

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

Cost = ((Active Points * Real Cost * 5 * Rare Materials modifier) / (# Principles fulfilled)) * 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/jepkay@sbcglobal.net/magical_gear.htm Caleon campaign]

Bonus to DCV

Active Points	Prefix	Power	END	Real Cost
5	Sturdy	+1 with DCV; Independent (-2), OAF (Weapon; -1), Real Weapon (-1/4)	0	1
10	Fine	+2 with DCV; Independent (-2), OAF (Weapon; -1), Real Weapon (-1/4)	0	2
10	Strong	+1 with DCV; Independent (-2), OAF (Weapon; -1), Real Weapon (-1/4) plus +1 with DCV; vs Ranged Attacks Only (-1)	0	3
10	Grand	+2 with DCV; Independent (-2), OAF (Weapon; -1), Real Weapon (-1/4)	0	2
15	Valiant	+2 with DCV; Independent (-2), OAF (Weapon; -1), Real Weapon (-1/4) plus +1 with DCV; vs Ranged Attacks Only (-1)	0	4
15	Glorious	+3 with DCV ; Independent (-2), OAF (Weapon; -1), Real Weapon (-1/4)	0	3
20	Blessed	+3 with DCV; Independent (-2), OAF (Weapon; -1), Real Weapon (-1/4) plus +1 with DCV; vs Ranged Attacks Only (-1)	0	5
20	Awesome	+4 with DCV; Independent (-2), OAF (Weapon; -1), Real Weapon (-1/4)	0	4
25	Saintly	+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	Holy	+5 with DCV; Independent (-2), OAF (Weapon; -1), Real Weapon (-1/4)	0	5
30	Godly	+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	Tawny	Armour (1 PD/1 ED); Independent (-2), OAF (Weapon; -1), Only vs Acid (-1/2), Real armour (-1/4)	0	1
3	Azure	Armour (1 PD/1 ED); Independent (-2), OAF (Weapon; -1), Only vs Cold (-1/2), Real armour (-1/4)	0	1
3	Crimson	Armour (1 PD/1 ED); Independent (-2), OAF (Weapon; -1), Only vs Fire (-1/2), Real armour (-1/4)	0	1
3	Ochre	Armour (1 PD/1 ED); Independent (-2), OAF (Weapon; -1), Only vs Lightning (-1/2), Real armour (-1/4)	0	1
11	Pearl	11 points of Mental Defense; Independent (-2), OAF (Weapon; -1), Real armour (-1/4)	0	2
3	Beryl	Armour (1 PD/1 ED); Independent (-2), OAF (Weapon; -1), Only vs Poison (-1/2), Real armour (-1/4)	0	1
3	Coal	Armour (1 PD/1 ED); Independent (-2), OAF (Weapon; -1), Real armour (-1/4), Only vs Spells (-1/4)	0	1
6	Jasmine	Armour (2 PD/2 ED); Independent (-2), OAF (Weapon; -1), Only vs Acid (-1/2), Real armour (-1/4)	0	1
6	Lapis	Armour (2 PD/2 ED); Independent (-2), OAF (Weapon; -1), Only vs Cold (-1/2), Real armour (-1/4)	0	1
6	Burgundy	Armour (2 PD/2 ED); Independent (-2), OAF (Weapon; -1), Only vs Fire (-1/2), Real armour (-1/4)	0	1
6	Tangerine	Armour (2 PD/2 ED); Independent (-2), OAF (Weapon; -1), Only vs Lightning (-1/2), Real armour (-1/4)	0	1
15	Ivory	15 points of Mental Defense; Independent (-2), OAF (Weapon; -1), Real armour (-1/4)	0	3
6	Jade	Armour (2 PD/2 ED); Independent (-2), OAF (Weapon; -1), Only vs Poison (-1/2), Real armour (-1/4)	0	1
6	Jet	Armour (2 PD/2 ED); Independent (-2), OAF (Weapon; -1), Only vs Spells (-1/2), Real armour (-1/4)	0	1
