

# Magic Items

## Cost to build

The cost of a magical item is based on several factors:

The cost of the original unenchanted item, the magical power(s) Active Points, Real Cost, Principles of Magic and, if buying from a shop - the type of shop.

### The Formula

$$\text{Cost} = ( (\text{Active Points} * \text{Real Cost} * 5 * \text{Rare Materials modifier}) / (\# \text{ Principles fulfilled}) ) * \text{Shop modifier}$$

The price is in shillings (1 shilling = 12 pennies)

## Active Points

Based somewhat on

[<http://www.killershrike.com/FantasyHERO/HighFantasyHERO/shrikeMagicItems.shtml> KillerShrike]'s ideas-

Do not include the active points of the original item. If you are building an item with powers inside a power framework, you can work the active points out based on the framework-

- Multipower: Consider a MP as a single Power Construct with Active Points equal to the Pool, +10 Active Point for every slot in the Multipower
- Elemental Control: Consider it a single Power Construct with Active Points equal to the largest Power in the EC, +5 Active Points for each additional Power in the EC
- Variable Power Pool: Consider it a single Power Construct with Active Points equal to the Pool plus the Control Cost

## Rare Materials

Items with very high active points must be made out of increasingly rare materials. Therefore certain levels of technology and trade ability are required in order to get the item, and there are correspondingly inflated prices to create them.

Total Active Points	Usual location	Cost multiplier
<30 AP	villages	75%
30-60 AP	towns	100%
60-90 AP	cities	125%
>90 AP	port cities and capitols	150%

## Real Cost

As the Real Cost of an item is a factor in the pricing formula - it is important to include as many limitations as you can, to reduce the Real Cost.

## Principles of Magic

Count how many Principles the item fills, as this reduces the overall cost. On average an item will fill 3 principles-

### Affinity

Different parts of the body and types of item are attuned to different types of power. What type of item do you want created?

Item type	Enchantment best suited to it
Armour	Protection
Belt	Physical improvement
Boots	Movement
Bracelets	Allies
Bracers	Combat
Cloak, cape, mantle	Transformation, protection
Eye lenses, goggles	Vision
Gauntlets	Destructive power
Gloves	Quickness
Hat	Interaction
Headband, helmet	Mental improvement, ranged attacks
Jewellery	Protection, discernment
Phylactery	Morale, alignment
Potions	Changes to Self
Robe, Ring	Changes to Self
Scrolls	Single use
Shirt	Physical improvement
Staves	Defensive
Vest, vestment	Skill improvement
Wands, Rods	Ranged attacks
Weapon	Destructive power

### Consequence

More commonly known as "karma". It has also come to be called "the threefold law" since many believe that one receives in return "three times" what one puts out. If you sow good, you shall receive three times good in return, and if you sow ill you shall suffer three times the ill. This is, however, in violation of the Principle of Equilibrium. Any perception that "three times" is returned is purely psychological. Does the item give you side effects? Are these side effects compulsory?

**Contagion**

Also known as the Law of Contact, which embodies the concept that objects once in contact will remain in contact regardless of their degree of separation. "Contagious magic is founded on the association of ideas by contiguity,". Does the item require touching, is it "no range", have a delayed or gradual effect or does it use a suitable trigger?

**Entropy**

Known and defined by science in the Second Law of Thermodynamics. Because of entropy, it is more difficult to introduce order than it is to introduce disorder into a system. Does the item cause disorder or reduce energy?

**Equilibrium**

Also known as the Law of Balance, states that for anything to exist in reality it must be capable of being canceled by its opposite. This automatically implies that an opposite of equal power, or opposite powers totaling an equal power, must also exist. Does your item have an AVL? Is it conditional, limited or vulnerable or susceptible?

**Homeopathy**

Also known as the Law of Likeness, states that like things attract like things, and that like affects like. To put it another way, "Homoeopathic magic is founded on the association of ideas by similarity,". Do the powers mimic the item or effect of the item or the target? Is it similar to a voodoo doll?

**Infinitum**

While the range of possible outcomes that may occur for any given event are infinite, it is probability which determines the likelihood of the outcome. However, magic works to shift probability in favor of the spell caster's desired outcome. Does the item have an activation roll, variable effects or is it subject to luck?

**Knowledge**

Knowledge of a thing brings control of a thing. Does the character understand the concepts and forces involved in the item?

**Opposition**

Everything has an opposite, and where this opposite is observed to be contrary to a thing, it may be used to drive out, exorcise, dispel, or counter that thing. Are you investing an item of one element

with powers of its opposite?

## Reversal

Anything which can be done may likewise be undone. Can the item be counteracted easily?

