

## Magical Armor

This document will allow you to generate a set of magic armor, shields and even the occasional magic cloak. Start on table one and roll 1d100 and follow the instructions listed down the right hand column.

Armor / Item List			
Table 1			
Roll 1d100	Item	Normal APV	Notes / Special Instructions
01-02	Cloak	1	Roll on Table 13. Make no other rolls besides the roll on table 13
03-04	Bone Vambraces	2	Roll on Table 11. Make no other rolls besides the roll on table 11.
05-06	Shield, Buckler	N/A	Roll on Table 16. Make no other rolls besides the roll(s) on table 16
07-08	Shield, Silver	N/A	
09-10	Shield, Kite	N/A	
11-12	Shield, Large	N/A	
13-16	Shield, Normal	N/A	
17-18	Shield, Spiked	N/A	
19-20	Shield, Small	N/A	
21-22	Shield, Wood	N/A	
23-24	Padded	1	You will roll on table 3 and 4 to determine the armor's magic bonus. See table 2 for what dice you will use when rolling on table 2 and 3.
25-39	Padded	1d2	
40-44	Padded	1d3	Once you have determined the overall magic bonus of the armor, check against table 2 and see if the armor has any special powers (roll percentile and compare the result against the percentage given in column three of table 2). If the weapon has special powers, go to table 10 and roll the indicated dice.
45-49	Padded	1d4	
50-54	Padded	1d5	
55-59	Padded	1d6	
60-69	Leather	1d2+1	
70-79	Cuir-bouilli	1d3+1	
80-84	Lamellar	1d4+2	
85-88	Brigandine	1d5+2	
89-92	Scale	1d6+3	
93-95	Chain Mail	1d7+3	
95-96	Plate	1d8+4	
97-98	Plate, Jousting	1d20+5	
99-100	Plate, Field	1d6+3	

### Restrictions on Magic Item Use

Unless a magic item is made specifically for a fairy, it cannot be used by a fairy. The fairy is just too small a creature to make use of magic armor or items made for the big guys.

## Highest Expected Weapon Synergy Bonus In the Group

Table 2

Synergy	Dice Roll	Table 10 chance
<18+0	1d4	5%
< 18+10	1d6	10%
< 18+20	1d8	15%
< 18+30	1d10	20%
< 18+40	1d12	30%
< 18+50	1d6+1d8	40%
< 18+60	2d8	50%
< 18+70	1d8+1d10	60%
< 18+80	2d10	70%
< 18+90	1d10+1d12	80%
18+91 or higher	2d12	90%

Dice Roll:  
This is the dice you will roll on table 3 and table 4 to determine the armor's magic bonus.

Table 10 Chance:  
This is the chance that a set of armor will have special powers. If you roll less than or equal to the percentage listed here, go to table 10 and roll the indicated dice.

## Bonus APV

Table 3

If you roll a bonus on this table you do not have to roll on table 4

Dice Roll	Weapon Bonus	Cost	Retail
1-3	+ 0	N/A	N/A
4-6	+ 1	2000	6000
7-9	+ 2	4000	12000
10-12	+ 3	6000	18000
13-15	+ 4	8000	24000
16-18	+ 5	10000	30000
19-21	+ 6	12000	36000
22-23	+ 7	14000	42000
24	+ 8	16000	48000

## Bonus APV

Table 4

If you roll a bonus on this table, you do not have to roll on table 3

Dice Roll	Weapon Bonus	Cost	Retail
1-3	+ 0	N/A	N/A
4-6	+ 1d2	1000	3000
7-9	+ 1d3	2000	6000
10-12	+ 1d4	3000	9000
13-15	+ 1d6	4000	12000
16-18	+ 1d8	5000	15000
19-21	+ 1d10	6000	18000
22-23	+ 1d12	7000	21000
24	+1d8+1d6	8000	24000

<b>Armor (torso) Powers</b> Table 10			
Roll 1d100	Where to roll		
01	Roll 3d20+40 twice on this table.		
02	Roll twice on this table re-rolling if you get a one or a two.		
03-15	Roll 3d20+40 on this table. Roll on Boot Powers (table 12)		
16-29	Roll 3d20+40 on this table. Roll on Helm Powers (table 14)		
30-43	Roll 3d20+40 on this table. Roll on Leg Powers (table 15)		
-	Affect / Power	Ingredient Cost	Cost to Buy
43	Absorb Cold Damage	4000	12000
44	Absorb Electrical Damage	5000	15000
45-46	Absorb Fire Damage	4000	12000
47	Amplify Cold Damage (c)	60000	Special
48	Amplify Electrical Damage (c)	60000	Special
49	Amplify Fire Damage (c)	60000	Special
50	Attract Energy Bolt	3500	10500
51	Attract Energy Bolt (c)	60000	Special
52	Attract Fire Spells (c)	60000	Special
53	Balance	2500	7500
54	Body Armor	3500	10500
55-56	Change Size	2000	6000
57	Cheat Death	4500	13500
58	Control (c)	60000	Special
59	Convert Cold to Damage	6000	18000
60	Convert Electrical to Damage	6000	18000
61	Convert Fire to Damage	6000	18000
62	Drain Synergy (c)	60000	Special
63-64	Fit any Creature	1500	4500
65	Heat Armor (c)	60000	Special
66	Hold Soul	7500	22500
67	Increased Encumbrance	3000	9000
68-69	Light Weight Armor	2000	6000
70	Protect Back	3500	10500
71	Protection from Curse Magic	7500	22500
72-73	Protection from Living Dead	3500	10500
74-75	Protection from Undead	3500	10500
76-77	Protection Versus Turn to Stone	4500	13500
78	Radiate Cold	6500	19500
79	Radiate Heat	6500	19500
80-82	Reduced Encumbrance (c)	60000	Special
83-84	Regenerate	3000	9000
85	Resist Cold	3500	10500
86	Resist Electrical Damage	4500	13500
87-88	Resist Fire	3500	10500
89	Resist Synergy Drain	4000	12000
90-91	Resist Poison	5500	16500
92-93	Resist Sleep	3500	10500
94	Shelter Soul	7500	22500
95	Stasis	7000	21000
96-97	Terror	5000	15000
98	Transfer Protection	4500	13500

99-100	Water Action	3500	10500
(c) cursed item.			

<b>Bone Vambrace Powers</b> Table 11			
Roll 1d6	Affect / Power	Ingredient Cost	Cost to Buy
1	Deflect Missile Fire	4500	13500
2	Dispel Glyph	8500	25500
3	Extend Spell Range	3500	10500
4	Hold Spell	4000	12000
5	Increase Spell Damage	6500	19500
6	Magic Resistance	6000	18000

<b>Boot Powers</b> Table 12			
Roll 1d8	Affect / Power	Ingredient Cost	Cost to Buy
1-2	Fire Walker	3500	10500
3	Increase React	4500	13500
4	Short Step	6500	19500
5	Sticky Feet	3500	10500
6	Sure Foot	2500	7500
7	Trackless	2500	7500
8	Wall Run	3500	10500
A set of armor may have powers associated with specific pieces of the armor. In this case, the armor's boots hold additional power. These boots will only work if worn as part of the set of armor they were made with (sorry, no mix and match).			

