 vs. Bodily Defense | 1 hour | **AT:** 4 | **OT:** END/2

Description: Kratom is a depressant which has effects similar to that of an opioid, killing pain and relieving stress. Characters under the effects of kratom receive a +2 to Bodily Defense and is cured of any effects which list “pain” within them. If the character’s Bodily Defense is hit (do not apply the bonus from kratom to the attack roll from kratom) they are sickened after the duration for 1 minute.

Taking additional doses of Kratom increases the bonus by another +2, however the attack roll from kratom receives a +2k2 for every additional dose, and on a successful hit the character is instead nauseated for 1 hour after the duration. If it doesn’t hit, they are instead sickened after the duration for 1 minute. **Overdose on Kratom causes you to be nauseated for 1 day.**

Name: LSD

Price: 40 G | 6k4 vs. Bodily Defense | 3 hours | **AT:** — | **OT:** END+2

Description: LSD is a popular psychoactive substance popular among creative and spiritual individuals. Characters under the effects of LSD receive a +5 bonus to Artisan checks, Spellcraft checks made to craft, and divine characters receive a +2 to rolls related to their divine magic (such as attack and damage). Afterwards characters are fatigued for 1 day.

Taking additional doses of LSD resets the duration, and the after effect is instead being nauseated for 1 day. Additional doses beyond the first re-dose do not increase the duration of the nausea. **Overdose on LSD knocks you unconscious for 1 minute.**

Name: Marijuana

Price: 10 G | 5k4 vs. Bodily Defense | 1 hour | **AT:** 9 | **OT:** END+2

Description: Marijuana is a popular psychedelic, its usage rivaling alcohol for its popularity. Characters under the effects of marijuana receive a +2 to Mental Defense against fear effects. Afterwards characters take a -1 to all checks for 1d5+1 rounds.

Taking additional doses of Marijuana increases the bonus by 2 each time, and the after effects increase the penalty by 1 and the time by 2. **Overdose on Marijuana knocks you unconscious for 1 minute.**

Name: MDMA

Price: 35 G | 6k4 vs. Bodily Defense | 2 hours | **AT:** 5 | **OT:** END

Description: MDMA is a popular party drug also known as “ecstasy”. Characters under the effects of MDMA receive a +2 on all checks made. Afterwards characters take a -2 to all checks for 1 hour.

Taking additional doses of MDMA increases the bonus by 1 each time, and the after effects increase the penalty by 1 and the time by 1 additional hour.

Magical Items

Magical items include a wide variety of powerful tools - Items of Power, wands, scrolls, staffs, and other types of magical gear.

Items of Power

Items of Power are items that are to be worn on specific parts of the body in order to grant special abilities and powers to the wearer. Many Items of Power exist, and the most powerful of them are regarded as Artifacts.

The following slots exist for Items of Power:

- Head (Mask, Helm, Helmet, Hat, Cap)
- Neck (Cloak, Cape, Amulet)
- Body (Vest, Shirt)
- Hands (Gloves, Bracers, Wristbands)
- Ring – Two rings can be one at once.
- Belt (Belt, Sash)
- Boots (Boots, Shoes, Sandals)

Characters can only wear one Item of Power per slot they have (except for Rings). Ring slot items count as one per hand, and if a hand is missing then a slot for a ring is missing. If the character has multiple arms/hands this doesn't grant more ring slots but so long as they have at least two hands they also have two ring slots. **Stat bonuses from Items of Power do not stack.**

Head	
Name	Price
Aeon Crown	8,000 G
Arcane Tiara	9,000 G
Assassin Cowl	2,500 G
Bleeding Mask	6,000 G
Cthonic Crown	12,000 G
Earrings of Heart	3,000 G
Earrings of Life	25,000 G
Fire Breath Helm	11,000 G
Focus Headband	8,000 G
Genius' Glasses	12,000 G
Grinding Jaw	5,000 G
Helm of Spirits	10,000 G
King's Crown	18,000 G
Mind Warding Cap	8,500 G
Outersight Mask	9,000 G
Shadow Cowl	1,200 G
Tiara of Fortune	4,000 G
Tiara of Malice	6,000 G
Tiara of Misfortune	12,000 G
Undying Band	30,000 G
Veil of Vitality	10,000 G

Neck	
Name	Price
Altering Brooch	5,000 G
Amulet of the Sun	12,000 G
Beam Amulet	8,000 G
Beast Cloak	3,500 G
Beowulf's Cloak	6,000 G
Brigand Pauldrons	1,500 G
Brisingamen	10,000 G
Dancer's Shawl	9,000 G
Distracting Cloak	3,000 G
Fencer's Cape	2,000 G
Gliding Cape	2,000 G
Pauldrons of Death	15,000 G
Philanderer's Cape	4,000 G
Phylactery	20,000 G
Rainbow Robe	9,500 G
Scrying Amulet	8,000 G
Stoneborn Amulet	6,000 G
Terror Brooch	5,000 G
Thief's Cape	1,500 G
Venom Cloak	6,000 G
Yasakani	15,000 G

Body	
Name	Price
Absorbing Jacket	13,000 G
Allpurpose Clothes	1,000 G
Blunting Jacket	8,000 G
Electric Vestments	6,000 G
Entrancing Dress	8,000 G
Escape Garb	10,000 G
Hagoromo	12,000 G
Hellish Dress	8,000 G
Hellish Duster	8,500 G
Mighty Jacket	10,000 G
Motorcycle Vest	2,000 G
Psychic Vestment	4,000 G
Recovery Jacket	16,000 G
Resistance Jacket	8,000 G
Shift Duster	10,000 G
Silent Garb	7,500 G
Snake's Tunic	5,000 G
Space Garb	11,000 G
Spellblight Vest	18,000 G
Spiked Jacket	3,000 G
Yellow Garb	20,000 G

Hands	
Name	Price
Archer’s Bracers	3,000 G
Bracelets of Lust	2,500 G
Bracers of Blocking	4,000 G
Bracers of Hate	6,000 G
Caged Gloves	2,000 G
Charming Bracers	1,500 G
Draupnir	20,000 G
Energy Beam Band	8,000 G
Far Reach Gloves	6,000 G
Flame Band	6,000 G
Lucky Bracelets	9,000 G
Lunar Bracelet	5,000 G
Magnetic Gloves	1,000 G
Merciful Armband	1,500 G
Portal Gloves	14,000 G
Power Gauntlet	8,000 G
Shielding Armband	3,000 G
Solar Bracelet	5,000 G
Summoning Gloves	4,000 G
Sunburst Gloves	9,500 G
Valhalla’s Gloves	18,000 G

Rings	
Name	Price
Atheist’s Ring	8,000 G
Awakening Ring	10,000 G
Desert Ring	7,000 G
Feign Death Ring	4,000 G
Ferocious Ring	2,500 G
Grave Ring	2,000 G
Jungle Ring	7,000 G
Linked Rings	2,000 G
Lucifer’s Ring	15,000 G
Magi’s Ring	6,000 G
Missile Ring	7,000 G
Nibelungen Ring	3,500 G
Poisoner’s Ring	1,000 G
Ring of Mudarra	5,000 G
Seal of Solomon	20,000 G
Soul Ring	10,000 G
Soul Sealing Ring	14,000 G
Spirit Gun Ring	7,500 G
Swamp Ring	7,000 G
Triumphant Ring	9,500 G
Tundra Ring	7,000 G

Belt	
Name	Price
Aerial Belt	2,000 G
Ancestor’s Belt	5,000 G
Animal Belt	5,500 G
Aristocrat Sash	3,000 G
Belt of Smiting	8,000 G
Breaking Belt	9,000 G
Bright Belt	6,000 G
Chimera Sash	4,500 G
Flowing Sash	2,500 G
Instant Armor Belt	5,000 G
Many Pockets Belt	1,500 G
Megingjörð	14,000 G
Monster’s Belt	8,000 G
Plasma Sash	9,000 G
Prayer Sash	2,500 G
Sash of Slashing	7,000 G
Seance Belt	9,000 G
Shade Belt	7,000 G
Spinning Knife Belt	4,500 G
Vent Belt	7,000 G
Zen Sash	10,000 G

Boots	
Name	Price
Bursting Boots	2,000 G
Caltrop Sandals	1,500 G
Crushing Boots	3,000 G
Cursing Boots	4,000 G
Dimension Sandals	10,000 G
Earthquake Boots	8,000 G
Flamewalk Boots	9,500 G
Ghostwalk Boots	9,500 G
Gravity Slippers	7,000 G
Helskór	14,000 G
Hinterland Boots	3,500 G
Ice Sandals	5,000 G
Jolt Kick Boots	8,500 G
Jumping Shoes	2,000 G
Minotaur’s Sandals	4,000 G
Öusībùyúnlu	9,000 G
Sandals of Time	25,000 G
Shoes of Dancing	1,000 G
Slippers of Calm	3,000 G
Violent Boots	6,000 G
Wondrous Slippers	8,500 G

Head

Name: Aeon Crown

Price: 8,000 G

Description: A small golden crown decorated with jades and opals, this crown when worn surges with strange energy. Those wearing this crown are not subject to the penalties of aging effects whether it's young or old penalties.