19	Pyrite	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	Cobalt	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	Garnet	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	Coral	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	Crystal	+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	Viridian	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	Crysolite	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	Sapphire	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	Ruby	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	Amber	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	Emerald	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	Diamond	+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	Obsidian	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	Ebony	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	Topaz	Armour (2 PD/2 ED); OAF (Weapon; -1), Real armour (-1/4)	0	1
9	Prismatic	Armour (3 PD/3 ED); OAF (Weapon; -1), Real armour (-1/4)	0	1
12	Skull	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	Subduing	Negative Combat Skill Levels (-4 to opponent's DCV); Independent (-2), OAF (-1), Real Weapon (-1/4)	2	4
30	Wearying	Negative Combat Skill Levels (-6 to opponent's DCV); Independent (-2), OAF (-1), Real Weapon (-1/4)	3	7
20	Weakening	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	Exhausting	Negative Combat Skill Levels (-6 to opponent's DCV); Independent (-2), OAF (-1), Real Weapon (-1/4)	3	7
60	Howling	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	Rusted	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	Vulnerable	Side Effects, Side Effect occurs automatically whenever Power is used (-6 DCV; -1) for up to 50 Active Points of HKA	0	variable
-17	Glass	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	Hyena's	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	Brass	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	Tin	Side Effects, Side Effect occurs automatically whenever Power is used (-6 OCV; -1) for up to 50 Active Points of HKA	0	variable
-25	Crystalline	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	Weak	Side Effects, Side Effect occurs automatically whenever Power is used (-6 DC; -1) for up to 50 Active Points of HKA	0	variable
-25	Bent	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	Useless	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	Fletcher's	+1 with Ranged Combat; Independent (-2), OAF (-1), Real Weapon (-1/4)	0	1
10	Archer's	+2 with Ranged Combat; Independent (-2), OAF (-1), Real Weapon (-1/4)	0	2
5	Slayer's	+1 with HTH Combat; Independent (-2), OAF (-1), Real Weapon (-1/4)	0	1
10	Berserker's	+2 with Ranged Combat; Independent (-2), OAF (-1), Real Weapon (-1/4)	0	2
15	Warlord's	+3 with Ranged Combat; Independent (-2), OAF (-1), Real Weapon (-1/4)	0	3