<b>Cloak Powers</b> Table 13			
Roll 1d6	Affect / Power	Ingredient Cost	Cost to Buy
1	Chameleon	4500	13500
2-3	Fire Passage	3500	10500
4	Image Shift	4000	12000
5	Increase Concealment Skill	3500	10500
6	Invisibility	6000	18000
Magic cloaks always come with a APV of 1 point. Magic cloaks are never made with a set of armor and unless they are built to work with a set of armor, they will not function if worn over a set of magic armor (they work fine if they are used over a set of non-magic armor). They will work with a set of bone vambraces.			

<b>Helm Powers</b>			
Table 14			
Roll 1d20	Affect / Power	Ingredient Cost	Cost to Buy
1	Blind (c)	60000	Special
2	Bush Sight (nm)	2500	7500
3	Dark Sight (nm)	2500	7500
4	Detect Back Attack	3500	10500
5	Glyph Sight (nm)	5000	15000
6	Hide Invisible (c)	60000	Special
7	Hold Poison In (c)	60000	Special
8	Increase Awareness	5500	16500
9-10	Night Sight (nm)	2500	7500
11	No clue (c)	60000	Special
12	Protect Voice	3500	10500
13	See Ethereal	4500	13500
14-15	See Invisible	4500	13500
16	Sound Blast	5500	16500
17-18	Track Target	3000	9000
19	Too Focused (c)	60000	Special
20	Un-aware (c)	60000	Special

(c) cursed item.  
(nm) non-metal helm only  
A set of armor may have powers associated with specific pieces of the armor. In this case, the armor's helmet holds additional power. The helmets power will only work if worn as part of the set of armor that it was made with (sorry, no mix and match)

### Size of the Magic Item

Magic items are normally a bit more forgiving when it comes to the size of the creature that can make use of them. Roll 1d20 on the table below for an idea on who can use them.

Roll	Strength
01-15	Any Size
16-17	0.25 to 1.25
18-19	0.75 to 2.00
20	1 to 3

Notice that human size can use them all! (pays to be human). The only magic items that cannot be used by humans are ones that were never intended to be used by humans (i.e. fairly specialized items).

<b>Leg Armor Powers</b>			
Table 15			
Roll 1d6	Affect / Power	Ingredient Cost	Cost to Buy
1-2	Increase Jump	2500	7500
3-4	Increase Speed	2500	7500
5-6	Legs of Steel	3000	9000

A set of armor may have powers associated with specific pieces of the armor. In this case, the armor's leggings hold additional power. These leggings will only work if worn as part of the set of armor they were made with (sorry, no mix and match)

<b>Shield Powers</b>			
Table 16			
1d12	Affect / Power	Ingredient Cost	Cost to Buy
1	Attract Missile (c)	60000	18000
2-4	Blur	5000	15000
5-7	Deflect Missile	4500	13500
8-10	Radiate Light	2500	7500
11-12	Radiate Sunlight	5500	16500

(c) cursed item. Re roll until you have a non-curse result. This second power works as normal and is there to cover the curse.

## Skills for Making Magic Weapons

The item creation process is fairly straightforward. The magic user must make a magic balm. Once made, you take the balm and completely cover the item you want to enchant. Once coated, the balm soaks into the item and the item becomes magical.

The skills required to make armor / items are:

- Arcana (AS)
- Determination (AS)
- Education (LS)
- Herbalist (AS)
- Research (AS)
- Armor Smith (LS) or Leather Smith (LS)

The Armor and Leather Smith skill are only needed if the character wishes to make the armor (or cloaks) he or she will magic.

Skill Cost to Make Magic Armor		
Table 20		
Cost	Library	Skill Cost
<1000	1	2d4
<2000	2	1d4+1d6
<3000	3	2d6
<5000	4	1d6+1d8
<8000	5	2d8
<13000	6	1d8+1d10
<21000	7	2d10
<34000	8	1d10+1d12
<55000	9	2d12
55000+	10	2d20

### Cost

This is the cost of the ingredients that went into making the item (i.e., if you had a cost of 4500 talons then you would be on the <6000 row of the table; a cost of 7500 would put you on the <8000 row on the table. **Please Note; you always use the total cost of ingredients when making a magic item. The basic cost on the table is modified if you are making stronger versions of the power.**

### Library

The character must have access to a Library and an equal level lab/workshop to perform the work. The final modified cost of ingredients is used to determine the required level of the library and workshop.

### Skill Cost

The adventure skills required to make magic armor (including cloaks and bone vambraces) are, Arcana, Determination, Herbalist, and Research. You need the bonus synergy that comes with these skills. Since skill synergy bonus comes back at a rate that is equal to the character's natural healing rate, it means that there is a crimp on cranking out the magic items. When the item is made, roll the amounts indicated. If you have the points to cover the cost, then success is automatic. If you are shy then roll against the appropriate skill adding one to the dice for each point you are short. Any failed roll means the weapon is not made.

### Special Powers: Number of Uses

Most of the powers that come with armor work on a continual basis. For the odd one that does not, you can up the number of uses by making a stronger version of the item. This costs extra skill points as shown in the table below.

The Number of uses is shown below on the standard d20 table (if you get the urge and have to roll).

Roll	# Of Uses	Modifier
01-15	1/day	No Modifier
16-17	2/day	* 2
18-19	3/day	* 3
20	4/day	* 4

# Of Uses: this is the number of times an items power may be used in a given day. Note the default is once per day (all table pricing is based on this being the case for items that have a limited number of uses per day).

Modifier: This number is multiplied by the cost of ingredients to make the armor/item, and by what the armor/item is worth to buy. It also modifies the skill required to make the armor/item (more on this below).

### Cost of Modifiers

When the item has a modifier to its cost, the modifier determines how much extra synergy bonus is required to make the item. The item can have up to two modifiers (one for how strong the affect is and one for the number of times the power may be used in a given day). The following shows the extra cost to the synergy bonus based on the modifier.

**Added Cost to Synergy Bonus**

Modifier	Addition Skill Cost
* 2	+1d8
* 3	+1d10
* 4	+1d12

**Making the Item**

Once the balm is made, it must be applied to a set of armor or to the item before the item has been used in battle. If an item has seen battle, then for each time it has been used in battle, there is a 10% chance that the magic balm will not work on the item.

As an optional rule, you may still require that a character make an Arcana skill check to apply the balm to the magic item. This skill check could be re-rolled should the character fail on the first skill attempt (which means that the chance to ruin the item is very small).

**Time Taken to Make an Item**

Making most magic items is a long drawn out process. As a rule of thumb, for each level of library/lab, it takes a week of time. This means that if the armor requires a level 3 library/lab, then it would take the character 3 weeks. If the character is interrupted or disturbed during this process, he or she must make an immediate skill check on all required skills (Arcana, Determination, Herbalist, and Research) to take up the work were he or she left off (why do you think mages hate interruptions!).