## Price to buy and licensing

Type of shop	Time to build	License	Cost modifier
Temple of Welund	120%	Fully licensed	100%
High Temple of Welund	110%	Fully licensed	90%
Guild Alchemist	130%	Fully licensed	120%
Independant Alchemist	200%	Fully licensed	110%
Black Market	400%	Unlicensed	130%
Dwarf Settlement	120%	Unlicensed	80%
Dwarf City	100%	Unlicensed	50%
Elf	50%	Unlicensed	30%

## Building an item

With thanks to Jkeown and the [[http://www.geocities.com/jephkay@sbcglobal.net/magical\\_gear.htm](http://www.geocities.com/jephkay@sbcglobal.net/magical_gear.htm) Caleon campaign]

### Bonus to DCV

Active Points	Prefix	Power	END	Real Cost
5	<b>Sturdy</b>	+1 with DCV; Independent (-2), OAF (Weapon; -1), Real Weapon (-1/4)	0	1
10	<b>Fine</b>	+2 with DCV; Independent (-2), OAF (Weapon; -1), Real Weapon (-1/4)	0	2
10	<b>Strong</b>	+1 with DCV; Independent (-2), OAF (Weapon; -1), Real Weapon (-1/4) plus +1 with DCV; vs Ranged Attacks Only (-1)	0	3
10	<b>Grand</b>	+2 with DCV; Independent (-2), OAF (Weapon; -1), Real Weapon (-1/4)	0	2
15	<b>Valiant</b>	+2 with DCV; Independent (-2), OAF (Weapon; -1), Real Weapon (-1/4) plus +1 with DCV; vs Ranged Attacks Only (-1)	0	4
15	<b>Glorious</b>	+3 with DCV ; Independent (-2), OAF (Weapon; -1), Real Weapon (-1/4)	0	3
20	<b>Blessed</b>	+3 with DCV; Independent (-2), OAF (Weapon; -1), Real Weapon (-1/4) plus +1 with DCV; vs Ranged Attacks Only (-1)	0	5
20	<b>Awesome</b>	+4 with DCV; Independent (-2), OAF (Weapon; -1), Real Weapon (-1/4)	0	4
25	<b>Saintly</b>	+4 with DCV; Independent (-2), OAF (Weapon; -1), Real Weapon (-1/4) plus +1 with DCV; vs Ranged Attacks Only (-1)	0	7

Active Points	Prefix	Power	END	Real Cost
25	<b>Holy</b>	+5 with DCV; Independent (-2), OAF (Weapon; -1), Real Weapon (-1/4)	0	5
30	<b>Godly</b>	+5 with DCV; Independent (-2), OAF (Weapon; -1), Real Weapon (-1/4) plus +1 with DCV; vs Ranged Attacks Only (-1)	0	8

**Resistance to Effects**

Active Points	Prefix	Power	END	Real Cost
3	<b>Tawny</b>	Armour (1 PD/1 ED); Independent (-2), OAF (Weapon; -1), Only vs Acid (-1/2), Real armour (-1/4)	0	1
3	<b>Azure</b>	Armour (1 PD/1 ED); Independent (-2), OAF (Weapon; -1), Only vs Cold (-1/2), Real armour (-1/4)	0	1
3	<b>Crimson</b>	Armour (1 PD/1 ED); Independent (-2), OAF (Weapon; -1), Only vs Fire (-1/2), Real armour (-1/4)	0	1
3	<b>Ochre</b>	Armour (1 PD/1 ED); Independent (-2), OAF (Weapon; -1), Only vs Lightning (-1/2), Real armour (-1/4)	0	1
11	<b>Pearl</b>	11 points of Mental Defense; Independent (-2), OAF (Weapon; -1), Real armour (-1/4)	0	2
3	<b>Beryl</b>	Armour (1 PD/1 ED); Independent (-2), OAF (Weapon; -1), Only vs Poison (-1/2), Real armour (-1/4)	0	1
3	<b>Coal</b>	Armour (1 PD/1 ED); Independent (-2), OAF (Weapon; -1), Real armour (-1/4), Only vs Spells (-1/4)	0	1
6	<b>Jasmine</b>	Armour (2 PD/2 ED); Independent (-2), OAF (Weapon; -1), Only vs Acid (-1/2), Real armour (-1/4)	0	1
6	<b>Lapis</b>	Armour (2 PD/2 ED); Independent (-2), OAF (Weapon; -1), Only vs Cold (-1/2), Real armour (-1/4)	0	1
6	<b>Burgundy</b>	Armour (2 PD/2 ED); Independent (-2), OAF (Weapon; -1), Only vs Fire (-1/2), Real armour (-1/4)	0	1
6	<b>Tangerine</b>	Armour (2 PD/2 ED); Independent (-2), OAF (Weapon; -1), Only vs Lightning (-1/2), Real armour (-1/4)	0	1
15	<b>Ivory</b>	15 points of Mental Defense; Independent (-2), OAF (Weapon; -1), Real armour (-1/4)	0	3
6	<b>Jade</b>	Armour (2 PD/2 ED); Independent (-2), OAF (Weapon; -1), Only vs Poison (-1/2), Real armour (-1/4)	0	1
6	<b>Jet</b>	Armour (2 PD/2 ED); Independent (-2), OAF (Weapon; -1), Only vs Spells (-1/2), Real armour (-1/4)	0	1
19	<b>Pyrite</b>	Armour (3 PD/3 ED); Independent (-2), OAF (Weapon; -1), Only vs Acid (-1/2), Real armour (-1/4) plus Physical Damage Reduction, 25%; OAF (Weapon; -1), Only vs Acid (-1/2), Real armour (-1/4)	0	6
19	<b>Cobalt</b>	Armour (3 PD/3 ED); Independent (-2), OAF (Weapon; -1), Only vs Cold (-1/2), Real armour (-1/4) plus Physical Damage Reduction, 25%; OAF (Weapon; -1), Only vs Cold (-1/2), Real armour (-1/4)	0	6
19	<b>Garnet</b>	Armour (3 PD/3 ED); Independent (-2), OAF (Weapon; -1), Only vs Fire (-1/2), Real armour (-1/4) plus Energy Damage Reduction, 25%; OAF (Weapon; -1), Only vs Fire (-1/2), Real armour (-1/4)	0	6
19	<b>Coral</b>	Armour (3 PD/3 ED); Independent (-2), OAF (Weapon; -1), Only vs Lightning (-1/2), Real armour (-1/4) plus Energy Damage Reduction, 25%; OAF (Weapon; -1), Only vs Lightning (-1/2), Real armour (-1/4)	0	6