Visibility

Active Points	Prefix	Power	END	Real Cost
24	Glowing	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	Oracular	Detect Invisibility 11- (Unusual Group), Sense; Independent (-2), OAF (-1)	0	1
30	Unseen	Invisibility to Sight Group , Reduced Endurance (0 END; +1/2); Independent (-2), OAF (-1)	0	7
45	Veiled	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	Bronze	+1 with HTH Combat; Independent (-2), OAF (-1), Real Weapon (-1/4)	0	1
10	Iron	+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	Silver	+2 with HTH Combat; Independent (-2), OAF (-1), Real Weapon (-1/4)	0	2;
15	Steel	+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	Gold	+3 with HTH Combat; Independent (-2), OAF (-1), Real Weapon (-1/4)	0	3
20	Platinum	(+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	Mithril	+4 with HTH Combat; Independent (-2), OAF (-1), Real Weapon (-1/4)	0	4
25	Meteoric	+5 with HTH Combat; Independent (-2), OAF (-1), Real Weapon (-1/4)	0	5

Affects Damage

Active Points	Prefix	Power	END	Real Cost
7	Jagged	HKA 1 point (1/2d6 w/STR), Reduced Endurance (0 END; +1/2); Independent (-2), OAF (-1), Real Weapon (-1/4)	0	1
15	Deadly	HKA 1/2d6 (1d6+1 w/STR), Reduced Endurance (0 END; +1/2); Independent (-2), OAF (-1), Real Weapon (-1/4)	0	3
22	Vicious	HKA 1d6 (1 1/2d6 w/STR), Reduced Endurance (0 END; +1/2); Independent (-2), OAF (-1), Real Weapon (-1/4)	0	5
30	Brutal	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	Merciless	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	of Strength	+1 STR, Reduced Endurance (0 END; +1/2); Independent (-2), OAF (-1), Real Weapon (-1/4)	0	1
3	of Dexterity	+1 DEX; Independent (-2), OAF (-1)	0	1
2	of Vitality	+1 CON; Independent (-2), OAF (-1)	0	1
1	of Energy	+1 INT; Independent (-2), OAF (-1)	0	1
2	of Character	+1 EGO; Independent (-2), OAF (-1)	0	1
2	of Strength	+2 STR, Reduced Endurance (0 END; +1/2); Independent (-2), OAF (-1), Real Weapon (-1/4)	0	1
6	of Skill	+2 DEX; Independent (-2), OAF (-1)	0	1
4	of Zest	+2 CON; Independent (-2), OAF (-1)	0	1
29	of the Mind	+2 INT; Independent (-2), OAF (-1)	0	1
2	of Confidence	+1 EGO; Independent (-2), OAF (-1)	0	1
4	of Power	+3 STR, Reduced Endurance (0 END; +1/2); Independent (-2), OAF (-1), Real Weapon (-1/4)	0	1
9	of Accuracy	+3 DEX; Independent (-2), OAF (-1)	0	2
6	of Vim	+3 CON; Independent (-2), OAF (-1)	0	1
3	of Brilliance	+3 INT; Independent (-2), OAF (-1)	0	1
6	of Worth	+3 EGO; Independent (-2), OAF (-1)	0	1
6	of the Giant	+4 STR, Reduced Endurance (0 END; +1/2); Independent (-2), OAF (-1), Real Weapon (-1/4)	0	1
12	of Precision	+4 DEX; Independent (-2), OAF (-1)	0	3
8	of Vigor	+4 CON; Independent (-2), OAF (-1)	0	2
4	of Sorcery	+4 INT; Independent (-2), OAF (-1)	0	1
8	of Esteem	+4 EGO; Independent (-2), OAF (-1)	0	2
7	of the Titan	+5 STR, Reduced Endurance (0 END; +1/2); Independent (-2), OAF (-1), Real Weapon (-1/4)	0	1
15	of Perfection	+5 DEX; Independent (-2), OAF (-1)	0	3
10	of Life	+5 CON; Independent (-2), OAF (-1)	0	2
5	of Wizardry	+5 INT; Independent (-2), OAF (-1)	0	1
10	of the Self	+5 EGO; Independent (-2), OAF (-1)	0	2
17	of the Bear	+5 STR, Reduced Endurance (0 END; +1/2); Independent (-2), OAF (-1) plus +5 CON; Independent (-2), OAF (-1)	0	4
17	of the Tiger	+5 STR, Reduced Endurance (0 END; +1/2); Independent (-2), OAF (-1) plus +5 BODY; Independent (-2), OAF (-1)	0	4
19	of the Jaguar	+3 DEX; Independent (-2), OAF (-1) plus +1 SPD; Independent (-2), OAF (-1)	0	4
20	Of the Boar	+5 CON; Independent (-2), OAF (-1) plus +5 EGO; Independent (-2), OAF (-1)	0	4
15	of the Eagle	+5 INT; Independent (-2), OAF (-1) plus +5 EGO; Independent (-2), OAF (-1)	0	3