**Example of Making a Set of Armor**

Celeste wishes to make the following magic Armor:

- Chain Armor (base APV: 1d7+3)
- Bonus APV: 1d8+4
- Torso: Body Armor
- Torso: Change Size
- Torso: Absorb Cold (40%)
- Boots: Sure Foot

The bonus APV comes from table 3 (the 1d8) and table 4 (the +4). The 1d8 carries a cost of 5000 talons. The +4 carries a cost of 8000 talons (13000 talons total).

The torso powers of Body Armor and Change Size come from table 10. They carry a cost of 3500 talons and 2000 talons. Both work on a continual basis so no need for further modification.

The boot table lists Sure Foot as carrying a cost of 2500 Talons. Again, it works on a continuous basis so no further adjustment is needed.

Absorb cold damage also works on a continual basis. Checking the power I can see that it has a 30% chance of working. This power allows me to up the effectiveness of the affect. By going to a \*2 modifier, this power will work 40% of the time. The base cost for this power is 4000 talons (taken from table 10). The \*2 modifier puts this to 8000 talons.

This means that the cost of the armor is going to be:

- Chain Armor (base APV: 1d7+3)
- Bonus APV: 1d8+4 (13000 talons)
- Torso: Body Armor (3500 talons)
- Torso: Change Size (2000 talons)
- Torso: Absorb Cold (40%) (8000 talons)
- Boots: Sure Foot (2500 talons)

Total cost of materials is 29,000 talons. I reproduce a part of table 31 below for convenience. Based on the cost of making the magic balm, I can see it will require a level 8 library / lab. You do have to actually pay someone to make the armor (or make it yourself with the appropriate skill) but that cost does not change the level of lab needed to do the work.

<b>Skill Cost to Make Magic Armor</b>		
Table 20		
Cost	Library	Skill Cost
<21000	7	2d10
<34000	8	1d10+1d12

Now that I know the level of lab and the base cost in skill synergy bonus, I can determine the final cost in skill synergy bonus. The only power that modified the cost of the synergy bonus was the Torso Power, Absorb Cold. The 40% chance gave a \*2 modifier. I reproduce the *Added Cost to Synergy Bonus* table below for convenience.

**Added Cost to Synergy Bonus**

Modifier	Addition Skill Cost
* 2	+1d8
* 3	+1d10
* 4	+1d12

The \*2 modifier means it will cost an added 1d8 synergy in the skills required to make the set of armor.

The base cost in skills is 1d10+1d12. The \*2 modifier adds an additional +1d8 to *all* skill costs.

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To put it all together, the magic balm will cost me 29,000 Talons to make. On top of this I must buy or make the armor I want to magic. The work will require a level-8 lab and will take 8 weeks to

complete. Finally, the armor will cost the character 1d8+1d10+1d12 synergy bonus in each of the following four skills:

- Arcana (AS)
- Determination (AS)
- Herbalist (AS)
- Research (AS)

### **Making the Skill Checks**

The following table shows the actual skills Celeste has as well as her dice rolls when seeing how much synergy the weapon costs her to make.

Celeste's skill levels and rolls:

Skill	Skill Level	Cost Roll (1d8+1d10+1d12)
Arcana (AS)	18+15	14
Determination (AS)	18+18	10
Herbalist (AS)	18+22	13
Research (AS)	18+19	14

Celeste rolls and completes the weapon without a hitch. If she had been shy in one of her skill checks, she would have used luck to re-take the roll. If the re-roll still left her short, she would have to roll a d20 against her base skill level in the skill (at a penalty equal to the amount she missed her roll by). Even failing this skill check, she could use a point of luck to re-take the roll.

### **Interruptions**

Making a magic item is a tough balancing act requiring a great depth of knowledge. The magic user is combining hundreds of ingredients creating a perfect balance that allows a little bit of the magic that made the universe slip into the item he is making. Any interruption in the work requires an immediate set of skill checks to see if the work is ruined (the magic user can retake the rolls using luck, but even this may fail). This is the reason mages hate having their work interrupted. Any interruption can result in a worthless piece of scrap.

### **Making Cursed Items**

Cursed items are always very hard to make. Cursed armor is no exception. Some of the reason for this is that you do not want people knowing that are under the affects of a curse until they have suffered for a bit.

You need a level 10 library/lab to make any cursed item. In addition, the base cost is 60,000 talons (cursed items are notoriously expensive). Generally, a character will only want to make a cursed item if he or she is asked to (by someone with a whole lot of money).

### **Ingredient Rarity and Selling Magic Items**

If you wish, you may use the rules listed under Potion Creation when it comes to Ingredient Rarity and selling the items made by the character.

## Armor Powers (listed)

This is an alphabetical listing of the powers you can find on magic armor, cloaks, and bone vambraces.

### Absorb Cold Damage (armor)

When a piece of armor has this power, it has a chance to absorb damage from spells that do cold based damage. The spell must be directed at the character and must be a point based spell (not an AoE spell). The chance that the spell will be absorbed without harm to the character is a function of the strength of the magic that went into making the armor. The chance to absorb the spells energy is rolled in addition to the character's normal APV and WR dice rolls.

The Strength of the affect is determined on the table below (roll 1d20).

Roll	Strength	Modifier
01-15	30%	No Modifier
16-17	40%	* 2
18-19	50%	* 3
20	60%	* 4

Strength: The chance that a cold based point spell will be absorbed outright by the armor.

Modifier: This number is multiplied by the cost of ingredients, and by what the armor is worth to buy. It also modifies the skill required to make the armor. See the section Making Magic Armor for more information.

### Absorb Electrical Damage (armor)

When a piece of armor has this power, it has a chance to absorb damage from spells that do electrical based damage. The character is protected from point based spells as well as from AoE spells (if AoE the protection does not extend to others in the area). The chance that the damage will be absorbed without harm to the character is a function of the strength of the magic that went into making the armor. The chance to absorb the spells energy is rolled in addition to the character's normal APV and WR dice rolls.

The Strength of the affect is determined on the table below (roll 1d20).

Roll	Strength	Modifier
01-15	30%	No Modifier
16-17	40%	* 2
18-19	50%	* 3
20	60%	* 4

Strength: The chance that electrical damage will be absorbed when it hits the character.

Modifier: This number is multiplied by the cost of ingredients, and by what the armor is worth to buy. It also modifies the skill required to make the armor. See the section Making Magic Armor for more information.

### Absorb Energy Bolt (armor)

When a piece of armor has this power, it has a chance to absorb damage from spells that do magic based damage. The spell must be directed at the character and must be point based. The chance that the spell will be absorbed without harm to the character is a function of the strength of the magic that went into making the armor. The chance to absorb the spells energy is rolled in addition to the character's normal Spell Resistance Dice roll.

