

Treasures

To be determined

Trinkets

Trinkets are treasures that can be used at will without a reduction in their potency. They generally provide a small benefit, such as allowing you can see farther or become a bit better at picking locks. Like consumables, trinket treasures are organized by echelon. You can carry any number of trinkets.

1st-Echelon Trinkets

This section presents 1st-echelon trinket treasures in alphabetical order.

Assassin's Hood

The art of death infuses this hood.

Keywords: Magic, Head

Item Prerequisite: A piece of cloth crafted in absolute darkness

Project Source: Texts or lore in Anjali

Project Roll Characteristic: Reason, Intuition, or Presence

Project Goal: 150

Effect: While wearing this hood, when you deal damage to a target with a strike while hidden, the target is reduced to 0 stamina if the target has stamina equal to three times your highest characteristic or fewer remaining.

Astral Visor

This sleek set of goggles is standard issue for many elite UNISOL operatives

Keywords: Psionic, Head

Item Prerequisite: A piece of star glass

Project Source: Texts or lore in Axiomatic

Project Roll Characteristic: Reason, Intuition, or Presence

Project Goal: 150

Effect: While wearing this visor, your vision is enhanced over long distances, allowing you to spot minute details up to 3 miles away. As a maneuver, you lock on to a target within 20 squares of you, which lasts until the creature dies, remains more than 20 squares away for at least 24 hours, or you use this effect again.

While a creature is locked on, you have an edge on tests using the Search or Track skills that involve the target, you don't take a bane on strikes made against creatures with cover, and you have a +2 bonus to the distance of your ranged abilities against that target.

Barrier Bracers

Who needs armor?

Keywords: Arms, Psionic

Item Prerequisite:

Project Source: Texts or lore in

Project Roll Characteristic: Reason, Intuition, or Presence

Project Goal: 150

Effect: While wearing these bracers, and no other armor or shields, +3 bonus to Stamina. This Stamina bonus adds to the Stamina bonus granted by other treasures.

Battlemage's Gauntlets

With these, even the scrawny book-nerd can throw down in a barfight.

Keywords: Hands, Magic

Item Prerequisite:

Project Source: Texts or lore in

Project Roll Characteristic: Reason, Intuition, or Presence

Project Goal: 150

Effect: While wearing these gauntlets, whenever you make a melee free strike or use the Grab, Escape Grab, or Knockback maneuvers, you can use Reason, Intuition, or Presence for the ability roll instead of Might or Agility. If you make a melee free strike this way, you can use the same characteristic for damage instead of Might or Agility.

Bloody Cincture

Just need to hold your guts in a little bit longer...

Keywords: Waist, Magic

Item Prerequisite:

Project Source: Texts or lore in

Project Roll Characteristic: Reason, Intuition, or Presence

Project Goal: 150

Effect: While wearing this cincture, you may add your level to your recovery value while you are bleeding. Additionally, whenever you take bleeding damage, you can roll a d3 instead of a d6.

Bolt Thrower

That tingling sensation is just the raw power of the storm

Keywords: Hands, Magic

Item Prerequisite:

Project Source: Texts or lore in

Project Roll Characteristic: Reason, Intuition, or Presence

Project Goal: 150

Effect: While you are wearing these gloves, you gain the following ability, which can be used as a free strike.

Bolt Thrower

With a crack of thunder, you let loose a jolt of lightning

Magic, Ranged, Strike

Main Action

▲ Ranged 10

◎ One creature or object

Power Roll + Might or Agility

≤11 4 + **M** or **A** lightning damage

12-16 6 + **M** or **A** lightning damage

17+ 8 + **M** or **A** lightning damage

Circuit Breaker

This metal band surrounds you with an electric field, discouraging aggressors.

Keywords: Waist, Magic

Item Prerequisite:

Project Source: Texts or lore in

Project Roll Characteristic: Reason, Intuition, or Presence

Project Goal: 150

Effect: When you take the Defend action while wearing this band, you become charged with lightning until the start of your next turn. While charged with lightning, any creature that makes a melee strike against you takes lightning damage equal to half the triggering damage.

