



PC Item Details Report

31-Jul-2017

IFGS ID: 5214

1 TH Vez

DEFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Cloak of Missile Protection	2624	2000	1	Y	Y	1
1 When worn by the bonded owner, this cloak will perform Missile Protect as per the MK 5 ability, once per day.						<i>Fini</i>

HEALING

	Item ID	Value	Per Day	Magic?	Permanent?	Count
8 Point Healing Potion	2439	96		Y	N	2
1 When consumed in its entirety, this potion provides 8 points of Healing, one time only.						<i>Fini</i>

MISC

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Lockpick of Opening, 1xpd	2161	1500	1	Y	Y	1
1 The bonded owner can attempt to pick one lock per day as if they were a Thief equal to their level. Thieves will instead get one extra attempt per level on a specific lock per game day.						<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>

Scroll of Strong Arm +2	2231	63		Y	N	1
1 When read, this scroll allows the user to cast a Strong Arm +2 as per the MU 2 spell cast at level 4, one time only.						<i>Fini</i>

Dragon Blade +1	2433	1920	1	Y	Y	1
1 This weapon will do one point of additional magical damage.						
2 This weapon can also do Elemental Damage+1 of the user's choice, usable 1/day						
3 This weapon requires blood before it will function for the day. Either the dragon's mouth on the pommel of the blade can drink 5hps blood of a willing donor, or the blade of the sword must do 15 points of damage to a victim.						<i>Fini</i>

Total Value of all items:	6059 + 1144 gold	7203
----------------------------------	-------------------------	-------------

2 KN Trey

DEFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Plate Mail	2267	1500		N	Y	1
1 This is a suit of mundane plate mail.						<i>Fini</i>

Zanith Blood Crystal	2337	100		Y	N	3
1 When invoked, this item will cast a 10 Point Wrath as per the CL 5 spell, one time only.						<i>Fini</i>

Cloak of Missile Protection	2624	2000	1	Y	Y	1
1 When worn by the bonded owner, this cloak will perform Missile Protect as per the MK 5 ability, once per day.						<i>Fini</i>

+2 Ring Of Protection	2985	4500		Y	Y	1
1 When worn by the bonded owner, this ring adds two additional points of protection from all forms of physical damage.						<i>Fini</i>

+0 Magic Shield	3227	90		Y	Y	1
1 When wielded by the bonded owner, this is a +0 magic shield that add one point of protection from all forms of physical attack.						<i>Fini</i>



PC Item Details Report

31-Jul-2017

IFGS ID: 5214

2 KN Trey

DEFENSIVE

	<i>Item ID</i>	<i>Value</i>	<i>Per Day</i>	<i>Magic?</i>	<i>Permanent?</i>	<i>Count</i>	
Elven Brooch of Friendship, Level 5	3232	1200	1	Y	Y	1	
1	When worn by the bonded owner, this item allows the user to cast Conceal Self at 5th level as per the TH ability, once per day.						
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>

HEALING

	<i>Item ID</i>	<i>Value</i>	<i>Per Day</i>	<i>Magic?</i>	<i>Permanent?</i>	<i>Count</i>	
2 Points Healing, 1xpd, innate	2315	264	1	Y	Y	1	
1	When invoked by the bonded owner, this item performs 2 points of Healing as per the CL 1 spell, once per day.						
2	This item is innate an cannot be sold, traded, lost, or given away.						<i>Fini</i>
Scroll of Neutralize Poison	2462	100		Y	N	1	
1	Reading this for 10 seconds scroll will cast the spell Neutralize Poison as per the CL 4 spell, one time only.						<i>Fini</i>

KNOWLEDGE

	<i>Item ID</i>	<i>Value</i>	<i>Per Day</i>	<i>Magic?</i>	<i>Permanent?</i>	<i>Count</i>	
Gift of Tongues, 1xpd	2398	880	1	Y	Y	1	
1	When invoked by the bonded owner, they can cast Read Languages as per the MU 1 a spell, once per day.						
2	The bonded owner can also cast a Speak Easy as per the MU 1 spell, once per day.						
3	This is an innate item and cannot be sold, traded, or lost.						<i>Fini</i>
Wisdom Of The Tower, 1xpd	2580	880	1	Y	Y	1	
1	When invoked by the bonded owner, this item will allow the user to perform a Major Lore as per the MK 3 ability, once per day. This item is innate.						<i>Fini</i>
Book Of Lore, 1xpd	3180	4100	1	Y	Y	1	
1	When invoked by the bonded owner, this book allows the owner to cast.....						<i>Fini</i>