The Strength of the affect is determined on the table below (roll 1d20).

Roll	Strength	Modifier
01-15	30%	No Modifier
16-17	40%	* 2
18-19	50%	* 3
20	60%	* 4

Strength: The chance that a spell (point based, magic damage) will be negated when it hits the character. The character also receives his or her normal Spell Resistance dice roll versus the damage.

Modifier: This number is multiplied by the cost of ingredients, and by what the armor is worth to buy. It also modifies the skill required to make the armor. See the section Making Magic Armor for more information.

### Absorb Fire Damage (armor)

When a piece of armor has this power, it has a chance to absorb damage from spells that do fire based damage. The spell must be directed at the character and must be a point based spell (not an AoE spell). The chance that the spell will be absorbed without harm to the character is a function of the strength of the magic that went into making the armor. The chance to absorb the spells energy is rolled in addition to the character's normal APV and WR dice rolls.

The Strength of the affect is determined on the table below (roll 1d20).

Roll	Strength	Modifier
01-15	30%	No Modifier
16-17	40%	* 2
18-19	50%	* 3
20	60%	* 4

**Strength:** The chance that fire damage will be absorbed when it hits the character. The character also receives his or her normal APV and WR dice rolls.

**Modifier:** This number is multiplied by the cost of ingredients, and by what the armor is worth to buy. It also modifies the skill required to make the armor. See the section Making Magic Armor for more information.

#### **Amplify Cold Damage (armor) (cursed)**

When this power is placed on a set of armor, the armor will actually amplify AoE cold based damage spells. If the character is in the AoE of a cold based spell, then that spell will do automatic maximum damage against the character. The character still receives his or her normal WR dice roll but does not get his APV dice roll against the cold damage.

#### **Amplify Electrical Damage (cursed)**

When this power is placed on a set of armor, the armor will actually amplify electrical damage against the character. Not only will a spell do automatic maximum damage against the character but the armor will not lessen the affects of the damage at all (i.e., metal armor will conduct the electrical damage straight into the character rather than into the ground). The character still receives his or her normal WR dice roll against the electrical damage This curse affects point based as well as AoE based electrical damage spells.

#### **Amplify Fire Damage (cursed)**

When this power is placed on a set of armor, the armor will actually amplify AoE fire based damage spells. If the character is in the AoE of a fire based spell, then that spell will do automatic maximum damage against the character. The character still receives his or her normal WR dice roll but does not get his APV dice roll against the fire damage.

#### **Attract Energy Bolt (armor)**

When this power is placed on a set of armor, the armor will actually attract point based magic that does magic based damage. The spells drawn into the armor have a good chance to be absorbed by the

armor. So in this way, the armor is good and bad (good in that it protects those close to the armor wearer, bad in that the wearer may take damage from the spells it draws off). The protection to others extends to 10 feet from the armor's wearer. This means that if a point based magic spell is targeted to anyone within 10 feet of the armor's wearer, that spell will be drawn to the armor's wearer.

Once the spell hits the armor's wearer, it can be absorbed by the armor. The character still receives his or her normal Spell Resistance dice roll if the armor is unable to absorb the spell. The chance to absorb a spell is determined by a d20 dice roll.

Roll	Strength	Modifier
01-15	40%	No Modifier
16-17	50%	* 2
18-19	60%	* 3
20	70%	* 4

**Strength:** The chance that a spell will be negated when it hits the character.

**Modifier:** This number is multiplied by the cost of ingredients, and by what the armor is worth to buy. It also modifies the skill required to make the armor. See the section Making Magic Armor for more information.

#### **Attract Energy Bolt (armor) (cursed)**

When this power is placed on a set of armor, the armor will actually attract point based magic that does magic based damage. Any spell that does magic based damage cast at anyone or anything within 10 feet of the armor's wearer, will be drawn towards and hit the armor. A character wearing the armor receives a normal Spell Resistance dice roll against the magic based damage.

#### **Attract Fire Spells (armor) (cursed)**

When this power is placed on a set of armor, the armor will actually attract point based magic that does fire or burn damage. Any point based spell that does fire or burn damage cast at anyone or anything within 10 feet of the armor's wearer, will be drawn towards and hit the armor (will not affect AoE spells). A character wearing the armor receives a normal WR dice roll against the fire damage but does not get an APV dice roll.

#### **Attract Missile (shield) (cursed)**

This is a curse that has a 1 in 10 chance of showing up in any given battle. When it activates, any missile (arrow, bolt or bullet) shot at anyone in the group will automatically hit the character that is currently using this shield. The missile will be attracted to the



character and will actually pass right through the shield on its way to the character (have the character make an awareness roll to see if he realizes that this has happened). Missiles that hit the character do normal damage.

#### **Balance (armor)**

When armor has this power the character adds +15 to his synergy bonus in his or her Balance Skill. The character will always land on his feet when falling, but otherwise, must make normal skill checks against his balance skill.

#### **Blind (helmet) (cursed)**

There is a 1 in 10 chance per given battle that this curse will rear its head. If it activates, the character wearing the helmet becomes blind for the duration of the battle. The character can only fight if he or she has the ability to fight in total darkness.

#### **Blur (shield)**

When this power is invoked the users extremities becomes blurred and indistinct. The net result is that any hit made against the wielder has a 30% chance of outright missing. This is rolled after the to-hit roll is made.

#### **Body Armor (armor)**

The protection bonus afforded this armor is transferred and treated as part of the creature's WR dice roll and is not a part of the APV of the armor. It is like the character is not wearing armor, but that all of his or her protection is natural hide and toughness.

#### **Bush Sight (non-metal helmet only)**

Whoever wears this helmet gains the ability of Bush Sight. Refer to the write-up on Sights for an exact description on what this means.

#### **Chameleon (Cloak)**

Magic cloaks are never made with a set of armor and unless they are built to work with a set of armor, they will not function if worn over a set of magic armor (they work fine if they are used over a set of non-magic armor). They will work with a set of bone vambraces.

When this cloak is worn, the user will automatically blend in with the background whenever he or she stops moving. The Cloaks power is negated when the character moves or attacks, but so long as the character remains still he or she is very hard to detect (add +10 to any roll to any detection attempt). See the separate write up on *Fighting Invisible Opponents* for more information on how this works.

#### **Change Size (armor)**

Armor with this power may change to fit any character race that wishes to wear it (except the fairy). If a winged character should dress in the armor, it will conform to the shape of his or her body to accommodate the character's wings (please remember that the armor may still be too heavy to allow flight).

#### **Cheat Death (armor)**

If the character drops in battle but does not die outright from his or her wounds, this armor will stop the character from taking further damage and will actually allow the character to revive and help him or herself in 1d3 hours.

#### **Control (armor) (curse)**

This curse has a 1 in 10 chance of manifesting itself in a given battle. If it does the character must make a spell resistance dice roll. If the character fails the roll, he or she will not fight the enemy but will attempt to kill all off his or her own group. A character that makes the save will know that the armor tried to make him or her turn on the group.