Active Points	Prefix	Power	END	Real Cost
13	<b>Crystal</b>	+3 Mental Defense (8 points total); OAF (Weapon; -1), Real armour (-1/4) plus Mental Damage Reduction, 25%; OAF (Weapon; -1), Real armour (-1/4)	0	5
19	<b>Viridian</b>	Armour (3 PD/3 ED); Independent (-2), OAF (Weapon; -1), Only vs Poison (-1/2), Real armour (-1/4) plus LS (Immunity: All terrestrial poisons and chemical warfare agents); Only vs First Phase of Delayed Effect Poisons (-1)	0	7
32	<b>Crysolite</b>	Armour (4 PD/4 ED); Independent (-2), OAF (Weapon; -1), Only vs Acid (-1/2), Real armour (-1/4) plus Physical Damage Reduction, 50%; OAF (Weapon; -1), Only vs Acid (-1/2), Real armour (-1/4)	0	9
32	<b>Sapphire</b>	Armour (4 PD/4 ED); Independent (-2), OAF (Weapon; -1), Only vs Cold (-1/2), Real armour (-1/4) plus Physical Damage Reduction, 50%; OAF (Weapon; -1), Only vs Cold (-1/2), Real armour (-1/4)	0	9
32	<b>Ruby</b>	Armour (4 PD/4 ED); Independent (-2), OAF (Weapon; -1), Only vs Fire (-1/2), Real armour (-1/4) plus Energy Damage Reduction, 50%; OAF (Weapon; -1), Only vs Fire (-1/2), Real armour (-1/4)	0	9
32	<b>Amber</b>	Armour (4 PD/4 ED); Independent (-2), OAF (Weapon; -1), Only vs Lightning (-1/2), Real armour (-1/4) plus Energy Damage Reduction, 50%; OAF (Weapon; -1), Only vs Lightning (-1/2), Real armour (-1/4)	0	9
19	<b>Emerald</b>	Armour (3 PD/3 ED); Independent (-2), OAF (Weapon; -1), Only vs Poison (-1/2), Real armour (-1/4) plus LS (Immunity: All terrestrial poisons and chemical warfare agents); Only vs First And Second Phases of Delayed Effect Poisons (-1/2)	0	8
13	<b>Diamond</b>	+3 Mental Defense (8 points total); OAF (Weapon; -1), Real armour (-1/4) plus Mental Damage Reduction, 25%; OAF (Weapon; -1), Real armour (-1/4)	0	5
52	<b>Obsidian</b>	Armour (4 PD/4 ED); Independent (-2), OAF (Weapon; -1), Real armour (-1/4), Only vs Spells (-1/4) plus Physical Damage Reduction, 50%; OAF (Weapon; -1), Real armour (-1/4), Only vs Spells (-1/4) plus Energy Damage Reduction, 50%; OAF (Weapon; -1), Real armour (-1/4), Only vs Spells (-1/4)	0	19
29	<b>Ebony</b>	Armour (3 PD/3 ED); Independent (-2), OAF (Weapon; -1), Real armour (-1/4), Only vs Spells (-1/4) plus Physical Damage Reduction, 25%; OAF (Weapon; -1), Real armour (-1/4), Only vs Spells (-1/4) plus Energy Damage Reduction, 25%; OAF (Weapon; -1), Real armour (-1/4), Only vs Spells (-1/4)	0	10
6	<b>Topaz</b>	Armour (2 PD/2 ED); OAF (Weapon; -1), Real armour (-1/4)	0	1
9	<b>Prismatic</b>	Armour (3 PD/3 ED); OAF (Weapon; -1), Real armour (-1/4)	0	1
12	<b>Skull</b>	Armour (4 PD/4 ED); OAF (Weapon; -1), Real armour (-1/4)	0	2

**Affect Foe's Reactions**

Active Points	Prefix	Power	END	Real Cost
20	<b>Subduing</b>	Negative Combat Skill Levels (-4 to opponent's DCV); Independent (-2), OAF (-1), Real Weapon (-1/4)	2	4
30	<b>Wearying</b>	Negative Combat Skill Levels (-6 to opponent's DCV); Independent (-2), OAF (-1), Real Weapon (-1/4)	3	7
20	<b>Weakening</b>	Negative Combat Skill Levels (-4 to opponent's OCV); Independent (-2), OAF (-1), Real Weapon (-1/4)	2	4

Active Points	Prefix	Power	END	Real Cost
30	<b>Exhausting</b>	Negative Combat Skill Levels (-6 to opponent's DCV); Independent (-2), OAF (-1), Real Weapon (-1/4)	3	7
60	<b>Howling</b>	Mind Control 12d6; Independent (-2), OAF (-1), Set Effect (Fear Only; -1/2), Real Weapon (-1/4)	6	14