Chirurg­eon’s Gloves

While wearing these gloves, you can feel a patient’s heartbeat.

Keywords: Hands, Magic

Item Prerequisite:

Project Source: Texts or lore in

Project Roll Characteristic: Reason, Intuition, or Presence

Project Goal: 150

Effect: While wearing these gloves, you have an edge on tests that use the Heal skill. As a maneuver, you can allow a willing adjacent creature to spend a recovery, or can end one effect on them that is ended by a saving throw or that ends at the end of their turn.

Dancing Shoes

Can you feel the beat?

Keywords: Feat, Magic

Item Prerequisite:

Project Source: Texts or lore in

Project Roll Characteristic: Reason, Intuition, or Presence

Project Goal: 150

Effect: While wearing these shoes,, you have an edge on tests that use the Perform skill. As a maneuver, choose two of the following options, as long as you are not grappled, prone, restrained, or slowed. You can use these options in any order.

- ◊ You can shift 1 square.
- ◊ You can slide an adjacent creature 1 square.
- ◊ You can swap places with an adjacent creature.

Mask of Waxing Doom

As the wearer’s death approaches, this mask’s power begins to bloom

Keywords: Head, Magic

Item Prerequisite:

Project Source: Texts or lore in

Project Roll Characteristic: Reason, Intuition, or Presence

Project Goal: 150

Effect: The first time you become dying in an encounter while wearing this mask, each creature in burst 3 is **P < Average** frightened of you (save ends).

Escape Cape

Use in case of emergency.

Keywords: Neck, Magic

Item Prerequisite:

Project Source: Texts or lore in

Project Roll Characteristic: Reason, Intuition, or Presence

Project Goal: 150

Effect: When you take damage that would otherwise kill you, you can use a free triggered action to remove yourself from the encounter map until the end of your next turn. If the damage was the result of an ability, you ignore any other effects from that ability. You reappear in an unoccupied space within 10 squares of your original location and you can’t use the cape again until you earn 1 or more Victories.

Hero’s Armguard

Amateurs.

Keywords: Arms, Magic

Item Prerequisite:

Project Source: Texts or lore in

Project Roll Characteristic: Reason, Intuition, or Presence

Project Goal: 150

Effect: When an enemy makes a free strike against you, you can spend 1 of your Heroic resource as a free triggered action and reduce the damage by an amount equal to your highest characteristic.

Hero’s Bandana

It’ll keep the blood out of your eyes.

Keywords: Head, Magic

Item Prerequisite:

Project Source: Texts or lore in

Project Roll Characteristic: Reason, Intuition, or Presence

Project Goal: 150

Effect: While wearing this bandana, the first time you are winded in an encounter, you gain an amount of your Heroic Resource equal to half your current victories.

Lockdown Boots

Go ahead...push!

Keywords: Feet, Psionic

Item Prerequisite:

Project Source: Texts or lore in

Project Roll Characteristic: Reason, Intuition, or Presence

Project Goal: 150

Effect: While wearing these boots, whenever you are forced moved, you can use a free triggered action to reduce your speed down to a minimum of 0, and reduce the forced movement by an equal amount. This change lasts until the end of your next turn.

Matador’s Cape

When all they see is red.

Keywords: Neck, Magic

Item Prerequisite:

Project Source: Texts or lore in

Project Roll Characteristic: Reason, Intuition, or Presence

Project Goal: 150

Effect: You gain the following ability.

Ole!

They can’t resist

Magic, Melee

▲Melee 1

Triggered

◎ One creature

Trigger: An adjacent creature targets you with a strike ability used as part of a charge action.

Effect: You swap places with the target. If there is an enemy adjacent to the target, the strike targets that enemy instead of you. If there are no creatures adjacent to you besides the triggering creature, they are instead pushed away from you a number of squares equal to half their speed. This push ignores stability.

Momentum Vambraces

These bracers allow you to trade damage for force.

Keywords: Arms, Psionic

Item Prerequisite:

Project Source: Texts or lore in

Project Roll Characteristic: Reason, Intuition, or Presence

Project Goal: 150

Effect: Whenever you make a melee free strike, you can use the Knockback maneuver instead. When you use this Knockback maneuver in this way, the target is pushed an additional number of squares equal to your highest characteristic.