Name: Arcane Tiara

Price: 9,000 G

Description: Silver tiaras with a single ruby gem within the center. Those wearing this tiara gain a +2k1 on Knowledge (Magic) and Spellcraft checks, as well as a +5 bonus on Concentration checks.

Name: Assassin Cowl

Price: 2,500 G

Description: This black cowl obscures the wearer's face, and those who wear it gain a +5 bonus on Deception checks to disguise, and +5 bonus to Stealth checks.

Name: Bleeding Mask

Price: 6,000 G

Description: This red, bloodstained mask glows a bright scarlet when it detects the blood of its owner being spilled. Whenever you're subject to a bleeding effect you reduce the bleed damage by half your Endurance (to a minimum bleed damage of 0).

Name: Cthonic Crown

Price: 12,000 G

Description: Jagged black spines spread like tree branches from this crown. This crown grants Deflection 4 to the head, and those who wear this crown deal 1 additional Sanity damage on effects which would deal Sanity damage.

Name: Earrings of Heart

Price: 3,000 G

Description: Blue and pink earrings stylized with symbols of love, these rings grant a +10 bonus on Persuasion checks against those who are in love with you. Against those who would be sexually or romantically attracted to you, gain a +4 bonus to Persuasion checks instead.

Name: Earrings of Life

Price: 25,000 G

Description: These earrings are plain copper, however this disguises their extremely potent healing magic. These earrings can be used once per encounter to heal the wearer up to their maximum HP or 30 HP if their maximum HP is more than 30.

Name: Fire Breath Helm

Price: 11,000 G

Description: A helm with patterns and designs reminiscent of a dragon, this helm has a large metallic jaw that opens and closes in tandem with the wearer's own mouth. Three times per day the wearer can unleash a 4 square cone of fire, this cone uses the wearer's Endurance for attack and damage. This has a base damage of 4k2.

Name: Focus Headband

Price: 8,000 G

Description: Stylized and magnificent, this blue headband radiates a strong magic from it. As a move action the wearer can pour its energy into their magic, and amplify their spell as if being affected by the *Intense Spell* feat. This has 3 uses per day before it must recharge.

Name: Genius' Glasses

Price: 12,000 G

Description: These small glasses have incredibly small rims, and are not very useful for reading and are mostly for style. These glasses grant its wearer a +2 to Smarts while worn, and the wearer adds ¼ level to all Knowledge checks. This is on top of other bonuses that add level in some way such as being trained in the skill.

Name: Grinding Jaw

Price: 5,000 G

Description: A flat metal set of jaws attached to a gorget, these jaws sit below the chin and can be activated as a swift action. Upon activation these jaws let out a loud screeching metal-on-metal sound in a 12 square radius. Everyone able to hear within this radius takes a -10 on all sound-based Awareness checks (and those within the radius gain a +20 bonus on Awareness to notice this grinding).

Name: Helm of Spirits

Price: 10,000 G

Description: A metal helm with wispy blue tassels sticking out from the back, when activated these tassels glow a bright cyan color. While this helm is active, all invisible entities within 4 squares are revealed to everyone and their invisibility is suppressed while within the radius (but not disabled if they choose to leave the radius).

Name: King's Crown

Price: 18,000 G

Description: A golden crown with many various precious gems embedded within it, reminiscent of a king's crown. The wearer adds a +5 bonus to the DC of Deception or Persuasion checks against them, and once per day they can use the crown as a standard action to cast Mind Reading, Repeat Action, or Lesser Control. This is cast as if the wearer had a Magic stat of 8.

Name: Mind Warding Cap

Price: 8,500 G

Description: This plain gray cap grants its wearer a +4 bonus to Mental Defense while worn.

Name: Outsight Mask

Price: 9,000 G

Description: This mask has the visage of a screaming man, and while worn this can be activated as a swift action. When activated the wearer is able to see into another planet as if they were there themselves. Alternatively this can be used to peer into different dimensions at the cost of 1 sanity for how bizarre and draining such dimensions are.

Name: Shadow Cowl

Price: 1,200 G

Description: A black cowl that covers the top of the head and the chin but does not obscure the face, while worn this grants its wearer Darkvision 6 squares if they didn't already have it. In addition to this it can be activated as a swift action, creating a 6 square radius of darkness for 1 minute.

Name: Tiara of Fortune

Price: 4,000 G

Description: A pure white and shimmering tiara with a single blood red gem in the center, this tiara grants a +2 bonus to all Luck-based skill checks. In addition to this the tiara grants its wearer an additional Luck re-roll per day.

Name: Tiara of Malice

Price: 6,000 G

Description: A bloodstained black tiara with what look like intentional 'damage' done to it as part of its aesthetic, while worn the wearer is immune to intimidation effects if their level is higher than the one attempting to intimidate them, and the wearer also gains a +2 bonus to melee attack and damage rolls.

Name: Tiara of Misfortune

Price: 12,000 G

Description: This pitch black tiara has a single sea blue gem in their center, all enemies of the wearer within 6 squares take a -2 to all rolls they make, and all enemies within this radius are unable to use Luck re-rolls.

Name: Undying Band

Price: 30,000 G

Description: This silver headband radiates holy energy from it. Those who are healed by holy energy receive Regeneration 5 while wearing this headband, and regenerate lost limbs. Regenerating lost limbs takes 1d5 days.

Name: Veil of Vitality

Price: 10,000 G

Description: This black veil covers the wearer's nose down to their jaw. The wearer does not fall unconscious after being brought to 0 HP.

Neck

Name: Altering Brooch

Price: 5,000 G

Description: This is a wooden pendant with an animal's face carved in the center. As a standard action the wearer of this brooch can transform into an animalistic creature for 1 minute. While in this form they gain two natural attacks of their choice, their type becomes animal, and they gain a +2 square move speed. This can be used once per day.

Name: Amulet of the Sun

Price: 12,000 G

Description: A golden amulet with a single pendant of a sun, the wearer gains 15 Fire Resistance (or increases their Fire Resistance by 5 if they already possess it) and gains a +4k2 on fire type attack and damage rolls.

Name: Beam Amulet

Price: 8,000 G

Description: This innocuous amulet has a silver pendant and a jade in the center. This can be activated as a standard action and creates a 6 square line, a 6k5 attack vs. Avoid must be made against those within the line. On a successful hit, they take 5k5 points of electricity damage. On a miss, it deals half damage.

Name: Beast Cloak

Price: 3,500 G

Description: This cloak is covered in fur and woven with fine silk. Those who wear this cloak receive Natural Deflection 4 to all body parts. This Natural Deflection stacks with that of any armor worn, but not other forms of Natural Deflection.

Name: Beowulf's Cloak

Price: 6,000 G

Description: An ornate tan cloak with a magical energy despite its otherwise relatively plain appearance. Those wearing this cloak receive proficiency with Swords, and they gain a +2 to Defense and Avoid.

Name: Brigand Pauldrons

Price: 1,500 G

Description: Spiked black pauldrons with jagged edges like it was hastily put together with scraps. The wearer doubles their Deflection against nonlethal damage.

Name: Brísingamen

Price: 10,000 G

Description: A golden necklace of a figure of the goddess Freyja. Those wearing this necklace receive a +4k2 to Persuasion checks, and a +5 bonus to Mental HP during a Duel of Wits. Finally the wearer receives Fire Resistance 10.