**Cursed**

Active Points	Prefix	Power	END	Real Cost
-17	<b>Rusted</b>	Side Effects, Side Effect occurs automatically whenever Power is used (-3 DCV; -1/2) for up to 50 Active Points of HKA	0	variable
-25	<b>Vulnerable</b>	Side Effects, Side Effect occurs automatically whenever Power is used (-6 DCV; -1) for up to 50 Active Points of HKA	0	variable
-17	<b>Glass</b>	Side Effects, Side Effect occurs automatically whenever Power is used (-3 DEF; -1/2) for up to 50 Active Points of HKA	0	variable
-33	<b>Hyena's</b>	Side Effects, Side Effect occurs automatically whenever Power is used (Spellcasting Powers Removed; -2) for up to 50 Active Points of HKA	0	variable
-17	<b>Brass</b>	Side Effects, Side Effect occurs automatically whenever Power is used (-3 OCV; -1/2) for up to 50 Active Points of HKA	0	variable
-25	<b>Tin</b>	Side Effects, Side Effect occurs automatically whenever Power is used (-6 OCV; -1) for up to 50 Active Points of HKA	0	variable
-25	<b>Crystalline</b>	Side Effects, Side Effect occurs automatically whenever Power is used (-3 DC to Attack; -1) for up to 50 Active Points of HKA	0	variable
-25	<b>Weak</b>	Side Effects, Side Effect occurs automatically whenever Power is used (-6 DC; -1) for up to 50 Active Points of HKA	0	variable
-25	<b>Bent</b>	Side Effects, Side Effect occurs automatically whenever Power is used (Attacks do 1 BODY; -1) for up to 50 Active Points of HKA	0	variable
-33	<b>Useless</b>	Side Effects, Side Effect occurs automatically whenever Power is used (Attacks Do No Damage; -2) for up to 50 Active Points of HKA	0	variable

**OCV Mods**

Active Points	Prefix	Power	END	Real Cost
5	<b>Fletcher's</b>	+1 with Ranged Combat; Independent (-2), OAF (-1), Real Weapon (-1/4)	0	1
10	<b>Archer's</b>	+2 with Ranged Combat; Independent (-2), OAF (-1), Real Weapon (-1/4)	0	2
5	<b>Slayer's</b>	+1 with HTH Combat; Independent (-2), OAF (-1), Real Weapon (-1/4)	0	1
10	<b>Berserker's</b>	+2 with Ranged Combat; Independent (-2), OAF (-1), Real Weapon (-1/4)	0	2
15	<b>Warlord's</b>	+3 with Ranged Combat; Independent (-2), OAF (-1), Real Weapon (-1/4)	0	3

**Visibility**

Active Points	Prefix	Power	END	Real Cost
24	<b>Glowing</b>	Sight Group Images 1" radius, +/-2 to PER Rolls, Reduced Endurance (0 END; +1/2); Independent (-2), Light Only (-1), OAF (-1), Real Weapon (-1/4)	0	5
5	<b>Oracular</b>	Detect Invisibility 11- (Unusual Group), Sense; Independent (-2), OAF (-1)	0	1
30	<b>Unseen</b>	Invisibility to Sight Group , Reduced Endurance (0 END; +1/2); Independent (-2), OAF (-1)	0	7
45	<b>Veiled</b>	Invisibility to Sight Group , No Fringe, Reduced Endurance (0 END; +1/2); Independent (-2), OAF (-1)	0	10

**More OCV Mods**

Active Points	Prefix	Power	END	Real Cost
5	<b>Bronze</b>	+1 with HTH Combat; Independent (-2), OAF (-1), Real Weapon (-1/4)	0	1
10	<b>Iron</b>	+1 with HTH Combat (5 Active Points); Independent (-2), OAF (-1), Real Weapon (-1/4) plus +1 with HTH Combat; Independent (-2), OAF (-1), Vs Undead and Demonic Creatures (-1/2), Real Weapon (-1/4)	0	2
10	<b>Silver</b>	+2 with HTH Combat; Independent (-2), OAF (-1), Real Weapon (-1/4)	0	2;
15	<b>Steel</b>	+2 with HTH Combat; Independent (-2), OAF (-1), Real Weapon (-1/4) plus +1 with HTH Combat; Independent (-2), OAF (-1), Vs Undead and Demonic Creatures (-1/2), Real Weapon (-1/4)	0	3
15	<b>Gold</b>	+3 with HTH Combat; Independent (-2), OAF (-1), Real Weapon (-1/4)	0	3
20	<b>Platinum</b>	(+3 with HTH Combat; Independent (-2), OAF (-1), Real Weapon (-1/4) plus +1 with HTH Combat; Independent (-2), OAF (-1), Vs Undead and Demonic Creatures (-1/2), Real Weapon (-1/4)	0	4
20	<b>Mithril</b>	+4 with HTH Combat; Independent (-2), OAF (-1), Real Weapon (-1/4)	0	4
25	<b>Meteoric</b>	+5 with HTH Combat; Independent (-2), OAF (-1), Real Weapon (-1/4)	0	5