Nervewrack Nails

These elongated metallic nails can send shivers down anyone's spine.

Keywords: Hands, Psionic

Item Prerequisite:

Project Source: Texts or lore in

Project Roll Characteristic: Reason, Intuition, or Presence

Project Goal: 150

Effect: While wearing these nails, whenever you use the Aid Attack maneuver, the target cannot make opportunity attacks for the rest of the round.

Power Lifters

That tingling sensation is just the raw power of the storm

Keywords: Arms, Psionic

Item Prerequisite:

Project Source: Texts or lore in

Project Roll Characteristic: Reason, Intuition, or Presence

Project Goal: 150

Effect: Whenever you make a test using the lift skill, you cannot obtain a result lower than a tier 2. You treat your size as 1 larger (minimum of 2) whenever you determine if you can lift an object, when you use the Grab maneuver, or when you move while a creature is grabbed by you.

Shock Absorbers

These metallic rings stretch and compress with every hit.

Keywords: Waist, Psionic

Item Prerequisite:

Project Source: Texts or lore in

Project Roll Characteristic: Reason, Intuition, or Presence

Project Goal: 150

Effect: While wearing these bracers, you can enhance the force of your blows. Once per turn, when you are subjected to forced movement, you can use a free triggered action to gain a surge. Whenever you use a melee ability that pushes a creature, you can choose to spend a surge to increase the forced movement for one target by a number of squares equal to your highest characteristic score.

Silent Silks

Sorry, I didn't mean to sneak up on you.

Keywords: Neck, Magic

Item Prerequisite:

Project Source: Texts or lore in

Project Roll Characteristic: Reason, Intuition, or Presence

Project Goal: 150

Effect: This fabric mutes sounds, and can allow you to slip away more easily. Creatures more than 10 squares away don't count as observers. Additionally, if you disengage or use a maneuver, you remain hidden.

Safeguard Cloak

This cloak smells of sweet flowers and hope.

Keywords: Neck, Magic

Item Prerequisite:

Project Source: Texts or lore in

Project Roll Characteristic: Reason, Intuition, or Presence

Project Goal: 150

Effect: When you make a test to resist an effect or ability in combat, you can use a triggered action to use your Highest Characteristic score instead of the one called for by the test. When you are subjected to an effect that has a potency, you can use a triggered action to reduce that potency by 1.

Springstep Tabi

These slippers make anyone light on their feet.

Keywords: Feet, Magic

Item Prerequisite:

Project Source: Texts or lore in

Project Roll Characteristic: Reason, Intuition, or Presence

Project Goal: 150

Effect: While wearing these tabi, your speed is 6, unless it is already higher. Additionally, when you jump, you can jump 1 additional square.

Vitality Sash

This golden sash fills the wearer with increased vigor and health

Keywords: Waist, Psionic

Item Prerequisite:

Project Source: Texts or lore in

Project Roll Characteristic: Reason, Intuition, or Presence

Project Goal: 150

Effect: Whenever you would be able to spend a recovery to regain stamina, you can choose to gain 5 temporary stamina instead.

Wave Walkers

Go ahead...push!

Keywords: Feet, Psionic

Item Prerequisite:

Project Source: Texts or lore in

Project Roll Characteristic: Reason, Intuition, or Presence

Project Goal: 150

Effect: While wearing these boots, you can treat liquid water as if it were solid ground. Rough or turbulent waters are treated as difficult terrain. If you start your turn on water, you gain a +3 to speed until the end of your turn. Additionally, you can use a maneuver while underwater to rise 10 squares towards the surface.

Circlet of Clarity

This metal band keeps your eyes clear and your mind focused

Keywords: Magic, Head

Item Prerequisite:

Project Source: Texts or lore in

Project Roll Characteristic: Reason, Intuition, or Presence

Project Goal: 150

Effect: Whenever you make a saving throw against the dazed condition while wearing this circlet, you succeed on a roll of 5 or higher. Additionally, you can take a move action to disengage in addition to your other actions while you are dazed.