Name: Dancer's Shawl

Price: 9,000 G

Description: This shawl is purple and silver and flows effortlessly. While wearing this shawl, the wearer uses the Artisan (Dance) skill roll in place of normal attack rolls. Abilities, feats, and so on which apply to attacks apply to this check as if it were an attack.

Name: Distracting Cloak

Price: 3,000 G

Description: This multicolored robe is incredibly bright and flashy. As a standard action the wearer can use the cloak, making a 6k3 attack roll versus their target's Mental Defense. On a successful hit, the opponent is dazed for 1 round.

Name: Fencer's Cape

Price: 2,000 G

Description: This red and black cape flows swiftly and maneuvers with its wearer while they use fencing poses. While worn the character receives a +2 to attack and damage with Finesse or Fencing weapons.

Name: Gliding Cape

Price: 2,000 G

Description: A light woven cape that looks similar to leathery bat wings, the wearer is immune to falling damage so long as they activate and use the cape as a swift action, controlling their falling speed and direction.

Name: Pauldrons of Death

Price: 15,000 G

Description: These skull-like pauldrons have two spikes coming from the eye sockets. The wearer of these pauldrons keeps enemies dead when they slay them, those slain by the wearer of the Pauldron of Death are disintegrated, and cannot be resurrected except by divine intervention. In addition to this, the wearer deal 5 more damage on melee attacks.

Name: Philanderer's Cape

Price: 4,000 G

Description: A pink and silver cape designed for brilliance. The wearer of this cape can activate it as a swift action to influence someone who would be sexually attracted to the wearer. This allows them to make Persuasion checks against the target, treating their starting attitude as Friendly.

Name: Phylactery

Price: 20,000 G

Description: A skeletal necklace imbued with necromantic energy. This pendant allows its wearer to take advantage of lich-like abilities, and they are immune to death effects (instant death effects, not death itself), as well as being healed from unholy energy if the wearer isn't already. In addition to this, the wearer also receives a +5 to Bodily Defense against disease, poison, and fatigue effects.

Name: Rainbow Robe

Price: 9,500 G

Description: A rainbow patterned robe that shift in color, straining the eyes. This robe can be activated as a swift action, and all enemies within 3 squares who can see the robe have a 6k4 attack against their Mental Defense. On a successful hit the enemies are blinded for 1 round.

Name: Scrying Amulet

Price: 8,000 G

Description: This amulet uses a pearl for its pendant, held by silver chains. Once per day this amulet can be used to scry on a location the wearer is familiar with. This scrying lasts for 10 minutes, and does not have audio.

Name: Stoneborn Amulet

Price: 6,000 G

Description: This stone amulet is carved and like an onyx gem, and linked together with obsidian chains. The wearer of this amulet gains a +5 to Defense.

Name: Terror Brooch

Price: 5,000 G

Description: This jagged brooch has strange tentacle and spike-like protrusions that curve together to create a bizarre root-like object. The wearer of this amulet deals 2 additional sanity damage on abilities they use which deal sanity damage.

Name: Thief's Cape

Price: 1,500 G

Description: A plain tan cape used primarily by thieves and burglars. This cape grants a +4 on Stealth checks made to steal or hide objects on the wearer's person.

Name: Venom Cloak

Price: 6,000 G

Description: A gray and green cloak radiating a noxious energy from it. While worn, this cloak negates the first attack from a poison or disease effect completely and absorbs it within its storage. This poison or disease can be unleashed as a swift action by the wearer, affecting any adjacent enemies using the same attack rolls and effects as the original attacker.

Name: Yasakani

Price: 15,000 G

Description: This green magatama is the Imperial Regalia of Japan, associated with Amaterasu. While wearing this magatama, the wearer gains immunity to mind-affecting effects from enemies. In addition to this, the wearer gains a +4 to Defense and Avoid.

Body

Name: Absorbing Jacket

Price: 13,000 G

Description: A jacket with a strange blue glow surrounding it. Choose an arcane element (except sonic, corruption, and arcane) when this jacket is bought. The wearer is immune to the chosen arcane element.

Name: Allpurpose Clothes

Price: 1,000 G

Description: These tight and form-fitting clothes are completely black with white stripes across the shoulders and down the forearm. The wearer is immune to intense heat and cold. This does not protect against fire damage or ice/water damage.

Name: Blunting Jacket

Price: 8,000 G

Description: A metallic jacket studded like studded leather, those who wear this jacket receive 4 Deflection to the body as if wearing armor if none is worn. Any armor that is worn with this jacket doubles its Deflection bonus against slashing or piercing damage.

Name: Electric Vestments

Price: 6,000 G

Description: Wires spin and spiral around this strange vest, making small electric jolts across the body. The wearer possesses Electricity Resistance 20 while wearing this, and also any enemies who attack the wearer with natural weapons or metal weapons takes 15 points of Electricity damage. Resistances and Soak apply to this damage.

Name: Entrancing Dress

Price: 8,000 G

Description: This sparkling and flowing dress is multicolored and its frills are transparent. The wearer of this dress receives a +2 to Defense and Mental Defense, and in addition to this the dress' effects can be activated as a swift action. When activated all enemies within 4 squares have a 6k4 attack made against Mental Defense. Those who are hit are confused for 1 round.

Name: Escape Garb

Price: 10,000 G

Description: The silk of this loose garb slides and slips against the touch of others, even though the garb is not wet in any way. The wearer of this garb is immune to grapple, and this garb can be activated as a swift action to escape bindings such as chains or rope meant to restrain the wearer.

Name: Hagoromo

Price: 12,000 G

Description: Kimono by Ten'nin in order for them to fly and access the heavens, these are intricately woven with reds and golds. The wearer receives an 8 square fly speed, and as a full-round action can activate the garb to teleport into Heaven. If a character who is extremely wicked manages to enter Heaven in this way, they are reduced to 1 HP instantly and the kimono disintegrates.

Name: Hellish Dress

Price: 8,000 G

Description: Fashioned to invoke images of demons, and hell itself, the frills of this dress billow with every movement like a raging flame. The wearer receives Fire Resistance 20, and enemies who attack them with natural weapons take 25 Fire damage. Resistances and Soak apply to this damage.

Name: Hellish Duster

Price: 8,500 G

Description: A duster worn by daredevils, flame patterns decorating this black leather outfit. The wearer of this increases their Land speed by 2 squares, and whenever an attack would specify "take half damage on a miss", the wearer instead takes no damage.

Name: Mighty Jacket

Price: 10,000 G

Description: Puffy and bulging to give the impression of large muscles, this jacket has a powerful magical aura around it. The wearer gains a +4 to Bodily Defense, a +2 to Endurance, and 5 Natural Deflection to the body. This doesn't stack with other forms of Natural Deflection, but does stack with armor.

Name: Motorcycle Vest

Price: 2,000 G

Description: Fashioned to look just like a motorcyclist's leather jacket with various patches sewn on. This vest can be activated as a standard action, transforming it into a personal motorcycle for the wearer to ride. This can be deactivated as a move action, turning it back into a worn vest.

Name: Psychic Vestment

Price: 4,000 G

Description: This billowing white robe touches the floor, giving the impression of the wind following behind the wearer. The wearer receives a +2k0 on attack and damage rolls with psychic spells, and gains a +4 on all skill checks related to psychic phenomenon, ghosts, and spirits.

Name: Recovery Jacket

Price: 16,000 G

Description: This blue and gold jacket radiates healing energy from it. Once per day the wearer can activate it as a swift action, recovering 20 HP immediately, and negating any negative status effects, poisons, or diseases.

Name: Resistance Jacket

Price: 8,000 G

Description: This radiant purple jacket glows with strange energy. The wearer gains a +5 bonus to Bodily Defense against poisons and diseases, a +5 to Mental Defense against mind-affecting effects and fear, and a +5 bonus to Defense/Avoid against traps and area of effect attacks.

Name: Shift Duster

Price: 10,000 G

Description: This brown and tattered duster is infused with teleportation magic, giving it an almost ghostly glow. When a melee attack would miss the wearer or they successfully dodged an attack they can activate this duster as a reaction and take a Step action out of turn. This can be used 3 times per day, however it cannot be used more than once in the same round.

Name: Silent Garb

Price: 7,500 G

Description: Plain white robes with very little distinguishing features beyond their faint magical aura. The wearer of these robes makes no sound when moving and thus gaining a +20 bonus on sound-based Awareness checks to detect them.

