



PC Item Details Report

15-Mar-2016

IFGS ID: 5147

1 RN Bazil Faye

DEFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count	
Elven Brooch, 5th level	1647	1200	1	Y	Y	1	
1	When worn by the bonded owner, this item will allow the user to perform a Conceal Self at 5th level as per the TH ability.						
2	This Item may be increased to a maximum of 10th level but the level of effect can never be more than the PC's level +2						
3	To increase the CONCEAL SELF ability the character must pay an additional 200 gp per level.						
4	All good Wood Elves view the wearer as a friend and will look on them in a positive light (subject to GM adjudication).						<i>Fini</i>
+0 Leather Armour	1796	90		Y	Y	1	
1	When worn by the bonded owner, this is +0 magic Leather armour.						<i>Fini</i>

HEALING

	Item ID	Value	Per Day	Magic?	Permanent?	Count	
6 Points Innate Healing, opd	1595	792	1	Y	Y	1	
1	When invoked by the bonded owner, provides 6 points of Healing as per the CL spell, once per day.						
2	This item is innate, and can never be lost, sold, traded, stolen, or destroyed.						<i>Fini</i>

OFFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count	
Elemental Bowstring, 1xpd	1805	1650	1	Y	Y	1	
1	When used by the bonded owner, this bowstring will produce an ELEMENTAL ARROW of any element and requires 10 seconds to create as per the DR 3 spell, once per day.						<i>Fini</i>
+3 Recoverable Arrow	1806	90		Y	Y	3	
1	This is a +3 recoverable arrow.						<i>Fini</i>
Extra Large Quiver	1807	400		N	Y	1	
1	This quiver holds up to 30 missile weapons.						<i>Fini</i>
Necklace of Supernatural Slaying	1808	1000	1	Y	Y	1	
1	When worn by the bonded owner, this necklace will provide the bonded wearer with 1 additional point of armor and 1 additional point of damage versus supernatural beings as per the CL 2 spell, once per day.						<i>Fini</i>

Total Value of all items: 5222 + 1000 gold 6222

2 TH Remi Wright

HEALING

	Item ID	Value	Per Day	Magic?	Permanent?	Count	
8 Point Healing Potion	2453	96		Y	N	1	
1	When completely consumed, this potion will heal for 8 points, one time only.						<i>Fini</i>
Flower of Avalon, Yellow, innate, 1xpd	2542	2640	1	Y	Y	1	
1	This innate ability will allow the user to cast Flower Of Avalon, Yellow, as per the DR 8 spell, once per day.						<i>Fini</i>

MISC

	Item ID	Value	Per Day	Magic?	Permanent?	Count	
3/4" Lockpick	2141	800		N	Y	1	
1	This is a 3/4 inch lockpick.						<i>Fini</i>

OFFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count	
Dice of 2 Point Elemental Flare, 1xpd	2175	480	1	Y	Y	1	
1	When invoked by the bonded owner, this pair of dice will cast a 2 point Elemental Flare, once per day. The element is per the user's choice, but it must be specified at the time of purchase.						
2	This item may be upgraded to a maximum of 20 points of damage, in increments of 2 points. Each additional 2 point increment costs 530 gp.						<i>Fini</i>



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OFFENSIVE

	<i>Item ID</i>	<i>Value</i>	<i>Per Day</i>	<i>Magic?</i>	<i>Permanent?</i>	<i>Count</i>
Scroll Of Nerve Strike	2213	448		Y	N	1
1	When read, this scroll allows the user to perform a Nerve Strike as per the MKK 9 ability, one time only.					<i>Fini</i>
+2 Sword of Duke Arnold	2448	3600		Y	Y	1
1	When wielded by the bonded owner, this is a +2 magic sword.					<i>Fini</i>
Blade of Baby Blazes, 2xpd.	2456	1200	2	Y	Y	1
1	This blade was tempered with the essence of a fire elemental instead of water. It was a relatively timid fire elemental, though, so rather than dealing fire damage, this blade has the ability to cast Campfire as per the RN 1 ability, twice per day.					
2	All damage dealt by this sword is Magic damage (i.e. this is a +0 magical sword, P.C. should call magic after each swing).					<i>Fini</i>
Total Value of all items:		9264	+ 1353 gold			10617