Recovery

Active Points	Suffix	Power	END	Real Cost
10	of Lesser Regeneration	Healing 1 BODY; Independent (-2), Extra Time (Regeneration-Only) 1 Turn (Post-Segment 12) (-1 1/4), OAF (-1)	1	2
20	of Regeneration	Healing 2 BODY; Independent (-2), Extra Time (Regeneration-Only) 1 Turn (Post-Segment 12) (-1 1/4), OAF (-1)	2	5
30	of Greater Regeneration	Healing 3 BODY; Independent (-2), Extra Time (Regeneration-Only) 1 Turn (Post-Segment 12) (-1 1/4), OAF (-1)	3	7
15	of Lesser Regrowth	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	of Regrowth	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	of Greater Regrowth	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	of Frost	HKA 1 point (1/2d6 w/STR), Reduced Endurance (0 END; +1/2); Independent (-2), OAF (-1), Real Weapon (-1/4)	0	1
15	of Ice	HKA 1/2d6 (1d6+1 w/STR), Reduced Endurance (0 END; +1/2); Independent (-2), OAF (-1), Real Weapon (-1/4)	0	3
22	of the Glacier	HKA 1d6 (1 1/2d6 w/STR), Reduced Endurance (0 END; +1/2); Independent (-2), OAF (-1), Real Weapon (-1/4)	0	5
7	of Flame	HKA 1 point (1/2d6 w/STR), Reduced Endurance (0 END; +1/2); Independent (-2), OAF (-1), Real Weapon (-1/4)	0	1
15	of Fire	HKA 1/2d6 (1d6+1 w/STR), Reduced Endurance (0 END; +1/2); Independent (-2), OAF (-1), Real Weapon (-1/4)	0	3
22	of Burning	HKA 1d6 (1 1/2d6 w/STR), Reduced Endurance (0 END; +1/2); Independent (-2), OAF (-1), Real Weapon (-1/4)	0	5
7	of Shock	HKA 1 point (1/2d6 w/STR), Reduced Endurance (0 END; +1/2); Independent (-2), OAF (-1), Real Weapon (-1/4)	0	1
15	of Lightning	HKA 1/2d6 (1d6+1 w/STR), Reduced Endurance (0 END; +1/2); Independent (-2), OAF (-1), Real Weapon (-1/4)	0	3
22	of Thunder	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	Heat-Sensin' Goggles	+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	Magic-Detectin' Goggles	+1 PER with Sight Group; Independent (-2), OIF (-1/2) plus Detect Magic 11- (Unusual Group), Sense	0	6
4	Most Excellent Goggles	+2 PER with Sight Group; Independent (-2), OIF (-1/2)	0	1
2	Goggles	+1 PER with Sight Group; Independent (-2), OIF (-1/2)	0	1
12	Shooty Goggles	+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	Eogann Bangle	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	Eogann Armet	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	Flash Bangle	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	Ilvoon Armet	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	Ilvoon Bangle	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	Obliterating Armet	Armour (4 PD/4 ED); Independent (-2), OAF (-1) plus RKA 1d6; Independent (-2), 3 Charges (-1 1/4), OAF (-1)	[3]	6
38	Uraan Armet	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	Uraan Bangle	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	Earring of Intrigue	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	Fire Orb	EB 6d6; Independent (-2), OAF (-1), 6 Boostable Charges (-1/2)	[6 bc]	6
30	Earth Orb	EB 6d6; Independent (-2), OAF (-1), 6 Boostable Charges (-1/2)	[6 bc]	6
30	Air Orb	EB 6d6; Independent (-2), OAF (-1), 6 Boostable Charges (-1/2)	[6 bc]	6
30	Water Orb	EB 6d6; Independent (-2), OAF (-1), 6 Boostable Charges (-1/2)	[6 bc]	6
37	Elemental Orb	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	Greater Fire Orb	EB 8d6; Independent (-2), OAF (-1), 6 Boostable Charges (-1/2) plus LS (Safe in Intense Heat)	[6 bc]	11
43	Greater Earth Orb	EB 8d6; Independent (-2), OAF (-1), 6 Boostable Charges (-1/2) plus LS (Eating: Character does not eat)	[6 bc]	12