MISC

	<i>Item ID</i>	<i>Value</i>	<i>Per Day</i>	<i>Magic?</i>	<i>Permanent?</i>	<i>Count</i>	
Ranger Herb, Any, innate, 1xpd	2539	3586	1	Y	Y	1	
1	This innate ability will allow the user to perform a Rangers Herb, Any as per the RN 6 ability, once per day.						<i>Fini</i>
Baby Fairy Dragon, 1xpd	3015	1280	1	Y	Y	1	
1	When invoked by the bonded owner, this baby Dragon will cast a 2 Point Flare per the DR 2 spell, once per day.						
2	User must choose Earth or Fire or Ice or Lightning, and the Flare will remain that one element.						
3	The Flare can be raised to a total of 20 points at a cost of 100 per point.						
4	The Dragon can also case a Forsee as per the CL 2 spell, once per day.						<i>Fini</i>
Ring of the Magi	3016	2200	1	Y	Y	1	
1	When worn by the bonded owner, this ring can store any spell of the 1st level and discharge it once per day.						
2	This ability may be increased to 10th level by paying 1,000 gold per upgrade level, and no level may be skipped. Example: level 1 to level 2 costs 1000 gp, level 2 to level 3 costs 1000 gp, and so on.						
3	This ring contains an inactive power of autocast one time per day that may be activated by paying 3,000 gold.						<i>Fini</i>

POINTS

	<i>Item ID</i>	<i>Value</i>	<i>Per Day</i>	<i>Magic?</i>	<i>Permanent?</i>	<i>Count</i>	
4 Ability Point Generator, 1xpd	2987	2000	1	Y	Y	2	
1	When invoked by the bonded owner, this item provides 4 additional Ability Points, once per day.						<i>Fini</i>



PC Item Details Report

31-Jul-2017

IFGS ID: 5214

2 KN Trey

POINTS

	Item ID	Value	Per Day	Magic?	Permanent?	Count
5 Ability Point Generator, 1xpd	3226	2500	1	Y	Y	1
1 When worn by the bonded owner, this ring provides an additional 5 courage points, once per day.						<i>Fini</i>

Total Value of all items: 27180 + 8129 gold 35309

3 RN Clem

DEFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Chainmail	2654	400		N	N	1
1 This is a complete set of mundane Chainmail.						<i>Fini</i>

Total Value of all items: 400 + 1500 gold 1900

4 CL Father Tobias McHenry

KNOWLEDGE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Lemon Drop Of Major Lore	2924	80		Y	N	1
1 When consumed, the user will be able to perform a Major Lore as per the MK 3 ability, one time only.						<i>Fini</i>

MISC

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Wand of Greyhide, 1xpd	2914	515	1	Y	Y	1
1 When invoked by the bonded owner, this wand will allow the user to perform a Blade Sharp +1 as per the FT 2 ability, once per day.						
2 Currently inactive - The owner can also perform Tracking as per the TH 3 ability, once per day.						
3 Currently inactive - The owner can also cast Wrath as per the CL 5 spell, once per day. The call is "Cease in the name of the Law".						
4 Currently inactive - The owner can also perform Gauge Opponent - Base Armor as per the FT 1 ability, once per day.						
5 Currently inactive - The owner can also cast Know Aura as per the MU 2 spell, once per day.						<i>Fini</i>

Total Value of all items: 595 + 900 gold 1495

5 RN Clayton

MISC

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Epic Fairy Dragon, 1xpd	3051	3920	1	Y	Y	1
1 When invoked by the bonded owner, this Epic Dragon will cast a 2 Point Flare per the DR 2 spell, once per day.						
2 User must choose Earth or Fire or Ice or Lightning, and the Flare will remain that one element.						
3 The Flare can be raised to a total of 20 points at a cost of 100 per point.						
4 Finally, this dragon can cast Plant Seek - User's Choice as per the DR 5 ability, once per day.						<i>Fini</i>

Total Value of all items: 3920 + 1100 gold 5020