#### **Convert Cold to Damage (armor)**

This power works on a continual bases. When armor has this power it will offer normal protection against cold based damage. However, for every two points of cold based damage (from a hostile source) the character takes in a given combat round, the character gets +1 to his damage dice roll should his first attack hit something in the following combat round.

#### **Convert Electrical to Damage (armor)**

This power works on a continual bases. When armor has this power it will offer normal protection against electrical based damage. However, for every two points of electrical based damage (from a hostile source) the character takes in a given combat round, the character gets +1 to his damage dice roll should his first attack hit something in the following combat round.

#### **Convert Fire to Damage (armor)**

This power works on a continual bases. When armor has this power it will offer normal protection against fire based damage. However, for every two points of fire based damage (from a hostile source) the character takes in a given combat round, the character gets +1 to his damage dice roll should his first attack hit something in the following combat round.

**Dark Sight (non-metal helmet only)**

Whoever wears this helmet gains the ability of Dark Sight. Refer to the write-up on Sights for an exact description on what this means.

**Deflect Missile (shield)**

When this shield is used, there is an increased chance that any missile fired at the character will be deflected by the shield. This chance to deflect will work with any missile, even bullets so long as the shield is in a position to intervene (i.e., the missile is coming in from the characters front or shield side). This chance to deflect is rolled after the missiles to-hit roll has been made. The chance to deflect is determined by rolling a d20 on the table below.

Roll	Strength	Modifier
01-15	30%	No Modifier
16-17	40%	* 2
18-19	50%	* 3
20	60%	* 4

Strength: The chance to deflect a missile shot at the character.

Modifier: This number is multiplied by the cost of ingredients, and by what the shield is worth to buy. It also modifies the skill required to make the shield. See the section Making Magic Armor for more information.

**Deflect Missile Fire (bone vambrace)**

Vambraces fit on the character’s forearm. Bone Vambraces are made alone (as a pair) and do not come with a set of armor. Characters with a magic focus can wear them and gain two APV points. If you wear a set of Bone Vambraces with non-magic armor, then metal armor loses one point of its APV value and non-metal armor gains one point.

These bone vambraces makes the character harder to hit with arrows and bolts The vambraces give the character a +6 DA in regards to missile fire (arrows and bolts only) coming from the character’s front.

**Dispel Glyph (bone vambraces)**

Vambraces fit on the character’s forearm. Bone Vambraces are made alone (as a pair) and do not come with a set of armor. Characters with a magic focus can wear them and gain two APV points. If you wear a set of Bone Vambraces with non-magic armor, then metal armor loses one point of its APV value and non-metal armor gains one point.

With these vambraces on, the character may attempt to dispel a glyph. The character carefully pushes his hands into the glyph. The vambraces may suspend the

glyph and allow passage through to the other side or they may dispel the Glyph or they may set off the glyph (with the full effect being felt by the character wearing the vambraces).

The chance of something happening is determined by the strength of the magic that went into the vambraces. The character should roll percentile to see if the glyph is dispelled. Failing that, the character may roll again to see if safe passage is granted and failing that, make a third roll to see if he or she can remove the vambraces without setting the glyph off (if you fail all three rolls, the character sets the glyph off).

The Strength of the vambraces is determined on the table below (roll 1d20).

Roll	Strength	Modifier
01-15	30%	No Modifier
16-17	40%	* 2
18-19	50%	* 3
20	60%	* 4

Level: The chance that the vambraces will dispel the glyph, failing that, that they will allow safe passage and failing that, that they will allow the character to pull his arms from the glyph without setting it off.

Modifier: This number is multiplied by the cost of ingredients, and by what the vambraces are worth to buy. It also modifies the skill required to make the vambraces. See the section Making Magic Armor for more information.

An example:

Loritz has a set of Dispel Glyph vambraces. He is not able to see Glyphs but so long as someone can show him where a glyph is (give or take a foot) he can use the Vambraces to try and deal with it. A fellow adventurer lets him know that a glyph is ahead in the dungeon corridor. Loritz approaches the edge of it and carefully reaches out to put his hands and vambraces into its AoE. The magic in the glyph simmers and shines and wavers between invisible and translucent as he does this. Once the vambraces are in place, Loritz’s player rolls percentile. The first roll is 72. The Vambraces have only a 40% chance so Loritz is unable to dispel it outright. The next percentile roll is 38. Loritz tells the group that the glyph will not discharge for the next few minutes. The group passes the glyph (including Loritz). If Loritz had failed that second roll, he would have had to make a third roll. Success would mean that he would get his arms back out of the glyph without setting it off. Failure would mean he would suffer the affects of the glyph. If Loritz has to leave the glyph intact, then it could not

be dispelled by use of the Vambraces he is using. If he succeeds in gaining passage, then he does not have to roll the next time he comes to that glyph. It merely takes a minute or two and he can move by it without setting it off.

#### **Drain Synergy (armor) (cursed)**

This curse has a 1 in 10 chance per battle to rear its ugly head. When this happens, the character must make a Spell Resistance dice roll or the synergy bonus in his weapon goes to zero (the weapon he is currently using or going to use). The character will not know what caused his synergy bonus to drain away, just that it has.

#### **Extend Spell Range (bone vambraces)**

Vambraces fit on the character's forearm. Bone Vambraces are made alone (as a pair) and do not come with a set of armor. Characters with a magic focus can wear them and gain two APV points. If you wear a set of Bone Vambraces with non-magic armor, then metal armor loses one point of its APV value and non-metal armor gains one point.

This power extends the range of any spell by 50%. A spell must have range or be given range for this power to have any affect.

#### **Fire Passage (cloak)**

Magic cloaks are never made with a set of armor and unless they are built to work with a set of armor, they will not function if worn over a set of magic armor (they work fine if they are used over a set of non-magic armor). They will work with a set of bone vambraces.

When this cloak is worn, the character will not take damage from normal fire. The character can walk into any natural fire and not take damage. In regards to magical fires, the character's WR dice roll is double normal (roll the dice and double the result). This is the cloak version of the Fire Walker power.

#### **Fire Walker (boots)**

When this cloak is worn, the character will not take damage from normal fires. The character can walk into any natural fire and not take damage. In regards to magical fires, the character's WR dice roll is double normal (roll the dice and double the result). This is the boot version of the Fire Passage power.

#### **Fit any Creature (armor)**

This armor will change its size and shape to fit any of the character races (except a fairy).

#### **Glyph Sight (non-metal helmet only)**

Whoever wears this helmet gains the ability to see Glyph magic. The character does not gain the knowledge of what the glyph is or what it does, just that it is present within an area.

#### **Heat Armor (metal armor only) (cursed)**

This curse has a 1 in 10 chance of kicking in. When it kicks in, the armor will stop protecting the character from fire damage (its APV versus fire damage becomes zero). In addition, it heats and will actually do round to round burn damage to the character. The damage roll done by the armor is equal to its APV rating (including any magic APV bonuses it might have). For example, a normal set of Chain armor has an APV of 1d7+3. Magic bonuses on the armor may add 1d6+4 to that figure. The round to round damage roll against the character would be 1d6+1d7+7.