Name: Snake's Tunic

Price: 5,000 G

Description: This green and scaly tunic contorts to its owner's body almost seamlessly. The wearer of this tunic can squeeze into tight spaces that would be comfortable for a character two sizes smaller than them. This tight space cannot be within a living being.

Name: Space Garb

Price: 11,000 G

Description: A tight black and enclosed suit that covers the entire body when activated, this suit allows its wearer to survive in space for a short time. The wearer can activate this as a standard action, creating a space suit that covers the wearer's body. This functions as a Space Suit piece of armor, and lasts 12 hours before it reverts and must recharge for 24 hours.

Name: Spellblight Vest

Price: 18,000 G

Description: This vest has strange magically shifting patterns on it of various animals and beasts. The wearer receives Spell Resistance 23 while wearing this vest.

Name: Spiked Jacket

Price: 3,000 G

Description: A black jacket covered in many barbs and spikes. Enemies who attack the wearer of this jacket with natural attacks take 2 bleed damage for 4 rounds. Multiple instances of this effect do not stack, but instead reset the duration back to 4 rounds.

Name: Yellow Garb

Price: 20,000 G

Description: A mock-up robe meant to mimic the King in Yellow, this outfit is completely golden and flows with the wind, a mask accompanying the outfit to obscure the wearer's face if they so wish.

The wearer reduces sanity damage by 2 from effects that would target them (to a minimum of 0 sanity damage), gain a +5 bonus to Mental Defense, and also receive 4 tentacle natural attacks. These natural attacks cannot be used in conjunction with any weapon attacks the wearer has, however these natural attacks have a Melee Reach of 6 squares, and deal 3k1 bludgeoning damage base for each along with possessing the Finesse and Grapple properties.

The real garb as worn by the King in Yellow himself is a one-of-a-kind, and has no price. However, its effects are drastically different. The wearer suffers 1 sanity damage per round while wearing the real garb until their sanity reaches 0, and once this occurs they die and the King in Yellow takes over their body for himself. The only way to remove the real garb is through divine intervention, or methods to remove curses or dispel magic. Its sanity reducing effects cannot be negated or reduced in any way.

The bonuses from the real garb are a +10 bonus to all Defenses, the tentacles possessing a Melee Reach of 12 squares, dealing 6k3 bludgeoning damage base, and having the Finesse, Grapple, Savage, and Daunting properties.

Arms

Name: Archer's Bracers

Price: 3,000 G

Description: These leather bracers are decorated, and ornate. The wearer receives a +1k0 bonus to attack and damage with Bow weapons while wearing these.

Name: Bracelets of Lust

Price: 2,500 G

Description: This pair of bracelets are two golden ringlets that are intertwined together. While wearing these bracelets the wearer receives a +5 bonus on checks related to seduction and sexuality. In addition to this, once per day the bracelets can be activated to make a 6k3 attack against an adjacent target's Mental Defense. On a successful hit they follow a command given by the wearer, so long as the command is not for them to harm themselves.

Name: Bracers of Blocking

Price: 4,000 G

Description: Golden bracers that extend up the forearm and end just before the elbow. These bracers can be used like a shield, and have 3 Deflection.

Name: Bracers of Hate

Price: 6,000 G

Description: Shining red bracers with patterns of fire etched into them, these bracers are activated as a reaction after the wearer has taken damage for the first time during a combat. The wearer then gains a +2k0 to-hit against the opponent that damaged them until the opponent is dead or the combat ends.

Name: Caged Gloves

Price: 2,000 G

Description: These brown leather gloves have symbols on the palms of a lock and key. These can be activated on an unconscious or helpless enemy as a standard action. The wearer has the choice of binding them in iron chains, or creating an appropriately sized cage surrounding the target. These last for 1 day or until dismissed.

Name: Charming Bracers

Price: 1,500 G

Description: These multicolored bracers look like they've been decorated with many trinkets. The wearer of these bracers receives a +2 on all Persuasion checks, and those who are not already hostile with the wearer start with their mood as one higher than normal (to a maximum of Helpful).

Name: Draupnir

Price: 20,000 G

Description: A large ring-like armband worn on the forearm, Draupnir has Old Norse runes carved into it. The wearer of Draupnir receives a +5 to Defense, a +1k0 to Parry attempts, and a +2 to Resistance while worn.

Name: Energy Beam Band

Price: 8,000 G

Description: These wristbands are metallic and silver. When activated they glow a bright and blinding white. Activating these is a standard action, and they make a 6 square line attack. This deals 8k4 points of electricity and fire damage, and uses either Magic or Agility (whichever is higher) to hit.

Name: Far Reach Gloves

Price: 6,000 G

Description: These fingerless black gloves radiate a strange energy from them. They can be activated as a swift action, allowing its wearer to manipulate and affect things within 12 squares of them as if they were adjacent to it and using their hands. This cannot be used for any sorts of spells or attacks.

Name: Flame Band

Price: 6,000 G

Description: A red silk armband with fire patterns on it, the wearer of this gains Fire Resistance 5 if they didn't already have it, and on their weapon or spell attacks they can use this item to change its damage type to fire.

Name: Lucky Bracelets

Price: 9,000 G

Description: These golden bracelets have etches of a four leaf clover making up their design. Once per day these bracelets can be activated as a reaction when their wearer would be affected by a critical hit. In doing this, the opponent who critically hit is instead affected by their own critical.

Name: Lunar Bracelet

Price: 9,000 G

Description: A bracelet of blues and blacks, mirroring the moon. The wearer receives Darkvision of 6 squares while this is worn, and gain a +2 to Defense and Avoid while in darkness or in the night time.

Name: Magnetic Gloves

Price: 1,000 G

Description: A set of leather gloves with magnetic plates on the palm and fingers. The wearer can use these gloves to climb on metallic surfaces or other surfaces that magnets can cling to. This climb speed is 6 squares.

Name: Merciful Armband

Price: 1,500 G

Description: This armband has a blessed aura radiating off of its opal design. The wearer can do nonlethal damage with any weapon or spell, so long as the weapon or spell does not say it cannot be used this way ever (such as spells with death effects attached to their damage, or spells with disintegration if they bring the opponent to 0 HP).

Name: Portal Gloves

Price: 14,000 G

Description: These blue gloves radiate with a unique magical aura. These gloves can be activated as a swift action through clapping and touching the ground, creating a 4 square radius portal centered on the wearer. This functions as a Galactic Dimensional Gate in terms of its range. The portal only lasts 1 round however, and can only be used to travel to locations the wearer knows of.

Name: Power Gauntlet

Price: 8,000 G

Description: These large gauntlets are black in coloration with white trimming. This grants its wearer a +2 to Strength, and these function as the gauntlet piece of armor. It uses 4k2 bludgeoning damage base as opposed to its regular effects. In addition to this, wearers are immune to ability damage to Strength, Endurance, or Agility.

Name: Shielding Armband

Price: 3,000 G

Description: This bronze armband has the etching of shields on it. While this armband is worn the wearer is immune to effects which automatically deal damage with no attack roll to-hit (except for effects from artifacts, deities, or other such powerful abilities/spells).

Name: Solar Bracelet

Price: 5,000 G

Description: This golden bracelet shines like the sun. It functions as a light source out to 8 squares, and while the wearer is in the sunlight they have Regeneration 2.

Name: Summoning Gloves

Price: 4,000 G

Description: These leather gloves have summoning symbols inscribed on the palms. The wearer can use the Minor Called Being spell three times per day.

Name: Sunburst Gloves

Price: 9,500 G

Description: These gloves have golden embroideries, are fingerless and made with fine silk. As a standard action these gloves can be activated, letting out a blast of sunlight. Against vampires, dhampirs, incorporeal undeads, and creatures that are vulnerable to sunlight they take a -20 to all checks for 1d10+2 rounds and are dazed for 1d5 rounds. This can only be used once per encounter.

Name: Valhalla's Gloves

Price: 18,000 G

Description: Warrior's gloves that are tattered and made with leather and iron. The wearer rerolls 1s on non-spell attack rolls if they do not already. In addition to this, they are immune to being disarmed and add a +1 to Parry attempts.

Ring

Name: Atheist's Ring

Price: 8,000 G

Description: This gold and silver ring has a single tourmaline in the center. The wearer receives a +5 bonus to all Defenses against Divine spells.

