

ANIME 5E

ADVENTURING ACCESSORIES – DIGITAL EXPANSION

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Special Thanks

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Magical Artefacts

These magic artefacts and paranormal accessories may play an important role in your game.

Arcane Lodestone

This smooth, yet seemingly mundane ebony rock offers tremendous advantages to all adventurers. Characters gain an additional 60 Energy in their reserve pool that they can draw upon to use even more Energy-draining Attributes. They also benefit from immunity to damage from magical effects, with a +8 check bonus to resist body-altering attacks. Finally, characters possessing an Arcane Lodestone gain one additional action each round should their available Energy drop below 50% of their normal maximum (after considering the +60 bonus).

ARCANE LODESTONE

RANK	POINTS	ATTRIBUTE
6	6	Energised (+60 Energy)
1	4	Extra Actions (+1 Extra Action/round; Potent -2; Environmental: When personal Energy below 50% +2)
6	6	Immunity – Lesser (Magic Damage)
4	4	Immutable (+8 check bonus to resist bodily effects)
20		TOTAL (RANK 4 ITEM – 16 POINTS)

Crown of Irresistible Command

This outrageously powerful artefact was created by a demon lich many centuries ago as a way to dominate its environment. While a character wears the crown, they gains the follow benefits: significant control over weather; a boost of +40 Energy; the ability to inspire allies and minions; mastery over 10 different languages; incredible luck (manifesting through dice re-rolls); a following of 500 loyal minions; and major mental domination over 250 creatures in a 1,000' area for a full day.

CROWN OF IRRESISTIBLE COMMAND

RANK	POINTS	ATTRIBUTE
3	30	Dynamic Powers (Weather)
4	4	Energised (+40 Energy)
6	6	Inspire (+6 Ability and Skill check bonus for one scene)
10	10	Language (Select 10 Languages)
18 (4)	54	Mind Control (Aggressive; Area: 1,000 feet -4; Duration: 1 Day -3; Targets: 250 creatures -7)
7	14	Minions (500 followers)
2	2	Mulligan (4 re-rolls/session)
120		TOTAL (RANK 24 ITEM – 96 POINTS)

Helm of Practical Knowledge

What you know can greatly shift the balance of power in your favour. This ornate, gothic helm imbues the wearer with a proficiency for all types of armour and shields, and grants knowledge of six languages and 10 Skills. Furthermore, the character's Proficiency Bonus is increased by +2 and they gain an advantage on all dice rolls.

HELM OF PRACTICAL KNOWLEDGE

RANK	POINTS	ATTRIBUTE
4	4	Armour Proficiency (All armour and shields)
6	6	Edge (All dice rolls)
2	4	Enhanced Proficiency (+2 Proficiency Bonus)
6	6	Language (Select 6 Languages)
10	10	Skill Proficiency (Select 10 Skills)
30		TOTAL (RANK 6 ITEM – 24 POINTS)

Investigators' Bane Manteau

This exquisitely tailored, full-length, black leather trench coat is a perfect fit for whomever wears it. It was a custom-commissioned piece for a master spy who met their unfortunate end before they could acquire it from the spellbinding tailor. While wearing the manteau, a character can freely switch between four alternate identities that vary in size, shape, and visage. The character also gains an array of useful talents and features (speed, controlled breathing, camouflage, direction and range senses, shielded mind, untrackable movement) that helps them evade pursuers. Additionally, anyone attempting to track or otherwise locate the wearer receives a disadvantage on relevant Skill contests.