**Affects Damage**

Active Points	Prefix	Power	END	Real Cost
7	<b>Jagged</b>	HKA 1 point (1/2d6 w/STR), Reduced Endurance (0 END; +1/2); Independent (-2), OAF (-1), Real Weapon (-1/4)	0	1
15	<b>Deadly</b>	HKA 1/2d6 (1d6+1 w/STR), Reduced Endurance (0 END; +1/2); Independent (-2), OAF (-1), Real Weapon (-1/4)	0	3
22	<b>Vicious</b>	HKA 1d6 (1 1/2d6 w/STR), Reduced Endurance (0 END; +1/2); Independent (-2), OAF (-1), Real Weapon (-1/4)	0	5
30	<b>Brutal</b>	HKA 1d6+1 (2d6 w/STR), Reduced Endurance (0 END; +1/2); Independent (-2), OAF (-1), Real Weapon (-1/4)	0	7



Active Points	Prefix	Power	END	Real Cost
37	<b>Merciless</b>	HKA 1 1/2d6 (2d6+1 w/STR), Reduced Endurance (0 END; +1/2); Independent (-2), OAF (-1), Real Weapon (-1/4)	0	8

**Bonus CHA**

Active Points	Suffix	Power	END	Real Cost
1	<b>of Strength</b>	+1 STR, Reduced Endurance (0 END; +1/2); Independent (-2), OAF (-1), Real Weapon (-1/4)	0	1
3	<b>of Dexterity</b>	+1 DEX; Independent (-2), OAF (-1)	0	1
2	<b>of Vitality</b>	+1 CON; Independent (-2), OAF (-1)	0	1
1	<b>of Energy</b>	+1 INT; Independent (-2), OAF (-1)	0	1
2	<b>of Character</b>	+1 EGO; Independent (-2), OAF (-1)	0	1
2	<b>of Strength</b>	+2 STR, Reduced Endurance (0 END; +1/2); Independent (-2), OAF (-1), Real Weapon (-1/4)	0	1
6	<b>of Skill</b>	+2 DEX; Independent (-2), OAF (-1)	0	1
4	<b>of Zest</b>	+2 CON; Independent (-2), OAF (-1)	0	1
29	<b>of the Mind</b>	+2 INT; Independent (-2), OAF (-1)	0	1
2	<b>of Confidence</b>	+1 EGO; Independent (-2), OAF (-1)	0	1
4	<b>of Power</b>	+3 STR, Reduced Endurance (0 END; +1/2); Independent (-2), OAF (-1), Real Weapon (-1/4)	0	1
9	<b>of Accuracy</b>	+3 DEX; Independent (-2), OAF (-1)	0	2
6	<b>of Vim</b>	+3 CON; Independent (-2), OAF (-1)	0	1
3	<b>of Brilliance</b>	+3 INT; Independent (-2), OAF (-1)	0	1
6	<b>of Worth</b>	+3 EGO; Independent (-2), OAF (-1)	0	1
6	<b>of the Giant</b>	+4 STR, Reduced Endurance (0 END; +1/2); Independent (-2), OAF (-1), Real Weapon (-1/4)	0	1
12	<b>of Precision</b>	+4 DEX; Independent (-2), OAF (-1)	0	3
8	<b>of Vigor</b>	+4 CON; Independent (-2), OAF (-1)	0	2
4	<b>of Sorcery</b>	+4 INT; Independent (-2), OAF (-1)	0	1
8	<b>of Esteem</b>	+4 EGO; Independent (-2), OAF (-1)	0	2
7	<b>of the Titan</b>	+5 STR, Reduced Endurance (0 END; +1/2); Independent (-2), OAF (-1), Real Weapon (-1/4)	0	1
15	<b>of Perfection</b>	+5 DEX; Independent (-2), OAF (-1)	0	3
10	<b>of Life</b>	+5 CON; Independent (-2), OAF (-1)	0	2
5	<b>of Wizardry</b>	+5 INT; Independent (-2), OAF (-1)	0	1
10	<b>of the Self</b>	+5 EGO; Independent (-2), OAF (-1)	0	2
17	<b>of the Bear</b>	+5 STR, Reduced Endurance (0 END; +1/2); Independent (-2), OAF (-1) plus +5 CON; Independent (-2), OAF (-1)	0	4
17	<b>of the Tiger</b>	+5 STR, Reduced Endurance (0 END; +1/2); Independent (-2), OAF (-1) plus +5 BODY; Independent (-2), OAF (-1)	0	4
19	<b>of the Jaguar</b>	+3 DEX; Independent (-2), OAF (-1) plus +1 SPD; Independent (-2), OAF (-1)	0	4
20	<b>Of the Boar</b>	+5 CON; Independent (-2), OAF (-1) plus +5 EGO; Independent (-2), OAF (-1)	0	4
15	<b>of the Eagle</b>	+5 INT; Independent (-2), OAF (-1) plus +5 EGO; Independent (-2), OAF (-1)	0	3