Name: Awakening Ring

Price: 10,000 G

Description: A turquoise ring that radiates a powerful magical energy. The wearer rerolls 1s and 2s on rolls with spell attack rolls.

Name: Desert Ring

Price: 7,000 G

Description: This tan ring radiates heat like the desert. The wearer can activate this ring as a swift action, altering the 12 square radius around them to become a desert terrain for 3 rounds. This terrain is difficult terrain for the wearer's enemies.

Name: Feign Death Ring

Price: 4,000 G

Description: This ring radiates a deathly pale glow. If the wearer would be reduced to 0 HP, they can activate this ring as a reaction. In doing so they negate the damage, an illusory 'body' of theirs falling to the ground while they become invisible. This gives the illusion that they have died, and this illusory body lasts for 4 hours.

Name: Ferocious Ring

Price: 2,500 G

Description: This ring possesses a deathly red glow, like that of blood. The wearer's weapons receive the Savage property if they didn't already have it.

Name: Grave Ring

Price: 2,000 G

Description: A ring embedded with a large moon stone. Undead attempting to attack the wearer of this ring take a -5 to their rolls when doing so.

Name: Jungle Ring

Price: 7,000 G

Description: This green ring has a strange moistness like it was recently rained upon. The wearer can activate this ring as a swift action, altering the 12 square radius around them to become a jungle terrain for 3 rounds. This terrain creates 16 square tall trees that can be climbed.

Name: Linked Ring

Price: 2,000 G

Description: This is a pair of two rings, both a standard steel ring. Both must be worn by different individuals. While worn the wearers can speak with one another through telepathy, regardless of their distance.

Name: Lucifer's Ring

Price: 15,000 G

Description: A black ring with a garnet in the center etched with a pentagram. The wearer of this ring is immune to fire, and receives a +1 bonus to Agility and Luck.

Name: Magi's Ring

Price: 6,000 G

Description: This ring is embedded with a tiger eye, and the wearer receives a +5 to their MP if they possess any, and gain a +4 to Knowledge (Magic) and Spellcraft checks.

Name: Missile Ring

Price: 7,000 G

Description: This ring is a glorious silver, radiating arcane energy. This ring can be used as a standard action to cast *Force Bolt*, and this ring can be used four times per day.

Name: Nibelungen Ring

Price: 3,500 G

Description: This golden ring is rumored to be instrumental in controlling the world. However, the wearer of this ring instead receives a +2 to Mental Defense and is immune to becoming staggered.

Name: Prisoner's Ring

Price: 1,000 G

Description: This rusted iron ring looks like it is old and dirty, and not magical at all. This ring can be disguised as nonmagical, and it is not detected by Detect Magic without a DC 25 Awareness afterwards. This ring can be used as if it were a lockpick for the purpose of unlocking doors and chests, and grants its wearer a +2 bonus to doing so.

Name: Ring of Mudarra

Price: 5,000 G

Description: This brass ring has a fluorite embedded within it. The wearer can activate the ring as a swift action, curing any blindness or deafness effects (even permanent blindness or deafness).

Name: Seal of Solomon

Price: 20,000 G

Description: This steel signet ring possesses a hexagram on it, having been used previously by the king of the same name. This ring can be activated as a standard action. A demons within 6 squares has a 10k5+4 attack against Mental Defense and if hit they fall under the control of the wearer of the ring. This does not affect demons whose levels are 5 higher than the ring bearer. Only one demon may be controlled this way at a time.

Name: Soul Ring

Price: 10,000 G

Description: This plain iron ring has a single lapis lazuli within it. The wearer receives a +1 to Magic and Resistance, and so long as this ring is worn the wearer cannot be brought to 0 MAG or RES due to ability damage.

Name: Soul Stealing Ring

Price: 14,000 G

Description: A dark blue metallic ring with a sapphire within it, this ring can be activated as a standard action targeting an opponent within 6 squares. An 8k5+2 attack against Mental Defense must be made, and on a successful hit the opponent takes 1 point of Resistance damage, healing the wearer for 5 HP. This Resistance damage can stack.

Name: Spirit Gun Ring

Price: 7,500 G

Description: A jagged, silver ring that covers most of the finger with an amethyst within it. This ring acts like a weapon, being a 6 square ranged weapon that uses Magic or Agility for to-hit and damage, and deals 2k1 points of arcane damage base. The spirit gun has the Targeting weapon property.

Name: Swamp Ring

Price: 7,000 G

Description: This dark green ring has a strange, almost rancid smell. The wearer can activate this ring as a swift action, altering the 12 square radius around them to become a swamp terrain for 3 rounds. This terrain can be swam in down to 6 squares deep, and walking in areas that aren't deep water is difficult terrain.

Name: Triumphant Ring

Price: 9,500 G

Description: This golden ring imbues its wearer with feelings of greatness when achieving goals. After critically succeeding on a check, the wearer receives a once per day "10" result. This can be used on any roll they make within the same day, replacing one of their results with the 10.

Name: Tundra Ring

Price: 7,000 G

Description: This aqua ring has a chilly aura and cool to the touch. The wearer can activate this ring as a swift action, altering the 12 square radius around them to become a snowy terrain for 3 rounds. This terrain is difficult terrain for the wearer's enemies.

Belt

Name: Aerial Belt

Price: 2,000 G

Description: This twine belt benefits those who take to the skies. While flying the wearer receives a +2k0 to all attack and damage rolls.

Name: Ancestor's Belt

Price: 5,000 G

Description: An old-looking belt with a rusted iron buckle. The wearer of the belt can embody a spirit of their ancestors, allowing them to affect incorporeal enemies with their attacks.

Name: Animal Belt

Price: 5,500 G

Description: A fur and leather belt fashioned with fetishes meant to embody spirit animals. The wearer receives a single natural attack along with 4 Natural Deflection. This Natural Deflection does not stack with preexisting Natural Deflection, but does stack with worn armor.

Name: Aristocrat Belt

Price: 3,000 G

Description: This fancy belt looks like it belonged to a very rich individual. The wearer of this belt gains a +2k0 bonus to all checks made with nobles.

Name: Belt of Smiting

Price: 8,000 G

Description: A holy leather belt with a silver buckle. The wearer of this belt can activate it as a swift action once per day, granting the wearer the benefits of the Crusader's *Purge* ability. This lasts for 5 rounds. When worn by a Crusader, this increases the duration of their *Purge* by 2 rounds.

Name: Breaking Belt

Price: 9,000 G

Description: This brutal black belt is covered in what looks like dried blood which cannot be cleaned off. The wearer deals double damage to objects on Sunder attempts, and also deal +5 damage to an enemy when making a called shot to the arm or leg.

Name: Bright Belt

Price: 6,000 G

Description: This gold and silver belt radiates with magical energy. While worn the wearer has Darkvision of 6 squares, and also shines a bright light out to 12 squares if they activate the belt as a swift action.

Name: Chimera Sash

Price: 4,500 G

Description: This silken sash is brown and blue, however looks incredibly torn and tattered despite its magical properties. With this sash the wearer can attempt to forcibly fuse with an unwilling target. Doing this requires being adjacent to the target, and making an $8k5+2$ attack against the opponent's Bodily Defense. On a successful attack, they 'fuse' with the opponent, forcing them to inhabit the same body as the wearer (but otherwise leaving them unharmed and conscious) for 1 minute.

Name: Flowing Sash

Price: 2,500 G

Description: This blue sash when it moves with the wind looks like a flowing river. This sash grants its wearer a +2 bonus to land speed, swim speed, and climb speed. If they do not possess a land, swim, or climb speed they receive a 4 square speed of these kinds.

Name: Instant Armor Belt

Price: 5,000 G

Description: This leather belt has a silver buckle of a set of armor. The wearer must designate armor pieces they wish to be associated with this belt. When this is done the wearer can activate the belt as a swift action, 'turning on' or 'turning off' their armor, fusing it beneath their skin while inactive.

Name: Many Pockets Belt

Price: 1,500 G

Description: This leather belt has eight bags which act as its 'pockets'. These pockets are each individual pocket dimensions, allowing for the wearer to store items. These pockets each can hold up to 20 lbs of items.

Name: Megingjörð

Price: 14,000 G

Description: A magical belt modeled after the similar belt worn by Thor. This belt grants a +2 bonus to Strength, and the wearer's carrying capacity is increased by 500 lbs.