50	Greater Water Orb	EB 8d6; Independent (-2), OAF (-1), 6 Boostable Charges (-1/2) plus LS (Self-Contained Breathing)	[6 bc]	19
50	Greater Air Orb	EB 8d6; Independent (-2), OAF (-1), 6 Boostable Charges (-1/2) plus LS (Self-Contained Breathing)	[6 bc]	19
50	Greater Elemental Orb	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	Exalted Fire Orb	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	Exalted Earth Orb	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	Exalted Air Orb	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	Exalted Water Orb	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	Transcendent Elemental Orb	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	Fir	RKA 1 point; OAF (-1)	1	2
10	Black Cherry	RKA 1/2d6; OAF (-1)	1	5
10	Teak	RKA 1d6-1; OAF (-1)	1	5
15	Black Walnut	RKA 1d6; OAF (-1)	1	7
20	Pine	RKA 1d6+1; OAF (-1)	2	10
25	Birch	RKA 1 1/2d6; OAF (-1)	2	12
25	Ash	RKA 2d6-1; OAF (-1)	2	12
30	White Oak	RKA 2d6; OAF (-1)	3	15
40	Maple	RKA 2 1/2d6; OAF (-1)	4	20
40	Mahogany	RKA 3d6-1; OAF (-1)	4	20
45	Mesquite	RKA 3d6; OAF (-1)	4	22
50	Bloodwood	RKA 3d6+1; OAF (-1)	5	25
55	Rosewood	RKA 3 1/2d6; OAF (-1)	5	27
55	Pelkoryadi Toothpick	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	of the Sun	Naked Modifier: 16 Charges (Sunrise; +0) for up to 55 Active Points	[16]	0
0	of Earth	Naked Modifier: 32 Charges (Recovers Under Limited Circumstances; Buried in the Ground Overnight; +0) for up to 55 Active Points	[32]	0
0	of Steam	Naked Modifier: 64 Charges (Recovers Under Limited Circumstances; Boiled in a Steam Engine Overnight; +0) for up to 55 Active Points	[64]	0
0	of the Moon	Naked Modifier: 125 Charges (Recovers Under Limited Circumstances; New Moon (Choose One); +0) for up to 55 Active Points	[125]	0
0	of the Netherworld	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	Fir	RKA 1d6+1; OAF (-1), Required Hands Two-Handed (-1/2)	2	8
25	Black Cherry	RKA 1 1/2d6; OAF (-1), Required Hands Two-Handed (-1/2)	2	10
25	Teak	RKA 2d6-1; OAF (-1), Required Hands Two-Handed (-1/2)	2	10
30	Black Walnut	RKA 2d6; OAF (-1), Required Hands Two-Handed (-1/2)	3	12
35	Pine	RKA 2d6+1; OAF (-1), Required Hands Two-Handed (-1/2)	3	14
40	Birch	RKA 2 1/2d6; OAF (-1), Required Hands Two-Handed (-1/2)	4	16
40	Ash	RKA 3d6-1; OAF (-1), Required Hands Two-Handed (-1/2)	4	16
45	White Oak	RKA 3d6; OAF (-1), Required Hands Two-Handed (-1/2)	4	18

Active Points	Staff	Power	END	Real Cost
55	Maple	RKA 3 1/2d6; OAF (-1), Required Hands Two-Handed (-1/2)	5	22
55	Mahogany	RKA 4d6-1; OAF (-1), Required Hands Two-Handed (-1/2)	5	22
60	Mesquite	RKA 4d6; OAF (-1), Required Hands Two-Handed (-1/2)	6	24
65	Bloodwood	RKA 4d6+1; OAF (-1), Required Hands Two-Handed (-1/2)	6	26
70	Rosewood	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	of the Wind	Naked Modifier: for up to 55 Active Points; 1000 Charges which Never Recover (-1/2)	[1000 nr]	variable
-11	of the Sun	Naked Modifier: ; 12 Charges (Sunrise; -1/4) for up to 55 Active Points	[12]	variable
-11	of Earth	Naked Modifier: ; 16 Charges (Recovers Under Limited Circumstances; Buried in the Ground Overnight; -1/4) for up to 55 Active Points	[16]	variable
-11	of Steam	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	of the Moon	Naked Modifier: ; 64 Charges (Recovers Under Limited Circumstances; New Moon (Choose One); -1/4) for up to 55 Active Points	[64]	variable
-11	of the Netherworld	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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