Torque of Breathing

This metal torque fills your lungs with hope instead of blood.

Keywords: Magic, Neck

Item Prerequisite:

Project Source: Texts or lore in

Project Roll Characteristic: Reason, Intuition, or Presence

Project Goal: 150

Effect: Whenever you make a saving throw against the bleeding condition while wearing this torque, you succeed on a roll of 5 or higher. Additionally, you can take the Catch Breath maneuver while dying.

Girdle of Gallantry

This waist girdle fortifies your spine so you don't have to.

Keywords: Magic, Waist

Item Prerequisite:

Project Source: Texts or lore in

Project Roll Characteristic: Reason, Intuition, or Presence

Project Goal: 150

Effect: Whenever you make a saving throw against the frightened condition while wearing this girdle, you succeed on a roll of 5 or higher. Additionally, you can move towards the source of any fear, though doing so costs 2 squares of movement for every 1 square moved.

Manacles of Liberation

This thick metal band are made, not to chain you, but set you free

Keywords: Magic, Arms

Item Prerequisite:

Project Source: Texts or lore in

Project Roll Characteristic: Reason, Intuition, or Presence

Project Goal: 150

Effect: Whenever you make a saving throw against the restrained condition while wearing this bangle, you succeed on a roll of 5 or higher. Additionally, you can always use the Stand Up maneuver while restrained.

Gloves of Tenacity

This gauntlet keeps your wrists light and your strikes heavy.

Keywords: Magic, Hand

Item Prerequisite:

Project Source: Texts or lore in

Project Roll Characteristic: Reason, Intuition, or Presence

Project Goal: 150

Effect: Whenever you make a saving throw against the weakened condition while wearing this bangle, you succeed on a roll of 5 or higher. Additionally, you can make opportunity attacks while weakened, and you don't suffer a bane on the ability roll when you do.

Boots of Steadiness

These sleek leather boots keep your feet steady when all else is a blur.

Keywords: Magic, Feet

Item Prerequisite:

Project Source: Texts or lore in

Project Roll Characteristic: Reason, Intuition, or Presence

Project Goal: 150

Effect: Whenever you make a saving throw against the slowed condition while wearing these shoes, you succeed on a roll of 5 or higher. Additionally, you can shift while you are slowed.

Ring of Honor

A ring is a promise, either for companionship or competition

Keywords: Magic, Ring

Item Prerequisite:

Project Source: Texts or lore in

Project Roll Characteristic: Reason, Intuition, or Presence

Project Goal: 150

Effect: Whenever you make a saving throw against the taunted condition while wearing this ring, you succeed on a roll of 5 or higher. Additionally, whenever you are taunted by a creature, that creature becomes taunted by you for the same duration. When you attack a creature taunted by you in this way, you gain an edge and 1 surge.

Ring of Moxie

Lorem ipsum.

Keywords: Magic, Ring

Item Prerequisite:

Project Source: Texts or lore in

Project Roll Characteristic: Reason, Intuition, or Presence

Project Goal: 150

Effect: Whenever you make a test that uses the Lift or Endurance skills, you can use your highest characteristic score on the test instead of another characteristic. Additionally, you may treat your Might as 1 unless it is higher when resisting potencies.

Ring of Finesse

Lorem ipsum.

Keywords: Magic, Rings

Item Prerequisite:

Project Source: Texts or lore in

Project Roll Characteristic: Reason, Intuition, or Presence

Project Goal: 150

Effect: Whenever you make a test that uses the Pick Pocket or Conceal Object skills, you can use your highest characteristic score on the test instead of another characteristic. Additionally, you may treat your Agility as 1 unless it is higher when resisting potencies.

Ring of Affinity

Lorem ipsum.

Keywords: Magic, Ring

Item Prerequisite:

Project Source: Texts or lore in

Project Roll Characteristic: Reason, Intuition, or Presence

Project Goal: 150

Effect: Whenever you make a test that uses the Magic or Psionics skills, you can use your highest characteristic score on the test instead of another characteristic. Additionally, you may treat your Reason as 1 unless it is higher when resisting potencies.

Ring of Rapport

Lorem ipsum.