Name: Monster's Belt

Price: 8,000 G

Description: A great and large belt that is used by monster hunters. Select a creature type when purchasing/crafting this belt. The wearer of this belt receives a +5 bonus to attack and damage against the selected creature type.

Name: Plasma Sash

Price: 9,000 G

Description: A strange belt that looks like pliable plasma that does not harm those who touch it. The wearer can activate this belt as a swift action, and any weapons they wield deals Fire and Electricity damage as a plasma weapon for 1 minute.

Name: Prayer Sash

Price: 2,500 G

Description: This simple sash looks like that which is worn by altar boys. The wearer can pray for 1 minute to activate the sash. After this is done the wearer is cured of any poison or disease afflicting them.

Name: Sash of Slashing

Price: 7,000 G

Description: A sash that looks like it is made of steel despite being flexible and comfortable. However it can be activated as a swift action, becoming a hardened steel blade (functioning as a +2 Longsword).

Name: Seance Belt

Price: 9,000 G

Description: A strange white belt has a blue and white aura. The wearer can activate it as a swift action in order to contact a spirit within the area. This must be activated in a graveyard, or area which has a lot of death such as a land where a bloody battle had taken place. This spirit grants the wearer of the belt knowledge that they seek if the spirit would know, and if not the spirit grants the wearer a +5 on their next skill check related to what they're looking for. This can only be used once per day.

Name: Shade Belt

Price: 7,000 G

Description: This black belt with an obsidian buckle has a dark aura. The wearer of this belt receives a +4 bonus to Stealth checks, and the wearer increases any effects that grant them Concealment into Total Concealment.

Name: Spinning Knife Belt

Price: 4,500 G

Description: This strange magical leather belt has many holes in it where knives pop out from a pocket dimension, spinning to attack those around the wearer. The belt can be activated as a swift action, and everyone adjacent to the wearer has an 8k4+1 attack made against their Avoid to deal 6k4 points of slashing damage (4 PEN), and these knives possess the Savage and Ripping quality. On a miss it deals half damage instead, and the Savage and Ripping qualities are not triggered. This can be used three times per encounter.

Name: Vent Belt

Price: 7,000 G

Description: This metallic belt looks like it possesses multiple 'engine' vents all over it. This can be activated as a swift action, and all adjacent enemies have an 8k4+1 attack against their Bodily Defense to deal 8k6 points of fire damage. On a miss it deals half damage. This can be used three times per encounter.

Name: Zen Sash

Price: 10,000 G

Description: This black sash normally goes along with a gi, and the wearers can use this sash to grow their inner strength. The wearer can spend a full-round action to focus themselves, increasing their attack and damage rolls by a +5 for the next 3 rounds thereafter. This can be used three times per day.

Boots

Name: Bursting Boots

Price: 2,000 G

Description: These strange boots are light, and make little sound. As a swift action the boots can be activated, allowing them to jump 12 squares on a move action.

Name: Caltrop Sandals

Price: 1,500 G

Description: These sandals possess iron bottoms. The wearer is immune to caltrops (destroying them in the process), and are also immune to other forms of ground damage similar to caltrops (such as nails, shrapnel, glass, and so on).

Name: Crushing Boots

Price: 3,000 G

Description: Large boots with steel heels used for crushing smaller foes. When making an unarmed attack against an opponent two size categories smaller than them, they can specify using their crushing boots. These boots make the unarmed attack deal 5k3 bludgeoning damage base.

Name: Cursing Boots

Price: 4,000 G

Description: These black boots are decorated with red magic symbols. The wearer is immune to curses and they halve penalties from spells (such as a -4 to hit becomes -2).

Name: Dimensional Sandals

Price: 10,000 G

Description: These sandals have dark blue embroidery on them. These sandals can be activated as a swift action by the wearer, causing their physical form to shift between the third and fourth dimensions. The wearer becomes semi-transparent, shifting rapidly and confusing enemies. Enemies take 1d10 sanity damage when attempting to attack the wearer, and have a 50% chance of missing them due to the constant dimensional shifting.

Name: Earthquake Boots

Price: 8,000 G

Description: These brown combat boots give the impression of the kinds of boots a giant would wear - bulky and heavy. As a standard action the wearer can use the *Earthquake* spell once per day. This affects everyone within an 8 square radius instead, and the attack roll is 8k5+1. The damage is 3k2 and is modified by Strength rather than Magic, and deals half damage on a miss.

Name: Flamewalk Boots

Price: 9,500 G

Description: These red and black boots look like they are covered in magma. The wearer of these boots is immune to fire and can walk on magma and lava as if they were solid ground without sinking.

Name: Ghostwalk Boots

Price: 9,500 G

Description: These ethereal-looking boots have religious symbols used for invoking spirits within them. The wearer can activate these boots as a swift action, and while active all spirits (invisible or not) are highlighted and made visible within a 12 square radius. This highlighting effect lasts 1 minute.

Name: Gravity Slippers

Price: 7,000 G

Description: These green slippers radiate a strange orange glow. The wearer of these slippers can activate them as a swift action, functioning as the *Destabilize* spell and last for 5 rounds.

Name: Helskór

Price: 14,000 G

Description: Special Norse shoes that are golden and have intricate designs. The wearer gains a +2 bonus to all Defenses, and the wearer can spend a full-round action to create a portal to Valhalla. This is a Dimensional Gate specific to Valhalla, and can only take the wearer. This gate will not appear if it is being used during the middle of a fight in order to escape it.

Name: Hinterland Boots

Price: 3,500 G

Description: Brown leather and fur boots worn by foresters. The wearer does not count forests, swamps, or plains as difficult terrain and the wearer also receives a +4 bonus on skill checks while within these environment types.

Name: Ice Sandals

Price: 5,000 G

Description: These cold blue sandals are comfortable but bulky-looking. As a swift action these sandals can be activated, turning the sandals into ice blocks. Moving in a straight line doubles their move speed, however moving in a non-straight line forces the wearer to move at half speed. This lasts for 1 minute or until deactivated.

Name: Jolt Kick Boots

Price: 8,500 G

Description: Boots outfitted with wires and contraptions, making them look very uncomfortable to wear despite this not being the case. On a move action, the wearer lets out a jolt of electricity, and every square they've moved through (excluding the space they ended at) has an attack made against those within those squares. This attack is an 8k5+2 versus Avoid and deals 8k4 points of electricity damage or half damage on a miss. The wearer when this is activated allows them to move through enemies' squares (though they provoke attacks of opportunity like normal).

Name: Jumping Shoes

Price: 2,000 G

Description: These shoes have built-in anti-gravitational magic to make them more agile. The wearer receives a +2 to Agility, and gains a +20 bonus to Acrobatics checks made to jump. Finally, the wearer is able to jump straight up a number of squares equal to their Agility, and the Acrobatics check needed to jump higher starts at the square after their Agility.

(For example, a character with 6 Agility wearing these boots gains a +2 to Agility for a total of 8. They are able to jump straight up 8 squares. If they want to jump 9 squares straight up, they'd need to make an Acrobatics check at a DC 5, as if they were only jumping straight up 1 square.)

Name: Minotaur's Sandals

Price: 4,000 G

Description: These sandals are rough-looking and like they'd be worn by a minotaur. On a charge attack the wearer doubles their damage with piercing weapons. This does not apply to Jousting weapons.

Name: Ōusībùynlu

Price: 9,000 G

Description: Also known as "cloud walking boots" these are light brown fur boots with specialized patterns. The wearer receives a fly speed of 6 squares.

Name: Sandals of Time

Price: 25,000 G

Description: Strange sandals with time magic surrounding it. The wearer can activate these as a swift action once per encounter, granting themselves an additional attack on a full-round attack, or giving them an extra move action. In addition to this, the wearer's speed is enhanced granting a +2 square move speed, and a +2 bonus to Agility.

Name: Shoes of Dancing

Price: 1,000 G

Description: Platform dancing shoes that assist in their wearer's choreography. The wearer gains a +2 bonus to Artisan (Dance) checks.

Name: Slippers of Calm

Price: 3,000 G

Description: These fuzzy pink slippers are incredibly comfortable looking. The wearer is not subject to fear or emotion effects while wearing these slippers.