**Recovery**

Active Points	Suffix	Power	END	Real Cost
10	<b>of Lesser Regeneration</b>	Healing 1 BODY; Independent (-2), Extra Time (Regeneration-Only) 1 Turn (Post-Segment 12) (-1 1/4), OAF (-1)	1	2
20	<b>of Regeneration</b>	Healing 2 BODY; Independent (-2), Extra Time (Regeneration-Only) 1 Turn (Post-Segment 12) (-1 1/4), OAF (-1)	2	5
30	<b>of Greater Regeneration</b>	Healing 3 BODY; Independent (-2), Extra Time (Regeneration-Only) 1 Turn (Post-Segment 12) (-1 1/4), OAF (-1)	3	7
15	<b>of Lesser Regrowth</b>	Healing 1 BODY, Can Heal Limbs; Independent (-2), Extra Time (Regeneration-Only) 1 Turn (Post-Segment 12) (-1 1/4), OAF (-1)	1	3
25	<b>of Regrowth</b>	Healing 2 BODY, Can Heal Limbs; Independent (-2), Extra Time (Regeneration-Only) 1 Turn (Post-Segment 12) (-1 1/4), OAF (-1)	2	6
35	<b>of Greater Regrowth</b>	Healing 3 BODY, Can Heal Limbs; Independent (-2), Extra Time (Regeneration-Only) 1 Turn (Post-Segment 12) (-1 1/4), OAF (-1)	3	8

**Elemental Damage**

Active Points	Suffix	Power	END	Real Cost
7	<b>of Frost</b>	HKA 1 point (1/2d6 w/STR), Reduced Endurance (0 END; +1/2); Independent (-2), OAF (-1), Real Weapon (-1/4)	0	1
15	<b>of Ice</b>	HKA 1/2d6 (1d6+1 w/STR), Reduced Endurance (0 END; +1/2); Independent (-2), OAF (-1), Real Weapon (-1/4)	0	3
22	<b>of the Glacier</b>	HKA 1d6 (1 1/2d6 w/STR), Reduced Endurance (0 END; +1/2); Independent (-2), OAF (-1), Real Weapon (-1/4)	0	5
7	<b>of Flame</b>	HKA 1 point (1/2d6 w/STR), Reduced Endurance (0 END; +1/2); Independent (-2), OAF (-1), Real Weapon (-1/4)	0	1
15	<b>of Fire</b>	HKA 1/2d6 (1d6+1 w/STR), Reduced Endurance (0 END; +1/2); Independent (-2), OAF (-1), Real Weapon (-1/4)	0	3
22	<b>of Burning</b>	HKA 1d6 (1 1/2d6 w/STR), Reduced Endurance (0 END; +1/2); Independent (-2), OAF (-1), Real Weapon (-1/4)	0	5
7	<b>of Shock</b>	HKA 1 point (1/2d6 w/STR), Reduced Endurance (0 END; +1/2); Independent (-2), OAF (-1), Real Weapon (-1/4)	0	1
15	<b>of Lightning</b>	HKA 1/2d6 (1d6+1 w/STR), Reduced Endurance (0 END; +1/2); Independent (-2), OAF (-1), Real Weapon (-1/4)	0	3
22	<b>of Thunder</b>	HKA 1d6 (1 1/2d6 w/STR), Reduced Endurance (0 END; +1/2); Independent (-2), OAF (-1), Real Weapon (-1/4)	0	5

**Goggles**

Active Points	Goggle	Power	END	Real Cost
7	<b>Heat-Sensin' Goggles</b>	+1 PER with Sight Group; Independent (-2), OIF (-1/2) plus IR Perception (Sight Group)	0	6

Active Points	Goggle	Power	END	Real Cost
7	<b>Magic-Detectin' Goggles</b>	+1 PER with Sight Group; Independent (-2), OIF (-1/2) plus Detect Magic 11- (Unusual Group), Sense	0	6
4	<b>Most Excellent Goggles</b>	+2 PER with Sight Group; Independent (-2), OIF (-1/2)	0	1
2	<b>Goggles</b>	+1 PER with Sight Group; Independent (-2), OIF (-1/2)	0	1
12	<b>Shooty Goggles</b>	+1 PER with Sight Group; Independent (-2), OIF (-1/2) plus +2 with Ranged Combat; OIF (-1/2)	0	8

**Minor Defensive Gear**

Active Points	Bracer	Power	END	Real Cost
19	<b>Eogann Bangle</b>	Armour (3 PD/3 ED); Independent (-2), OAF (-1) plus Negative Combat Skill Levels (-2 to opponent's OCV); OAF (-1), Only Vs Spells (-1), 6 Charges (-3/4), Incantations (-1/4)	[6]	4
22	<b>Eogann Armet</b>	Armour (4 PD/4 ED); Independent (-2), OAF (-1) plus Negative Combat Skill Levels (-2 to opponent's OCV); OAF (-1), Only Vs Spells (-1), 6 Charges (-3/4), Incantations (-1/4)	[6]	5
24	<b>Flash Bangle</b>	Armour (3 PD/3 ED); OAF (-1) (Real Cost: 4) plus Sight and Hearing Groups Flash 2d6; Independent (-2), OAF (-1), Reduced By Range (-1/4)	1	7
21	<b>Ilvoon Armet</b>	Armour (4 PD/4 ED); Independent (-2), OAF (-1) plus armour (3 PD/3 ED); Independent (-2), Only vs Magical Attacks (Spells, Gear, Critters) (-1), OAF (-1)	0	5
5	<b>Ilvoon Bangle</b>	Armour (3 PD/3 ED); Independent (-2), OAF (-1) plus armour (3 PD/3 ED); Independent (-2), Only vs Magical Attacks (Spells, Gear, Critters) (-1), OAF (-1)	0	
27	<b>Obliterating Armet</b>	Armour (4 PD/4 ED); Independent (-2), OAF (-1) plus RKA 1d6; Independent (-2), 3 Charges (-1 1/4), OAF (-1)	[3]	6
38	<b>Uraan Armet</b>	Armour (4 PD/4 ED); OAF (-1) plus Suppress All Magic 4d6; Independent (-2), OAF (-1), Activation Roll 11- (-1) plus Negative Skill Levels (-2 with Magic)	3	16
35	<b>Uraan Bangle</b>	Armour (3 PD/3 ED); OAF (-1) plus Suppress All Magic 4d6; Independent (-2), OAF (-1), Activation Roll 11- (-1) plus Negative Skill Levels (-2 with Magic)	14	