INVESTIGATORS' BANE MANTEAU

RANK	POINTS	ATTRIBUTE
4	4	Alternate Identity (Select 4 Identities)
2	2	Fast (x4 speed)
4	4	Features (Breathing Control, Camouflage, Direction Sense, Range Sense)
1	1	Forced Disadvantage (Skill contests to track or locate wearer)
2	2	Mind Shield (+4 check bonus to resist mental intrusion)
2	2	Special Movement (Untrackable, Zen Direction)
15		TOTAL (RANK 3 ITEM – 12 POINTS)

Wondrous Machine of Eternal Wealth

This remarkable magical machine can be used to create infinite wealth, provided you have the time to reap the benefit. Up to six times a day, every day, the machine can create, destroy, or manipulate a single copper, silver, or gold coin. It can convert coins originating in one kingdom to another, change the metal composition of the coins, or create new ones with unique markings and designs. It is the ultimate device for establishing a character's regular and modest basic income.

WONDROUS MACHINE OF ETERNAL WEALTH

RANK	POINTS	ATTRIBUTE
1 (2)	5	Dynamic Powers – Lesser (Coinage; Potent -3; Charges: Six times a day +1; Object +1; Unique Limiter: Can only create, destroy, or manipulate a single copper, silver, or gold coins with each use +2)
5		TOTAL (RANK 1 ITEM – 4 POINTS)

Mecha

Nothing quite elevates your fantasy campaign to the next level than massive suits of clockwork, steampunk, or magical armour – collectively known as mecha. Be sure to read the note on A5E page 158 to understand how Ability Scores, Armour Class, and Hit Points are considered for fighting mecha.

Exosuit

This mechanical hardsuit resembles a sleek suit of plate mail that was made from a non-reflective dark metal. Its quality construction makes it somewhat resilient to damage, and the augmented joints allows the wearer to lift heavy objects, move dynamically, and run quickly with less effort. The Exosuit functions more like regular armour than a fantasy mecha, since it helps the wearer in battle rather than itself actually fighting.

EXOSUIT

Medium Item (4' to 8')

RANK	POINTS	ATTRIBUTE
6	6	AC Bonus (+6 AC)
2	2	Augmented (+2 Strength)
2	2	Augmented (+2 Dexterity)
1	1	Combat Technique (Lightning Reflexes)
1	1	Fast (x2 speed)
1	1	Features (Camouflage)
2	2	Protected (-2 Standard damage)
15		TOTAL (RANK 3 ITEM – 12 POINTS)

Guardian Alpha

The five members of the famous, kingdom-protecting Guardian Sentai V (pronounced “vee”) team each have their own customised Guardian Mecha. Alpha is a 10-foot-tall steel humanoid mecha suit that has great strength, high agility, fast speed, fire immunity, and armoured exterior. Guardian Alpha carries a wickedly sharp katana in one hand with a defensive buckler strapped to the other. Guardians Beta through Epsilon include two flying machines, a cat-shaped mecha, and a mini-tank. Each of the Guardian Mecha have the ability to combine into the massively powerful Protector Guardian V – a Rank 20 Item constructed from 100 Character Points!

GUARDIAN ALPHA

Large Item (10')

RANK	POINTS	ATTRIBUTE
4	4	AC Bonus (14 AC)
10	10	Augmented (20 Strength [+5])
1	1	Combat Technique (Critical Strike)
2	2	Ground Speed (90 feet/round)
3	3	Immunity – Lesser (Fire/Heat)
7	7	Protected (Steel; -7 damage)
5	5	Tough (50 HP)
2	4	Unique Attribute (+20 Points when merging with other Guardians into Protector Guardian V)
6	6	Weapon: Guardian Katana (2d12+5 damage)
RANK	POINTS	DEFECT
2	-2	Inept Attack (-2 attack rolls)
40		TOTAL (RANK 8 ITEM – 32 POINTS)



Mermech

Mermech is a 15-foot-tall quadruped shark that can carry up to five occupants within its silvered steel and glass frame. Though it can traverse land slowly (30 feet/round), Mermech can reach speeds up to 300 feet/round while submersed or on the water's surface. Its primary weapon is a high-powered stream of water that shoots from vents distributed along its four limbs. It's durable shell provides Mermech with protection against all damage, with a further partial immunity (half damage) from non-silvered weapons.