#### **Hide Invisible (helmet) (cursed)**

When a helmet is given this curse, it means that the character cannot see and cannot detect (through skill rolls) invisible opponents, even if detect invisible is cast upon the character (even detect invisible spell will not work on the character if wearing the helmet).

#### **Detect Back Attack (helmet)**

When this helmet is worn, the character will always know if someone or something is behind him or her. This means that the character can never be assassinated. Creatures attacking from the rear are treated as if attacking from the character's side.

#### **Hold Poison In (helm) (cursed)**

When this cursed helm is on the character's head and the character takes damage from any type of gaseous poison (i.e., breaths the poison in) the helm will create a small bubble over the character's mouth. When the character exhales, it will fill the bubble. When the character breaths in again, the bubble will deflate, forcing the character to breath the poison back into his or her lungs. This means that even if the character exits the poison cloud, he or she will continue to take damage from the poison as if he or she were still in the cloud. The helmet cannot be removed by the character during this period and the original poison must dissipate before the character can breath clean air again.

#### **Hold Soul (armor)**

If the character should die in battle, this armor will hold his soul and will prevent it from being taken by Kaminari. This means that the character will not lose soul points from a resurrection (should he or she get

one). The armor will hold the soul for a period of one week before releasing it.

### Hold Spell (bone vambrace)

Vambraces fit on the character's forearm. Bone Vambraces are made alone (as a pair) and do not come with a set of armor. Characters with a magic focus can wear them and gain two APV points. If you wear a set of Bone Vambraces with non-magic armor, then metal armor loses one point of its APV value and non-metal armor gains one point.

The character is able to hold a spell in this piece of magic equipment. The spells level depends on the strength of the magic that went into making the item. When held, the spell has a casting time of 8/2d4. If the character wishes to cast a second spell he may try to do so with rolling the normal attack rank of the second spell (if this indicates that the second spell casts during combat instant 25 or later, then the character does not get to cast the second spell that combat round).

Once a spell is cast into the item, 24 hours must pass before the item can cast it back out.

The Strength of the affect is determined on the table below (roll 1d20).

Roll	Level	Modifier
01-15	2	No Modifier
16-17	3	* 2
18-19	4	* 3
20	5	* 4

Level: The maximum level of the spell that may be held in the vambraces.

Modifier: This number is multiplied by the cost of ingredients, and by what the armor is worth to buy. It also modifies the skill required to make the armor. See the section Making Magic Armor for more information.

### Image Shift (Cloak)

Magic cloaks are never made with a set of armor and unless they are built to work with a set of armor, they will not function if worn over a set of magic armor (they work fine if they are used over a set of non-magic armor). They will work with a set of bone vambraces.

While this cloak is worn, the character's image is out of place. The further away you get from the character the more out of place the image is (up to a maximum image offset of about three feet). The benefit of this is that should a missile weapon be fired at the character and a successful to-hit roll is made, it is the image

that is hit and not the character. Once hit, the illusion is shown to be what it is and cannot further interfere with the shots fired by the same attacker. The image shift has no affect on melee combat.

### Increase Awareness (helmet)

When this helmet is worn, the character's synergy bonus in the Awareness Skill increases. In addition, the character is able to retake any Awareness skill check without using a point of luck (the re-roll is free but cannot be taken a third time, even with the expenditure of a point of luck. The character needs the Awareness Skill to benefit from this power.

The Strength of the affect is determined on the table below (roll 1d20).

Roll	Strength	Modifier
01-15	+10	No Modifier
16-17	+15	* 2
18-19	+20	* 3
20	+25	* 4

Strength: The increase granted to the character's Awareness synergy bonus. The character must have the Awareness skill to benefit from this power.

Modifier: This number is multiplied by the cost of ingredients, and by what the armor is worth to buy. It also modifies the skill required to make the armor. See the section Making Magic Armor for more information.

### Increase Concealment Skill (cloak)

Magic cloaks are never made with a set of armor and unless they are built to work with a set of armor, they will not function if worn over a set of magic armor (they work fine if they are used over a set of non-magic armor). They will work with a set of bone vambraces.

When this cloak is worn and the hood pulled up, it will allow the character to hide, even if wearing full (magic) armor. There must be places to hide for this cloak to work (cant use it in the middle of a well lit room). The level of concealment is very good, if there are places to hide. Anyone searching for the character must add +10 to the dice roll. In addition to this, the cloak increases the character's synergy level in the concealment skill. The character must have the concealment skill to benefit from the increase in synergy bonus. The amount of increase is dependent on the strength of the magic that went into making the item.

The Strength of the affect is determined on the table below (roll 1d20).

Roll	Strength	Modifier
01-15	+10	No Modifier
16-17	+15	* 2
18-19	+20	* 3
20	+25	* 4

**Strength:** The amount of increase to the character's Concealment skill. The character must have the Concealment skill to benefit from this increase.

**Modifier:** This number is multiplied by the cost of ingredients, and by what the cloak is worth to buy. It also modifies the skill required to make the cloak. See the section Making Magic Armor for more information.

#### **Increase React (boots)**

When this armor is worn, the armor adds +10 to the characters synergy bonus in the React stat. In addition, the character is able to retake any React skill check without using a point of luck (the re-roll is free but cannot be taken a third time, even with the expenditure of a point of luck).

#### **Increase Jump (legs)**

This set of boots allows the character to jump greater distances. The characters natural jump distances are double so long as these boots are worn.

#### **Increase Speed (legs)**

This set of boots allows the character to move faster. The characters walking, jogging, charging and running speed are all double normal when these boots are worn. Due to the speed increase the character's jump figures are multiplied by 1.5 when making a jump.

#### **Increase Spell Damage (bone vambraces)**

Vambraces fit on the character's forearm. Bone Vambraces are made alone (as a pair) and do not come with a set of armor. Characters with a magic focus can wear them and gain two APV points. If you wear a set of Bone Vambraces with non-magic armor, then metal armor loses one point of its APV value and non-metal armor gains one point.

These much coveted vambraces are highly prized by magic users. Their power does not work on a continuous basis but must be invoked and may be used once a day. When invoked, it allows the character to roll a spell's damage dice twice and apply the greater of the two results.

#### **Increased Encumbrance (armor)**

When this armor is worn, the character's free weight figure is doubled.

#### **Invisibility (cloak)**

When the hood of the cloak is drawn up, it will turn the wearer invisible. The power may be used once per day and will last for 3d6 combat rounds. The cloak gives no modifier to the detection skill check when someone is trying to figure out where the cloak wearer is.

#### **Legs of Steel (leg armor)**

When armor has this power, the character can fall any distance and so long as he lands feet first, he will not take damage. The character must make a balance skill check to land on his feet.