**Minor Items**

Active Points	Name	Power	END	Real Cost
27	<b>Earring of Intrigue</b>	Detect Use of Your Name in Conversations 12- (Unusual Group), Increased Arc Of Perception (360 Degrees), Ranged (+1/2), MegaScale (1" = 100,000 km; +1 1/2); Independent (-2), IAF (-1/2)	0	7

**Orbs**

Active Points	Orb	Power	END	Real Cost
30	<b>Fire Orb</b>	EB 6d6; Independent (-2), OAF (-1), 6 Boostable Charges (-1/2)	[6 bc]	6
30	<b>Earth Orb</b>	EB 6d6; Independent (-2), OAF (-1), 6 Boostable Charges (-1/2)	[6 bc]	6
30	<b>Air Orb</b>	EB 6d6; Independent (-2), OAF (-1), 6 Boostable Charges (-1/2)	[6 bc]	6
30	<b>Water Orb</b>	EB 6d6; Independent (-2), OAF (-1), 6 Boostable Charges (-1/2)	[6 bc]	6
37	<b>Elemental Orb</b>	EB 6d6, Variable Special Effects (Classical Elements; (Earth, Air, Fire & Water); +1/4); Independent (-2), OAF (-1), 6 Boostable Charges (-1/2)	[6 bc]	8
42	<b>Greater Fire Orb</b>	EB 8d6; Independent (-2), OAF (-1), 6 Boostable Charges (-1/2) plus LS (Safe in Intense Heat)	[6 bc]	11
43	<b>Greater Earth Orb</b>	EB 8d6; Independent (-2), OAF (-1), 6 Boostable Charges (-1/2) plus LS (Eating: Character does not eat)	[6 bc]	12
50	<b>Greater Water Orb</b>	EB 8d6; Independent (-2), OAF (-1), 6 Boostable Charges (-1/2) plus LS (Self-Contained Breathing)	[6 bc]	19
50	<b>Greater Air Orb</b>	EB 8d6; Independent (-2), OAF (-1), 6 Boostable Charges (-1/2) plus LS (Self-Contained Breathing)	[6 bc]	19
50	<b>Greater Elemental Orb</b>	EB 8d6, Variable Special Effects (Classical Elements; (Earth, Air, Fire & Water); +1/4); Independent (-2), OAF (-1), 6 Boostable Charges (-1/2)	[6 bc]	11
60	<b>Exalted Fire Orb</b>	EB 8d6 (40 Active Points); Independent (-2), OAF (-1), 6 Boostable Charges (-1/2) plus LS (Safe in Intense Heat); Independent (-2), OAF (-1) plus armour (6 PD/6 ED); Independent (-2), Vs. Fire Only (-1/2)	[6 bc]	15
61	<b>Exalted Earth Orb</b>	EB 8d6; Independent (-2), OAF (-1), 6 Boostable Charges (-1/2) plus LS (Eating: Character does not eat); Independent (-2), OAF (-1) plus armour (6 PD/6 ED); Independent (-2), Vs. Earth Only (-3/4)	[6 bc]	15
68	<b>Exalted Air Orb</b>	EB 8d6; Independent (-2), OAF (-1), 6 Boostable Charges (-1/2) plus LS (Self-Contained Breathing); Independent (-2), OAF (-1) plus armour (6 PD/6 ED); Independent (-2), Vs. Air Only (-3/4)	[6 bc]	16
71	<b>Exalted Water Orb</b>	EB 8d6; Independent (-2), OAF (-1), 6 Boostable Charges (-1/2) plus LS (Safe in High Pressure; Safe in Intense Cold; Self-Contained Breathing); Independent (-2), OAF (-1) plus armour (6 PD/6 ED); Independent (-2), Vs. Water Only (-3/4)	[6 bc]	17
127	<b>Transcendant Elemental Orb</b>	EB 10d6, Variable Special Effects (Classical Elements; (Earth, Air, Fire & Water); +1/4); Independent (-2), OAF (-1), 6 Boostable Charges (-1/2) plus LS (Eating: Character does not eat; Safe in High Pressure; Safe in Intense Cold; Safe in Intense Heat; Safe in Low Pressure/Vacuum; Self-Contained Breathing); Independent (-2), OAF (-1) plus armour (15 PD/15 ED); Independent (-2), OAF (-1)	[6 bc]	30