MERMECH		
Large Item (15')		
RANK	POINTS	ATTRIBUTE
8	8	Augmented (18 Strength [+4])
3	3	Capacity (6 people)
1	1	Ground Speed (30 feet/round)
5	5	Immunity – Lesser (Non-Silvered Weapons)
4	4	Protected (Silvered steel and glass; -4 damage)
2	2	Resilient (High Pressure, Underwater)
4	4	Tough (40 HP)
3	3	Water Speed (300 feet/round)
4	4	Weapon: Aquajet (3d6+4 piercing damage)
RANK	POINTS	DEFECT
2	-2	AC Penalty (8 AC)
2	-2	Inept Attack (-2 attack rolls)
30		TOTAL (RANK 6 ITEM – 24 POINTS)

Nekogantaur

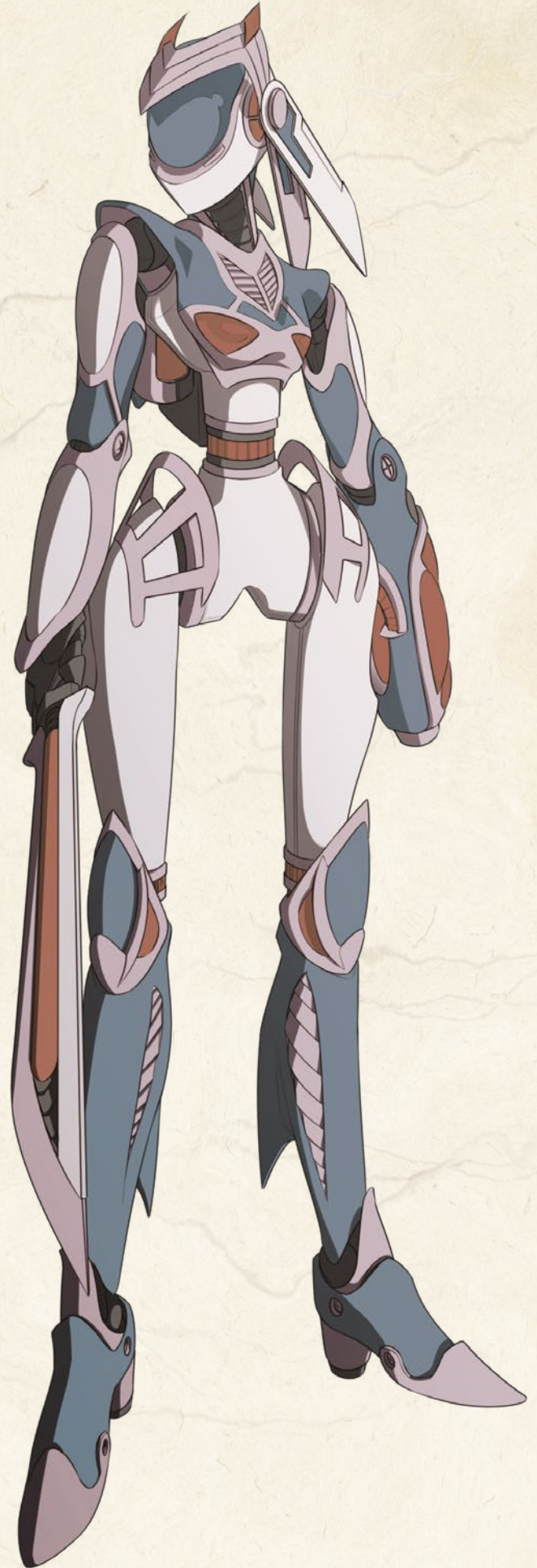
Massive, terrifying, and full of energy hairballs, the 60-foot-tall Nekogantaur is a sight to behold. The mecha resembles a gargantuan metal Nekojin, and is constructed from an expensive and devastatingly effective mithril alloy. There's room for up to eight occupants in its chest cockpit, who are protected from radiation, lack of air, and extradimensional effects. In addition to its numerous offensive and defensive capabilities – such as high Strength and Dexterity, Extra Action, Immunity to non-magical weapons, damage-reducing protective shell, Regeneration, excessive Hit Points, and three attack forms (claws, energy hairball, and thunderous mawl) – Nekogantaur can leap incredible distances (up to 1 mile), run outrageously fast (up to 300 mph), and sense vibrations in the air or ground up to 100 miles away. Unfortunately, the Nekogantaur engineers could never quite figure out how to adequately protect the mecha from water-based attacks.