Keywords: Psionic, Ring

Item Prerequisite:

Project Source: Texts or lore in

Project Roll Characteristic: Reason, Intuition, or Presence

Project Goal: 150

Effect: Whenever you make a test that uses the Handle Animal or Empathize skills, you can use your highest characteristic score on the test instead of another characteristic. Additionally, you may treat your Intuition as 1 unless it is higher when resisting potencies.

Ring of Celebrity

Lorem ipsum.

Keywords: Psionic, Ring

Item Prerequisite:

Project Source: Texts or lore in

Project Roll Characteristic: Reason, Intuition, or Presence

Project Goal: 150

Effect: Whenever you make a test that uses the Brag or Flirt skills, you can use your highest characteristic score on the test instead of another characteristic. Additionally, you may treat your Presence as 1 unless it is higher when resisting potencies.

Ring of Remembrance

Lorem ipsum.

Keywords: Psionic, Ring

Item Prerequisite:

Project Source: Texts or lore in

Project Roll Characteristic: Reason, Intuition, or Presence

Project Goal: 150

Effect: Whenever you or a willing creature within 10 squares uses a magic or psionic ability, they can choose to target this ring rather than any other target. If they do, you can absorb that ability into the ring. While the armor has an ability absorbed, you can't absorb another.

You can use an absorbed ability as if you knew it, making power rolls for the ability using your choice of Reason, Intuition, or Presence. If the absorbed ability costs another Heroic Resource or Malice, you must spend your Heroic Resource equal to its cost to activate it. Once you use the ability, the ring loses it, and you can absorb another.

Ring of Attunement

Lorem ipsum.

Keywords: Magic, Ring

Item Prerequisite:

Project Source: Texts or lore in

Project Roll Characteristic: Reason, Intuition, or Presence

Project Goal: 150

Effect: When you take damage that is acid, cold, fire, lightning, or sonic damage while wearing this ring, you can use a free triggered action to attune the ring to that damage type. Whenever you take damage of the same type you are attuned to, you can use a triggered action to take half the damage. Afterward, the attunement ends.

Ring of the Third Hand

Lorem ipsum.

Keywords: Psionic, Ring

Item Prerequisite:

Project Source: Texts or lore in

Project Roll Characteristic: Reason, Intuition, or Presence

Project Goal: 150

Effect: When you use the Knockback maneuver while wearing this ring, you can use Reason, Intuition, or Presence for the ability roll instead of Might or Agility. If you do, it gains the psionic keyword, gains a Range of 10, and you can choose to slide the target instead of pushing them.

Ring of Supple Gravity

Lorem ipsum.

Keywords: Psionic, Ring

Item Prerequisite:

Project Source: Texts or lore in

Project Roll Characteristic: Reason, Intuition, or Presence

Project Goal: 150

Effect: When you fall while wearing this ring, you can reduce the effective height of the fall by a number of squares equal to your Reason, Intuition, or Presence instead of Agility score (to a minimum of 0). Additionally, when you fall willingly (and not as a result of forced movement), you only take 1 point of damage for each square you fall, and do not fall prone.

Portable Timeline

Lorem ipsum.

Keywords: Psionic

Item Prerequisite:

Project Source: Texts or lore in

Project Roll Characteristic: Reason, Intuition, or Presence

Project Goal: 150

Effect: As a maneuver, you can activate this object and create a temporary pocket of time in a 1 burst around you that lasts until the end of the encounter or the pocket is destroyed. The pocket is a Size 3 object that has 50 stamina, and cannot be force moved.

Creatures inside the pocket do not have line of effect to creatures outside the pocket, and vice versa. Creatures inside the pocket, including yourself, are transported to a 5 Cube extra dimensional space.

Once you activate the portable timeline, you cannot do so again until you finish a respite.

Helping Hand

Lorem ipsum.

Keywords: Magic

Item Prerequisite:

Project Source: Texts or lore in

Project Roll Characteristic: Reason, Intuition, or Presence

Project Goal: 150

Effect: You have

Credits

Design: Zetesofos

Additional Ideas:

Proofreading & Balancing:

Playtesting:

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