**Wands**

Active Points	Wand	Power	END	Real Cost
5	<b>Fir</b>	RKA 1 point; OAF (-1)	1	2
10	<b>Black Cherry</b>	RKA 1/2d6; OAF (-1)	1	5
10	<b>Teak</b>	RKA 1d6-1; OAF (-1)	1	5
15	<b>Black Walnut</b>	RKA 1d6; OAF (-1)	1	7
20	<b>Pine</b>	RKA 1d6+1; OAF (-1)	2	10
25	<b>Birch</b>	RKA 1 1/2d6; OAF (-1)	2	12
25	<b>Ash</b>	RKA 2d6-1; OAF (-1)	2	12
30	<b>White Oak</b>	RKA 2d6; OAF (-1)	3	15
40	<b>Maple</b>	RKA 2 1/2d6; OAF (-1)	4	20
40	<b>Mahogany</b>	RKA 3d6-1; OAF (-1)	4	20
45	<b>Mesquite</b>	RKA 3d6; OAF (-1)	4	22
50	<b>Bloodwood</b>	RKA 3d6+1; OAF (-1)	5	25
55	<b>Rosewood</b>	RKA 3 1/2d6; OAF (-1)	5	27
55	<b>Pelkoryadi Toothpick</b>	RKA 3d6, 12 Boostable Charges (+0); OAF (-1) plus +2 with Ranged Combat	[bc12]	32

#### Wands - Recharge Mods

Active Points	Recharge Mod	Power	END	Real Cost
0	<b>of the Sun</b>	Naked Modifier: 16 Charges (Sunrise; +0) for up to 55 Active Points	[16]	0
0	<b>of Earth</b>	Naked Modifier: 32 Charges (Recovers Under Limited Circumstances; Buried in the Ground Overnight; +0) for up to 55 Active Points	[32]	0
0	<b>of Steam</b>	Naked Modifier: 64 Charges (Recovers Under Limited Circumstances; Boiled in a Steam Engine Overnight; +0) for up to 55 Active Points	[64]	0
0	<b>of the Moon</b>	Naked Modifier: 125 Charges (Recovers Under Limited Circumstances; New Moon (Choose One); +0) for up to 55 Active Points	[125]	0
0	<b>of the Netherworld</b>	Naked Modifier: 250 Charges (Recovers Under Limited Circumstances; Left in Sphere Unspeakable Overnight; +0) for up to 55 Active Points	[250]	0

#### Staves

Active Points	Staff	Power	END	Real Cost
20	<b>Fir</b>	RKA 1d6+1; OAF (-1), Required Hands Two-Handed (-1/2)	2	8
25	<b>Black Cherry</b>	RKA 1 1/2d6; OAF (-1), Required Hands Two-Handed (-1/2)	2	10
25	<b>Teak</b>	RKA 2d6-1; OAF (-1), Required Hands Two-Handed (-1/2)	2	10
30	<b>Black Walnut</b>	RKA 2d6; OAF (-1), Required Hands Two-Handed (-1/2)	3	12
35	<b>Pine</b>	RKA 2d6+1; OAF (-1), Required Hands Two-Handed (-1/2)	3	14
40	<b>Birch</b>	RKA 2 1/2d6; OAF (-1), Required Hands Two-Handed (-1/2)	4	16
40	<b>Ash</b>	RKA 3d6-1; OAF (-1), Required Hands Two-Handed (-1/2)	4	16
45	<b>White Oak</b>	RKA 3d6; OAF (-1), Required Hands Two-Handed (-1/2)	4	18

Active Points	Staff	Power	END	Real Cost
55	<b>Maple</b>	RKA 3 1/2d6; OAF (-1), Required Hands Two-Handed (-1/2)	5	22
55	<b>Mahogany</b>	RKA 4d6-1; OAF (-1), Required Hands Two-Handed (-1/2)	5	22
60	<b>Mesquite</b>	RKA 4d6; OAF (-1), Required Hands Two-Handed (-1/2)	6	24
65	<b>Bloodwood</b>	RKA 4d6+1; OAF (-1), Required Hands Two-Handed (-1/2)	6	26
70	<b>Rosewood</b>	RKA 4 1/2d6; OAF (-1), Required Hands Two-Handed (-1/2)	7	28

#### Staves - Recharge Mods

Active Points	Recharge Mod	Power	END	Real Cost
-22	<b>of the Wind</b>	Naked Modifier: for up to 55 Active Points; 1000 Charges which Never Recover (-1/2)	[1000 nr]	variable
-11	<b>of the Sun</b>	Naked Modifier: ; 12 Charges (Sunrise; -1/4) for up to 55 Active Points	[12]	variable
-11	<b>of Earth</b>	Naked Modifier: ; 16 Charges (Recovers Under Limited Circumstances; Buried in the Ground Overnight; -1/4) for up to 55 Active Points	[16]	variable
-11	<b>of Steam</b>	Naked Modifier: ; 32 Charges (Recovers Under Limited Circumstances; Boiled in a Steam Engine Overnight; -1/4) for up to 55 Active Points	[32]	variable
-11	<b>of the Moon</b>	Naked Modifier: ; 64 Charges (Recovers Under Limited Circumstances; New Moon (Choose One); -1/4) for up to 55 Active Points	[64]	variable
-11	<b>of the Netherworld</b>	Naked Modifier: ; 125 Charges (Recovers Under Limited Circumstances; Left in Sphere Unspeakable Overnight; -1/4) for up to 55 Active Points	[125]	variable

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