NEKOGANTAU		
Gargantuan Item (60')		
RANK	POINTS	ATTRIBUTE
20	20	Augmented (30 Strength [+10])
10	10	Augmented (20 Dexterity [+5])
4	4	Capacity (8 people)
2	2	Combat Technique (Two Weapons 2)
4	4	Edge (Strength dice rolls)
4	4	Edge (Attack rolls)
1	4	Extra Actions (1 Extra Action/round)
3	3	Features (360° Vision, Darkvision 120' x2)
5	5	Ground Speed (300 mph)
5	5	Immunity – Lesser (Non-Magical Weapons)
3	3	Jumping (x30 normal; 1 mile)
18	18	Protected (Mithril; -18 damage)
6	6	Regeneration (6 HP/round)
3	3	Resilient (Extradimensional, Lack of Air, Radiation)
6	6	Supersense (100 miles; vibration)
14	14	Tough (140 HP)
8	8	Weapon: Doom Claws (4d8+10 slashing damage)
5	5	Weapon: Hairnergy Ball (2d10+5 acid damage; Area -1; Range -3; Tangle -2; Ammo: 3 shots +2; Save +4 [Dexterity vs DC 15])
15 (9)	15	Weapon: Thunderous Mawl (6d6+5 thunder damage; Drain: -4 Constitution -2; Multidimensional -1; Penetrating -2; Range -3; Spreading: 5 targets -4; Ammo: 3 shots +2; Save +4 [Dexterity vs DC 15])
RANK	POINTS	DEFECT
6	-6	AC Penalty (4 AC)
6	-6	Inept Attack (-6 attack rolls)
1	-2	Vulnerability (Water attacks)
125		TOTAL (RANK 25 ITEM – 100 POINTS)

Protector Guardian V

This 30-foot-tall humanoid mecha is the resulting creation when the five Guardian Mecha combine together. Protector Guardian V has room for up to six occupants in its cockpit (the Guardian Sentai V). It can run across land up to 100 mph, and also fly up to 300 feet/round (approximately 30 mph) using a magically propelled jetpack. P.G.V. can lift massive objects, detect heat signatures at a distance, and protect the Sentai V from cold, heat, and toxic external environments. Two distinct weapons provide excellent offensive capabilities: a rapid-fire shoulder-mounted ballista for ranged attacks, and a huge sword that can radiate light for melee engagements.

When the lands across the kingdom are in need of a saviour, Protector Guardian V comes to the rescue!



PROTECTOR GUARDIAN V

Huge Item (30')

RANK	POINTS	ATTRIBUTE
14	14	Augmented (24 Strength [+7])
3	3	Capacity (6 people)
5	5	Combat Technique (Multiple Targets 2, Precise Aim 2, Steady Hand)
4	4	Edge (Strength dice rolls)
1	4	Extra Actions (1 Extra Action/round)
3	3	Features (Ambidexterity, Darkvision 120' x2)
3	9	Flight (300 feet/round)
4	4	Ground Speed (100 mph)
3	9	Immunity (Cold)
3	9	Immunity (Fire/Heat)
12	12	Protected (Steel; -12 damage)
2	2	Resilient (Lack of Air, Radiation)
4	4	Supersense (1 mile; infrared)
10	10	Tough (100 HP)
6 (5)	6	Weapon: Blade of Light (2d10+7 radiant damage; Penetrating -2; Hands +1)
10 (4)	10	Weapon: Rapid Shoulder Ballista (3d6 bludgeoning damage; Range -4; Spreading: 4 targets -3; Inaccurate +1)
RANK	POINTS	DEFECT
4	-4	AC Penalty (6 AC)
4	-4	Inept Attack (-4 attack rolls)
100		TOTAL (RANK 20 ITEM – 80 POINTS)