Name: Violent Boots

Price: 6,000 G

Description: Bloodstained black combat boots. The wearer of these boots feel intense bloodlust through their veins. While in combat the wearer gains a +2 bonus to attack and damage so long as the enemy was the one who initiated combat.

Name: Wondrous Slippers

Price: 8,500 G

Description: Fabulous multicolored slippers with beautiful tassels attached to them. The wearer of these slippers receives a +5 bonus to Mental Defense, and can once per day reroll a single Deception or Persuasion check.

Chapter 4: Structural & Object Destruction

In some games, characters may wish to destroy objects - or even the ability to destroy structures such as walls or even whole buildings and bridges. Doing so requires more powerful weapons be they larger or magically enhanced. These rules here are present to show how to do just this within the rules.

Sunder

Objects can be targeted with attacks as if they were a creature. This is known as a Sunder and any attack against an object is also counted as a Sunder for similar effects.

Each object possess HP and Soak like a normal character. The HP and Soak of object is determined by their approximate size, and may be modified by the materials of the object.

Object Size (Approx.)	HP	Soak
Gloves or smaller	3	1
Belt/Cloak	4	2
Light Weapon	8	4
One-Handed Weapon	12	6
Two-Handed Weapon	15	6
Siege Weapon	22	8
Head/Arm/Leg Armor	10	5
Body Armor	20	6
Small Shield (Buckler)	7	4
Large Shield (Pavise)	18	6

Materials	+HP	+Soak
Bone/Obsidian	-2	-2
Copper/Bronze/Gold	-2	-1
Steel	+3	+1
Silver/Mithral	+2	+0
Platinum	+4	+1
Adamantine	+8	+2

Use the objects listed above for objects of around the same size.

Magical objects increase their Soak by 2 against nonmagical weapons. Magical weapons treat the Soak of nonmagical objects as 2 less.

Objects which are reduced to 0 HP through sundering gain the *Broken* condition until repaired. In order to repair broken objects it requires an appropriate Artisan check. Common mundane items are DC 5, weapons and armor are DC 10, complex mundane items are DC 15, magical objects are DC 30 and they can alternatively be repaired through Spellcraft.

Structures

Walls, doors, and other inanimate structures are also able to be sundered like regular objects. These are against a Defense/Avoid of 0, and cannot be critically hit. Damage is dealt normally, and some structures (such as wooden ones) may have Weakness to damage such as Fire at the GM's discretion.

Structure	HP	Soak
Wooden Wall/Door/Roof	25	5
Stone Wall/Door/Roof	40	8
Metal Wall/Door/Roof	80	10
Stone/Metal Statue	60	6
Gates	35	6
Bridges	20	4

Chapter 5: Feats

Feats are gained at every odd level, and grant characters an edge in combat and other scenarios.

Various different types of feats exist:

- **General:** Feats that aren't tied to combat, a character's species, or magic.
- **Combat:** Feats that affect combat; attack, damage, and/or defense.
- **Species:** Feats that require a character to be a specific species to take it.
- **Style:** Feats that represent combat styles. Only one can be active per turn unless otherwise stated.
- **Magic:** Feats that alter magic. Only one can be used per turn unless otherwise stated.

Abbreviations:

- **STR:** Strength
- **MAG:** Magic
- **END:** Endurance
- **RES:** Resistance
- **SRT:** Smart
- **AGI:** Agility
- **LUK:** Luck

Feat Layout:

Name: Feat Name

Prerequisites: Feat Prerequisites (if any)

Description: The description of the feat, how it works, and if there are any special parameters which allow it to work or not.

General Feats

Name	Prerequisite	Description
Armor Proficiency	—	Don't suffer the armor penalty while wearing armor.
Axe Mastery	Special*	Each consecutive attack gets more accurate.
Bow Mastery	Special*	Fire an arrow which hurts an opponent over time.
Exotic Mastery	Weapon Proficiency	Gain proficiency in all exotic weapons.
Grenade Mastery	Special*	Your explosions are controlled.
Hammer Mastery	Special*	You can make a smash that fatigues foes.
Pistol Mastery	Special*	Expend ammunition you don't have attacking.
Polearm Mastery	Special*	Gain additional reach, and learn to use it well.
Rifle Mastery	Special*	Make a well-placed shot that can't be dodged.
Shotgun Mastery	Special*	Your shotguns cause bleeding and fatigue.
Siege Mastery	Special*	You can operate most if not all siege weapons alone.
Sword Mastery	Special*	Make a deadly called shot at no penalty.
Unarmed Mastery	Special*	Add special qualities to your unarmed strikes.
Weapon Forger	Artisan (Weapon) Trained	You can give weapons you forge special qualities.
Weapon Proficiency	—	Don't suffer penalties from attacking with a weapon type.

* The prerequisites are too long for the column.

Name: Armor Proficiency

Prerequisites: None

Description: While wearing armor, you don't suffer the armor penalty on armor to attack. Magic using characters still suffer the spell penalty, as this feat doesn't negate it.

Name: Axe Mastery

Prerequisites: Improved Weapon Focus (Axe), Improved Weapon Specialization (Axe), Level 15

Description: As a full-round action you can swing an axe three times, making three attacks against an enemy within your reach. For each attack that successfully connects, you receive a +1k1 to-hit on your next roll this round (maximum of +2k2 on the 3rd attack).

Effects which give you bonus attacks per round do not affect this feat.

Name: Bow Mastery

Prerequisites: Improved Weapon Focus (Bows), Improved Weapon Specialization (Bows), Level 15

Description: As a standard action you can fire off a single arrow. This arrow deals 1d5 bleed damage to the opponent for a number of rounds equal to your Strength or Agility (whichever is higher). This is in addition to its standard damage.

Name: Exotic Mastery

Prerequisites: Weapon Proficiency ([Exotic Weapon]), Level 7

Description: You gain proficiency in all exotic weapons.

Name: Grenade Mastery

Prerequisites: Improved Weapon Focus (Simple), Improved Weapon Specialization (Simple), Level 9

Description: You can control the explosion of a grenade which you throw. You can either increase the burst by 3 sq., or decrease it by 3 sq. (to a minimum of a 0 square burst, or no burst radius).

Name: Hammer Mastery

Prerequisites: Improved Weapon Focus (Hammers), Improved Weapon Specialization (Hammers), Level 15

Description: As a standard action you can make a single attack with your hammer. This deals damage as normal and the opponent is staggered and exhausted for 1 minute.

Name: Pistol Mastery

Prerequisites: Improved Weapon Focus (Pistol), Improved Weapon Specialization (Pistol), Level 15

Description: Regardless of your pistol's ammunition, you can make all of your attacks on a full-round attack. If this would deplete you to 0 ammunition, you must reload on your next turn before using this ability again.

Name: Polearm Mastery

Prerequisites: Improved Weapon Focus (Polearm), Improved Weapon Specialization (Polearm), Level 15

Description: If your Polearm doesn't already have Reach, it gains the Reach property. If it does have the Reach property, this additional Reach is extended one additional square (effectively making Reach 2). A size 4 character with 1 square reach and a Reach 2 weapon would have 3 square reach when attacking.

In addition to the bonus to reach, you can lower your reach until your next turn in order to gain a +2 bonus to attack. This can be reduced down further to a minimum of 1 square reach (or 0 if you're Size 1). This can be used in conjunction with effects that must be activated that grant reach (such as Lunge).

Name: Rifle Mastery

Prerequisites: Improved Weapon Focus (Rifle), Improved Weapon Specialization (Rifle), Level 15

Description: As a full-round action you can make a single attack with a rifle. This attack cannot be dodged or parried (if the target is able to parry ranged attacks). This does not stop the target from taking these actions in order to avoid being critically hit however.

For example, if the target has a Defense of 20 and you roll a 50, they can make a Dodge to try and raise it above 25 in order for it not to count as a critical hit.

Name: Shotgun Mastery

Prerequisites: Improved Weapon Focus (Shotgun), Improved Weapon Specialization (Shotgun), Level 15

Description: Your attacks with Shotguns receive the Ripping and Fatiguing qualities. In addition to this, you increase the PEN of all Shotguns by 4.

Name: Siege Mastery

Prerequisites: Improved Weapon Focus (Siege), Improved Weapon Specialization (Siege), Level 15

Description: Reduce the amount of crew needed to operate a Siege weapon by 3 (to a minimum of only 1 person). In addition to this, all Siege weapons only take a swift action to reload if their minimum crew is 1.

