



PC Item Details Report

31-Jul-2017

IFGS ID: 682

3 MU Fizzle

HEALING

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Potion of Neutralize Poison	240	100		Y	N	1

1 When consumed, casts the spell Neutralize Poison on the user. Fini

Potion of Healing, 8 pts	241	96		Y		1
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1 When consumed, provides 6 points of Healing to the user, once. Fini

15 Points of Fighter Regen in Combat	243	1500		Y	Y	1
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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. Fini

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. Fini

Total Value of all items: 1696 + 1002 gold 2698

5 TH Periwinkle

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Boon: <Pending>	332	Zero	1	Y	Y	1

1 <Pending>
2 This boon can never be traded or sold. Fini

DEFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
+3 Leather Armour	402	9040		Y	Y	1

1 When worn by the bonded owner, this armor provides an addition three points of protection from all forms of damage. Fini

HEALING

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Healing Potion, 4 Pts.	388	48		Y	N	1

1 When consumed, provides 4 points of healing. Fini

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. Fini

Employee of "The Brotherhood" (the Ninveh Thieves Guild)	387	0		N		1
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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. Fini

Total Value of all items: 9088 + 0 gold 9088

8 RN Beryl

HEALING

	Item ID	Value	Per Day	Magic?	Permanent?	Count
4 Point Healing Potion	548	48		Y	N	1

1 When consumed, provides 4 points of healing. Fini



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8 RN Beryl

HEALING

	<i>Item ID</i>	<i>Value</i>	<i>Per Day</i>	<i>Magic?</i>	<i>Permanent?</i>	<i>Count</i>
1 Point Healing Bandage	562	120	1	Y	Y	4
1 When invoked by the bonded owner, will provide 1 point of healing, once per day. This item does not count against the number of mundane bandages a PC can use per day. <i>Fini</i>						

MISC

	<i>Item ID</i>	<i>Value</i>	<i>Per Day</i>	<i>Magic?</i>	<i>Permanent?</i>	<i>Count</i>
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. <i>Fini</i>						

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. <i>Fini</i>						

Total Value of all items:	288 + 610 gold	898
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