Poisons

Toxins exist naturally in both the plant and animal/monster worlds, but not all poisons are produced naturally. Nor do all poisons merely reduce a victim's Hit Points, as the examples herein demonstrate.

Blinkbeast Bile

Bile extracted from a living Blinkbeast can be reduced to a thick purple paste with exceptionally potent effects. If the bile is applied to or delivered through a wound, the target will suffer 6d10 damage and must make three successful DC 15 Constitution Saving Throws: the first to determine if the damage will be doubled (failure) or quartered (success); the second to avoid partial blindness; and the third to avoid being teleported to a random destination up to 100 feet away every six seconds for one minute.

BLINKBEAST BILE

RANK	POINTS	ATTRIBUTE
1	3	Teleport (100 feet) Weapon: Blinkbeast Bile (6d10 poison damage; Blight: DC 15 Save -2; Irritant: DC 15 Save or suffer partial blindness -2; Linked: Delivered through injury -1; Unique Enhancement: Activates Teleport Attribute to random destinations at the beginning of each round for one minute or dramatic scene -3; Save: No Teleport effect if successful +2 [Constitution vs DC 15])
22 (14)	22	
25		TOTAL (RANK 5 ITEM – 20 POINTS)

Cursed Spring Water

If at least a mouthful of the Cursed Spring Water is ingested, the victim suffers 2d8 damage and changes into one pre-determined Alternate Identity for one minute or dramatic scene. A successful DC 15 Constitution Saving Throw will avoid both effects completely, though. The precise identity depends on the source of the Cursed Spring Water, since there are many such springs scattered across the land. Example Alternate Identities include: different gender, pig-person, bear-person, cat-person, etc.

CURSED SPRING WATER

RANK	POINTS	ATTRIBUTE
1	1	Alternate Identity (One different pre-determined Race, gender, or form) Weapon: Cursed Spring Water (2d8 poison damage; Unique Enhancement: Activates Alternate Identity Attribute for one minute or dramatic scene -3; Ingest +1; Save: No effect if successful +2 [Constitution vs DC 15])
4	4	
5		TOTAL (RANK 1 ITEM – 4 POINTS)

Ice Nettle Milk

Milk extracted from the stem of the rare ice nettle flower immediately causes 5d6 damage and dulls the victim's mind (-6 Intelligence) if ingested. A DC 15 Constitution Saving will determine if the damage will be doubled (failure) or quartered (success). For four subsequent rounds, the victim suffers additional Hit Point damage equal to one-quarter of the amount inflicted, but no further Intelligence reduction.

ICE NETTLE MILK

RANK	POINTS	ATTRIBUTE
15 (7)	15	Weapon: Ice Nettle Milk (5d6 poison damage; Blight: DC 15 Save -2; Continuing: 4 rounds -4; Drain: -6 Intelligence -3; Ingest +1)
15		TOTAL (RANK 3 ITEM – 12 POINTS)

Putrid Shale Fungi Spores

Shale fungi can be carefully harvested and replanted to be used as a poison-trap combination to protect dungeon strongholds. Unless a victim that wanders within 100' of the shale fungi makes a successful DC 15 Perception Skill check (or other appropriate Skill check), they will be caught its putrid spore cloud and suffer 1d8 damage upon spore inhalation. Poisoned victims must make a successful DC 20 Constitution Saving Throw or be turned to shale stone for one minute.