Name: Sword Mastery

Prerequisites: Improved Weapon Focus (Sword), Improved Weapon Specialization (Sword), Level 15

Description: As a full-round action you can make a single attack with a sword as a called shot, and take no penalty when making an attack against that body part. If it's a critical hit, regardless of where it hits, it's an instant kill like a critical hit against the head.

Name: Unarmed Mastery

Prerequisites: Improved Weapon Focus (Unarmed), Improved Weapon Specialization (Unarmed), Level 9

Description: Choose two weapon special abilities from the following list. These are applied to your unarmed strikes.

Brutish (replaces Finesse), Balanced, Deadly, Shield Breaker, Savage, Parrying, Æther, Breach, Readying, Fatiguing, Filthy, or Pushing.

Name: Weapon Proficiency

Prerequisites: None

Description: Gain proficiency in a single weapon type (sword, axe, pistol, etc.) If you aren't proficient you take a -2k0 penalty.

Magic Feats

Name	Prerequisite	Description
Alchemy Epiphany	Alchemist level 15	Your knowledge in alchemy allows you to unlock taboos...
Evoker Epiphany	Evoker level 15	Create powerful talismans for your element.
Forger Epiphany	Forger level 15	Learn to create anything and everything.
Hidden Power	Level 15	You're able to make the most of an Item of Power.
Potion of Life	Level 17	Turn a healing potion into a means of revival.
Sow Potion	Level 9	Spread a potion among an area, granting its effects.
Wand Mastery	MAG 8 or SRT 8, Level 15	You are able to get more uses out of your wands.

Name: Alchemy Epiphany

Prerequisites: Alchemist 15th level

Description: You learn several taboo alchemy rituals and how to perform them properly.

Revival: The act of reviving individuals is difficult, even with life-giving magic like Divine magic. However with this ritual, you are able to blend science and magic in a perverse ritual against nature. The deceased can't have been dead for more than 1 month, and the cost of materials equals 12,000 G.

Once prepared a DC 20 + target's level check must be made. This check can either be Artisan (Alchemy, Potions, or other applicable types) or Spellcraft. On a success, the person is revived and cannot be revived again in this manor. On a failure the person attempting the ritual is reduced to 1 HP, loses something important (up to the DM), and cannot perform this ritual for 1 month thereafter.

Power of God: Some alchemists wish to distill their power in order to taunt the gods, and show their superiority. In order to perform this ritual, you must sacrifice someone dear to you (embodying selfishness) or sever something such as an arm or leg from yourself (embodying selflessness) and spend 18,000 G on materials. After doing this, you receive a potion which can be drank. The person who drinks this potion counts themselves and any weapons they wield as "Legendary" for the purpose of harming deities.

Immortality: The most widely sought after source of power is the ability to make oneself and their loved ones immortal. In order to make a Tincture of Immortality the Alchemist must expend 20,000 G on materials and succeed a DC 60 Artisan (Potions or Alchemy) or Spellcraft check.

Success creates a potion which, when drank, grants the drinker immortality. This merely means the drinker stops aging after the age they were when they drank the potion. Any age bonuses/penalties still apply.

Name: Evoker Epiphany

Prerequisites: Evoker 15th level

Description: You discover how to make talismans and trinkets which enhance your elemental power, making you stronger and more versatile.

At the beginning of the day you can designate your talisman to one of the elements listed below. If the element taken is the element from your Elemental Specialization you gain a +2k1 to attack and damage with your Blast in addition to the other effects listed below. If the element chosen is different from your Elemental Specialization, you can change your Blast to do that damage type instead, or deal half your Elemental Specialization and half the new element on damage.

Fire: As a full-round action you can make a **Lava Blast**, making a single attack against an opponent as you would with your Blast. On a successful hit, the lava sticks to the opponent's flesh and deals 1 Fire damage (bypassing Soak and any elemental resistances) for 1d5 rounds. This is in addition to the normal damage.

Water: As a full-round action you can make a **Whirlpool Blast**, making a single attack against an opponent as you would with your Blast. On a successful hit the opponent is stuck in place and is incapable of moving or teleporting for 1d5 rounds. This is in addition to the normal damage.

Ice: As a full-round action you can make a **Frozen Blast**, making a single attack against an opponent as you would with your Blast. On a successful hit the opponent is stunned for 1d5 rounds. This is in addition to the normal damage.

Acid: As a full-round action you can make a **Necrotic Blast**, making a single attack against an opponent as you would with your Blast. On a successful hit the opponent's armor is completely negated for 1d5 rounds. This is in addition to the normal damage.

Earth: As a full-round action you can make a **Pummeling Blast**, making a single attack against an opponent as you would with your Blast. On a successful hit the opponent is knocked prone and is unable to stand for 1d5 rounds. This is in addition to the normal damage.

Wind: As a full-round action you can make a **Whirlwind Blast**, making a single attack against an opponent as you would with your Blast. On a successful hit the opponent takes a -5 to all checks for 1d5 rounds. This is in addition to the normal damage.

Electricity: As a full-round action you can make a **Shocking Blast**, making a single attack against an opponent as you would with your Blast. On a successful hit the opponent is paralyzed for 1d5 rounds. This is in addition to the normal damage.

Sonic: As a full-round action you can make a **Thunderous Blast**, making a single attack against an opponent as you would with your Blast. On a successful hit the opponent is deafened for 1d5 rounds. This is in addition to the normal damage.

Corruption: As a full-round action you can make a **Corroding Blast**, making a single attack against an opponent as you would with your Blast. On a successful hit the opponent takes a -5 to all Defenses for 1d5 rounds. This is in addition to the normal damage.

Holy: As a full-round action you can make a **Angelic Blast**, making a single attack against an opponent as you would with your Blast. On a successful hit the opponent takes a -2k2 to all attacks. This only affects undead enemies. This is in addition to the normal damage.

Unholy: As a full-round action you can make a **Demonic Blast**, making a single attack against an opponent as you would with your Blast. On a successful hit the opponent takes a -2k2 to all attacks. This only affects living enemies. This is in addition to the normal damage.

Name: Forger Epiphany

Prerequisites: Forger 15th level

Description: Any Artisan skill which you possess can be used for any other application, even if it would not normally be viable. For every additional Artisan skill beyond the first you gain a +1k1 to Artisan checks.

For example, if you have Artisan (Potions) this can be used to craft anything you want. As well, if you have Artisan (Armor) and Artisan (Weapons) as well you gain a +2k2 total on your Artisan (Potions) check (or Armor or Weapons) to craft.

The DC to craft with an inappropriate craft skill increases by 5.

Name: Hidden Power

Prerequisites: 15th level

Description: At the beginning of the day, choose an Item of Power you have in your possession (if any). You can unlock hidden magical power within it, and this Item of Power grants you a +1 to two stats of your choice while worn.

Name: Potion of Life

Prerequisites: 17th level

Description: Once per day you can use a potion on an ally that has been killed within the past 6 rounds. This ally is brought back to life at 0 HP and recovers an amount of HP equal to what the healing potion would grant them.

Name: Sow Potion

Prerequisites: 9th level

Description: As a standard action you can sprinkle a potion around you, creating a 4 square radius of mist from the potion. Everyone (including yourself) are affected by the potion whether they're willing or not. This can also be used with poisons. Wearing a gasmask or similar apparatus negates this.

Name: Wand Mastery

Prerequisites: 8 Magic or 8 Smarts, 15th level

Description: If you have MP, you can expend MP in order to activate the wand without spending one of its uses. In addition to this, you can attempt a Spellcraft check (DC 25 + Double Spell Level) in order to replace the spell within the wand with another you are able to cast or one within a scroll you own (this depletes the use within the scroll). This can grant a wand a spell beyond 2nd level. If this is done, the wand is only able to be used by you and you alone.

Chapter 6: Credits, Copyright, and Contact

Thank you for reading The Fade Tabletop 2nd Edition - Equipment and Essentials! It's been a great honor writing this system, and I hope those of you who read this enjoy the content within the book when used in your games. I hope to see The Fade's community to grow, so let's make it happen!

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The SRD: The Fade Tabletop 2e has a [System Reference Document](#), a free resource for those wanting to play the games without paying for the PDFs. Feel free to share it with your friends! Spread the word!

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