#### **Light Weight Armor (armor)**

This armor has an encumbrance value of 1 VL item, regardless of what the armor is. You can minus one from the armor's normal encumbrance value and add the result to the character's free weight figure (the character can carry this much more).

#### **Magic Resistance (bone vambrace)**

Vambraces fit on the character's forearm. Bone Vambraces are made alone (as a pair) and do not come with a set of armor. Characters with a magic focus can wear them and gain two APV points. If you wear a set of Bone Vambraces with non-magic armor, then metal armor loses one point of its APV value and non-metal armor gains one point.

These bone vambraces give the character a level of magic resistance to any spell cast at him or her. There is a chance that any point based hostile spell (directed at the character) will be interrupted and ruined by the magic in the vambraces. The chance of this happening is a function of the magic that went into making the vambraces. The vambraces will not work against curse magic. The roll to negate an incoming spell is made after all the other rolls the character may get trying to avoid a spells affects (i.e., spell resistance dice roll).

The Strength of the affect is determined on the table below (roll 1d20).

Roll	Strength	Modifier
01-15	10%	No Modifier
16-17	20%	* 2
18-19	30%	* 3
20	40%	* 4

**Strength:** The chance that magic in the vambraces will protect the character from hostile magic.

**Modifier:** This number is multiplied by the cost of ingredients, and by what the armor is worth to buy. It also modifies the skill required to make the armor.

See the section Making Magic Armor for more information.

**Night Sight (non-metal helmet only)**

Whoever wears this helmet gains the ability of Night Sight. Refer to the write-up on Sights for an exact description on what this means.

**No Clue (helmet) (cursed)**

This curse has a 1 in 10 chance of kicking in any given battle. When it kicks in the character will not really be able to distinguish friend from foe. This means that the character must randomly determine his next foe from all available targets. In addition, the character always loses a combat round between foes (no awareness check to negate this).

**Protect Back (armor)**

This armor gives added bonus to the character's back. This added bonus is only used versus attacks made against the character's back. For all attacks made against the character's back, double the APV dice rolls of the armor (the basic rolls plus any rolls that are due to magic).

In addition to this protection, there is a straight outright chance that the armor will prevent an Assassination attempt. The chance that it will do this is a function of the strength of the magic that went into making the armor.

The Strength of the affect is determined on the table below (roll 1d20).

Roll	Strength	Modifier
01-15	30%	No Modifier
16-17	40%	* 2
18-19	50%	* 3
20	60%	* 4

Strength: The outright chance that the armor will prevent an assassination attempt from working.

Modifier: This number is multiplied by the cost of ingredients, and by what the armor is worth to buy. It also modifies the skill required to make the armor. See the section Making Magic Armor for more information.

**Protection from Curse Magic (armor)**

Armor with this power cannot be cursed. When this armor is worn, curses will not work on the character.

**Protection from Living Dead (armor)**

When this armor is worn, all Living Dead that attack the character add +4 to their to-hit dice rolls. See the power *Damn Living Dead* under the write up on

magic weapons for more information on the Living Dead and the Undead.

**Protection from Undead (armor)**

When this armor is worn, all Undead that attack the character add +4 to their to-hit dice rolls. See the power *Damn Living Dead* under the write up on magic weapons for more information on the Living Dead and the Undead.

**Protection Versus Turn to Stone (armor)**

So long as this armor is worn, the character cannot be turned to stone.

**Protect Voice (helmet)**

So long as this helmet is worn, the character can speak, even if in the area of affect of a silence spell (his voice will carry even if in the area of affect of a silence spell).

**Radiate Cold (armor)**

This power is usable once per day. When invoked, a wave of cold radiates out from the armor's wearer. The cold affects and does damage to all creatures or characters within 10 feet of the character. The damage roll depends on the strength of the magic that went into making the armor. Creatures on the edge of the AoE can make a React or Escapist Skill check to avoid the cold (player decides which to roll against). Those caught in the affect receive their normal WR and APV dice rolls to negate some or all of the damage.

The Strength of the affect is determined on the table below (roll 1d20).

Roll	Strength	Modifier
01-15	3d6	No Modifier
16-17	3d8	* 2
18-19	3d10	* 3
20	3d12	* 4

Strength: The number of wounds done by the cold. APV and WR dice rolls apply.

Modifier: This number is multiplied by the cost of ingredients, and by what the armor is worth to buy. It also modifies the skill required to make the armor. See the section Making Magic Armor for more information.

**Radiate Heat (armor)**

This power is usable once per day. When invoked, a wave of heat radiates out from the armor's wearer. The heat affects and does damage to all creatures or characters within 10 feet of the character. The damage roll depends on the strength of the magic that

went into making the armor. Creatures on the edge of the AoE can make a React or Escapist Skill check to avoid the heat (player decides which to roll against). Those caught in the affect receive their normal WR and APV dice rolls to negate some or all of the damage.

The Strength of the affect is determined on the table below (roll 1d20).

Roll	Strength	Modifier
01-15	3d6	No Modifier
16-17	3d8	* 2
18-19	3d10	* 3
20	3d12	* 4

Strength: The number of wounds done by the heat. APV and WR dice rolls apply.

Modifier: This number is multiplied by the cost of ingredients, and by what the armor is worth to buy. It also modifies the skill required to make the armor. See the section Making Magic Armor for more information.

### **Radiate Light (shield)**

This shield will light the way for the character. The character can tell the shield to radiate light or not to radiate light. When ordered to radiate light, the affect illuminates the area up to 30 feet away.

### **Radiate Sunlight (shield)**

This power is useable once per day. When used, it will emit a burst of real sunlight to a radius of 30 feet. Some undead take damage from sunlight. If this is the case, then all undead that are before the light of the shield take normal damage. When used, the character must forgo his or her normal attack. The attack rank on this power is 2d12.

### **Reduced Encumbrance (armor) (cursed)**

When this armor is worn, the character's free weight figure is cut in half.

### **Regenerate (armor)**

This armor allows the character to heal damage as if he or she were in a safe haven. If the character is actually in a safe haven, then the character heals damage at twice his or her normal rate

### **Resist Cold (armor)**

When armor has this power, the character is much more resistant to the affects of cold based damage. The character WR dice roll is increased when the character is rolling against cold or freezing damage. The amount of increase depends on the strength of the magic that went into making the armor.

The Strength of the affect is determined on the table below (roll 1d20).

Roll	Strength	Modifier
01-15	2d6	No Modifier
16-17	2d8	* 2
18-19	2d10	* 3
20	2d12	* 4

Strength: The bonus to the character WR dice roll versus cold based damage.

Modifier: This number is multiplied by the cost of ingredients, and by what the armor is worth to buy. It also modifies the skill required to make the armor. See the section Making Magic Armor for more information.

### **Resist Electrical Damage (armor)**

When armor has this power, the character is much more resistant to the affects of electrical damage. The character WR dice roll is increased when the character is rolling against electrical damage. The amount of increase depends on the strength of the magic that went into making the armor.

