



PC Item Details Report

11-May-2018

IFGS ID: 408

1 CL Balthor

DEFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Jewel of Consecration (tpd)	269	2000	2	Y	Y	1
1 No clue.						Fin

HEALING

	Item ID	Value	Per Day	Magic?	Permanent?	Count
15 Points of Fighter Regen in Combat	243	1500		Y	Y	1
1 When invoked by the bonded owner, allows the user to perform a total of 15 points of Fighters Regen In Combat as per the Fighter ability, once per day.						Fin

KNOWLEDGE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Scroll of Savvy	261	50		Y	N	2
1 When read, this scroll casts the spell Savvy on the user, once.						Fin

MISC

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Mark of Bast (Friend of the Felanashai)	242	0		Y	Y	1
1 This mark indicates that the bearer is a Friend of the Felanashai.						Fin

Ring of Hues	250	Zero	1	Y	N	1
1 No clue.						Fin

Item of Phase Out, 4 times only	258	220	4	Y	N	1
1 When used, the user will Phase Out. This can be used 4 times total.						Fin

POINTS

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Spell Crystal, 5 pts.	289	250		Y	N	1
1 When invoked, provides the user with 5 spell points.						Fin

Total Value of all items: 4070 + 2200 gold 6270

3 RN Jonathan

MISC

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Ranger's Familiar: Lancelot	33	4000		Y	Y	1
1 He is a magical creature called a Unicorn; Lancelot is a Unicorn colt.						
2 He is a knight. All knightly abilities, armor and weaponry are innate.						
3 He has the ability to speak Common as well as Equine (all horse-like creatures) and can detect legal/social alignment at will.						
4 He can use up to half of his courage points to heal others.						
5 He does silver magic damage with his Alicorn.						
6 As Lancelot gains age categories, he will also gain Savvy's to list his new abilities. Knowledge of abilities in a specific age category is not available until that age category is reached.						Fin

OFFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Boo, The Attack Hamster #2	31	1656		Y	Y	1
1 3 times a day Boo can be commanded to charge by shouting "go for the eyes, Boo!" It counts as a 3 point "Physical Attack". Ancient Hamster Magic protects him from harm. Can only be sold for 200 gp.						
2 Boo can use Ancient Hamster Magic to figure out what is wrong with his owner (Diagnose Self) once per day.						
3 Ancient Hamster magic protects Boo from harm, like most magic items!						Fin

Total Value of all items: 5656 + 10000 gold 15656



PC Item Details Report

11-May-2018

IFGS ID: 408

6 TH Tharic

DEFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Bracelet of Mighty Arms	670	960	6	Y		1
1	When wielded by the bonded owner, allows the user to cast a 1 point Heal, twelve times per day. 6 seconds must pass between each invocation, and each spell takes 6 seconds to cast.					Fin
+1 Ring of Protection	674	1500		Y	Y	1
1	When worn by the bonded owner, functions as a +1 Ring Of Protection.					Fin
Glove of Holding	719	1530	1	Y	Y	1
1	When worn by the bonded owner, this glove allows the user to negate a Dropsy once per day.					Fin

HEALING

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Healing Potion, 8 Pts.	400	96		Y	N	1
1	When consumed, provides 8 points of healing.					Fin

MISC

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Mark of the Fairy Friend	386	0		Y		1
1	Pixies and other mischievous fairy folk may have a little mercy on the PC in future games.					
2	If the PC ever takes any hostile action against Fairy Folk, the mark will disappear and the PC will no longer have the benefit provided.					Fin
Employee of "The Brotherhood" (the Ninveh Thieves Guild)	387	0		N		1
1	You have joined The Brotherhood as a full member. The Brotherhood is the Thieve's Guild of the city of Ninveh, and they are quite powerful. Refer to the Notes for more information.					
2	The Guild fees are 20 gp per level per game - payable to the GM and noted on your Gamer Form.					
3	You have become an EMPLOYEE of The Brotherhood. If you provide relevant, important information to the GM after each game, you will be paid a fee of 20 gp per level. Indicate that you have reported to the Guild on your Gamer form.					Fin
Bead of Balance, once per day	401	900	1	Y	Y	1
1	When worn by the bonded owner, will allow the user to perform the Monk skill BALANCE once per day.					Fin
Everfull Vial of Acid	545	60		Y	Y	1
1	When used by the bonded owner, this flask will generate one vial of acid, every six seconds. This acid cannot be used in combat.					Fin
Everfull Vial of Oil	546	60		Y	Y	1
1	When used by the bonded owner, this flask will generate one vial of oil, every six seconds. This oil cannot be used in combat.					Fin
Bracelet of Monk's Timing	732	400	1	Y	Y	1
1	When invoked by the bonded owner, this bracelet casts the Monk spell Timing on the wearer, once per day.					Fin

OFFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Elemental Bracer	688	390	1	Y		1
1	When invoked by the bonded owner, this bracer converts all hand-held melee damage into any one form of Elemental damage once per day.					Fin
Dwarven Mithril Silver Plating	689	300		Y		1
1	Applied Dwarven Mithril Silver plating to the +1 Spear, making it "magic, silver" damage.					Fin
3/4" Lock Pick	720	800		N		1
1	This is a 3/4" lock pick, usable by Thieves only.					Fin

Total Value of all items: 6996 + 0 gold 6996



PC Item Details Report

11-May-2018

IFGS ID: 408

7 TH Abdullah

MISC

Item ID Value Per Day Magic? Permanent? Count

<i>3/4" Lockpick Of Opening, 1xpd</i>	<i>2502</i>	<i>1500</i>	<i>1</i>	<i>Y</i>	<i>Y</i>	<i>1</i>
<i>1</i>	<i>When used by the bonded owner, the owner can attempt to pick one lock per day as if they were a Thief equal to their own level, once per day. Thieves will instead get one extra attempt per level on a specific lock, once per day.</i>					<i>Fin</i>

Total Value of all items:	1500 + 1250 gold	2750
----------------------------------	-------------------------	-------------