The Strength of the affect is determined on the table below (roll 1d20).

Roll	Strength	Modifier
01-15	2d8	No Modifier
16-17	3d8	* 2
18-19	4d8	* 3
20	5d8	* 4

Strength: The bonus to the character WR dice roll versus electrical based damage.

Modifier: This number is multiplied by the cost of ingredients, and by what the armor is worth to buy. It also modifies the skill required to make the armor. See the section Making Magic Armor for more information.

### **Resist Fire (armor)**

When armor has this power, the character is much more resistant to the affects of fire. The character WR dice roll is increased when the character is rolling against fire and heat damage. The amount of increase depends on the strength of the magic that went into making the armor.

The Strength of the affect is determined on the table below (roll 1d20).

Roll	Strength	Modifier
01-15	2d8	No Modifier
16-17	3d8	* 2
18-19	4d8	* 3
20	5d8	* 4

**Strength:** The bonus to the character WR dice roll versus fire and heat damage.

**Modifier:** This number is multiplied by the cost of ingredients, and by what the armor is worth to buy. It also modifies the skill required to make the armor. See the section Making Magic Armor for more information.

### Resist Synergy Drain (armor)

When this power is given to armor, the character wearing the armor cannot have his or her synergy bonus drained for any reason (except through natural use on the part of the character).

### Resist Poison (armor)

When armor has this power, the character is much more resistant to the affects of any poison. The character WR dice roll is increased when the character is rolling against poison damage. The amount of increase depends on the strength of the magic that went into making the armor.

The Strength of the affect is determined on the table below (roll 1d20).

Roll	Strength	Modifier
01-15	2d8	No Modifier
16-17	3d8	* 2
18-19	4d8	* 3
20	5d8	* 4

**Strength:** The bonus to the character WR dice roll versus Poison damage.

**Modifier:** This number is multiplied by the cost of ingredients, and by what the armor is worth to buy. It also modifies the skill required to make the armor. See the section Making Magic Armor for more information.

### Resist Sleep (armor)

When this power is given to a set of armor, the character will find that he is immune to the affects of sleep spells. He or she can not be put to sleep by outside sources. The character can even sleep in the Armor (with no ill affects or discomfort).

### See Ethereal (helmet)

When a helmet is given this power, the character wearing the helmet will be able to see Ethereal

creatures even if these creatures are not manifesting themselves on the earthly plane.

### See Invisible (helmet)

When a helmet is given this power, the character wearing the helmet will be able to see creatures that are Invisible or using a Chameleon affect.

### Short Step (boots)

This power works once per day. When used, it allows the character to teleport to any point within line of sight. The character can have any facing when the teleport is completed. No actions can take place on the round teleported. There is sound and a flash of light associated with the teleport so if the character uses the power to teleport to within 10 feet of a living creature (even if behind the creature), that creature gets an Awareness skill check to realize that the character is there.

### Shelter Soul (armor)

When a character wears this armor, he or she will not suffer soul point loss upon resurrection. The armor takes the soul when the character dies and protects it for up to a week or until a resurrection can be given.

### Sound Blast (metal helmet)

This power may be used once per day. When this attack is made, the character forgoes his other attacks for the combat round. The attack rank of this attack is 20/2d10.

To use the power the character gives a great scream. The scream is amplified by the magic of the helmet and spreads out in front of the character in the shape of a cone. The cone's length is determined by the strength of the affect. Those on the edge of the area of affect receive a React or Escapist skill check to avoid the affect. Those caught in the affect receive a Spell Resistance roll to avoid the affect. Those affected by the sound blast loose all actions on this round as well as the following round of combat.

The affects Strength is determined on the table below (roll 1d20).

Roll	Strength	Modifier
01-15	10'	No Modifier
16-17	20'	* 2
18-19	30'	* 3
20	40'	* 4

**Strength:** The cones length. The cone's wide end is half its length (i.e., 40 feet long means it is 20 wide at its far end).



Modifier: This number is multiplied by the cost of ingredients, and by what the armor is worth to buy. It also modifies the skill required to make the armor. See the section Making Magic Armor for more information.

### **Stasis (armor)**

If the character is going to bleed to death (or has rolled for rate of death and finds that he is going to die) then the armor will put the character in stasis. While in stasis the character will not die (i.e., will not lose more blood or sink lower in health). The character will remain in status until someone intentionally helps him, kills him or removes the armor.

### **Sticky Feet (boots)**

When a set of boots holds this power, the character will find that he or she has good and firm footing regardless of the ground. Thus, oil, ice, mud or any other type of substance will not affect the character's ability to fight or move.

### **Sure Foot (boots)**

When a set of boots holds this power the character need never fear falling down. If the character has to take a skill check to remain on her feet, it is assumed the check skill check was passed.

### **Terror (armor)**

When the character enters battle, this armor gives him a grim and horrific visage. Although it does not give the opponents a great penalty it affects all creatures or character trying to hit or cast spells at the character unless they can make a Spell Resistance dice roll. The exact penalty is determined by rolling on the table below.

The affects Strength is determined on the table below (roll 1d20).

Roll	Strength	Modifier
01-15	+2	No Modifier
16-17	+3	* 2
18-19	+4	* 3
20	+5	* 4

Strength: The amount of penalty applied to the opponents to hit and to cast dice rolls against the character should he/she or it fail its Spell Resistance check.

Modifier: This number is multiplied by the cost of ingredients, and by what the armor is worth to buy. It also modifies the skill required to make the armor. See the section Making Magic Armor for more information.

### **Track Target (helmet)**

The character that wears this helmet has his tracking synergy bonus increased by 10 points.

### **Trackless (boots)**

When these boots are worn, the character leaves no visible tracks, regardless of the surface or material the character is moving over.

### **Too Focused (helmet) (cursed)**

This curse has a 1 in 10 chance of being invoked in any given battle. When invoked, the character is susceptible to back attacks. The character never realizes or knows when someone or something is behind him or her, even if that something attacked in a previous round!

### **Transfer Protection (armor)**

When the armor has this power, you can transfer the armors protective bonus to the character's WR dice roll. For example, if the armor has a bonus of 1d4+3 then this bonus may be used on the armors APV roll or on the character's WR dice roll (decided by the character). The bonus cannot be applied to both in a single combat round but may be switched between the two at the start of any combat round.

### **Wall Run (boots)**

When a set of boots holds this power, the character will find that he or she can walk on any solid surface as if that surface were down. This means that the character can run up a wall, across a ceiling and down the other wall if he or she wanted. The character cannot move faster than a charge speed for the boots to work.

### **Un-aware (helmet) (cursed)**

This curse has a 1 in 10 chance of being invoked in any given battle. Once it kicks in the character is assumed to automatically fail any Awareness skill check he or she tries to make.

### **Water Action (armor)**

When a set of armor has this power, the character has full and free movement in water. The character can still swim as normal. But in addition to this, the character can breath underwater and can fight (using melee weapons) without suffering the normal penalties associated with fighting underwater.