PUTRID SHALE FUNGI SPORES

RANK	POINTS	ATTRIBUTE
10 (2)	10	Weapon: Spores (1d8 poison damage; Area: 100 feet -3; Incapacitating: Constitution vs DC 20 Save or turn to stone for one minute -4; Trap: DC 15 Skill Check -2; Toxic +1)
10		TOTAL (RANK 2 ITEM – 8 POINTS)

Searing Fiend Blood

The blood of some fiends from the Abyssal Planes is acidic to normal humanoids. Victims who briefly touch such fiend blood will suffer 5d10 acid burn damage and lose 2d4 Energy. Such HP and Energy damage cannot be healed supernaturally (with magic, or the Healing or Regeneration Attributes), and natural healing is slowed to a weekly, rather than daily, rate. A DC 20 Constitution Saving will determine if the HP and Energy damage will be doubled (failure) or quartered (success).

SEARING FIEND BLOOD

RANK	POINTS	ATTRIBUTE
20 (12)	20	Weapon: Searing Fiend Blood (5d10 acid damage; Blight: DC 20 Save -3; Contact: Instantaneous -2; Enervation: -2d4 Energy -2; Incurable -2; Toxic +1)
20		TOTAL (RANK 4 ITEM – 16 POINTS)

Traps

Traps are a staple encounter in many Fifth Edition scenarios. The Weapon Attribute usually includes the Trap Limiter, which requires potential victims who touch the trap or enter its area of effect to roll a DC 15 or DC 20 Perception Skill check (or other appropriate Skill check). Success usually means that the target can avoid the trap or its effects.

Corrosive Shriek Web

This insidious web trap is invisible once set over an area covering a 10' radius. A failed Skill check (usually rolled with a disadvantage) results in the victim suffering 3d10 acid damage and being tangled with webs that have 20 Hit Points. Once the web catches a victim, it emits a loud and continuous shrieking that will alert anyone within hearing distance (approximately 1,000 feet). Anyone touching the trapped victim or trying to free them must make a successful DC 10 Constitution Saving Throw will be similarly trapped by the webs. Once at least 20 damage is inflicted upon the webs, the victims can break free and the shrieking will cease.

CORROSIVE SHRIEK WEB

RANK	POINTS	ATTRIBUTE
2	4	Undetectable (Sight 2)
16 (7)	16	Weapon (3d10 acid damage; Area: 10' -1; Contagious: DC 10 Save -1; Tangle: 20 HP -4; Trap: DC 15 Save -2; Unique: Shrieking -1)
20	TOTAL (RANK 4 ITEM – 16 POINTS)	

Dampener

This small magical device is often placed on objects that come into direct contact with a victim's skin, such as door handles, treasure chests, desirable artefacts, etc. On a failed Skill check, the victim doesn't receive any damage but does suffer a disadvantage against future Skills and Saving Throws that oppose the efforts of the character who placed the Dampener. The effects of the device wear off after a dramatically appropriate amount of time.

DAMPENER

RANK	POINTS	ATTRIBUTE
5 (6)	5	Forced Disadvantage (Skills and Saving Throws; Dependent: Weapon +1)
5 (0)	5	Weapon (0d4 damage; Contact: Instantaneous -2; Trap: DC 20 Save -3)
10	TOTAL (RANK 2 ITEM – 8 POINTS)	

Mana Drainer

The more powerful trap cousin of the Dampener, this device is similarly placed in a location that is likely to elicit direct contact. On a failed Skill check, the victim doesn't suffer any damage but five of their magically sourced Attributes (or spellcasting) are reduced in effectiveness by 4 Ranks each (or completely cancelled if the Attribute has 4 Ranks or fewer). The Nullification remains in effect for one minute or dramatic scene.

MANA DRAINER

RANK	POINTS	ATTRIBUTE
4 (5)	16	Extra Actions (5 Attribute Nullifications; Dependent: Weapon +1)
4	20	Nullify (4 Ranks of a Magical Attribute)
4 (0)	4	Weapon (0d4 damage; Contact: Instantaneous -2; Trap: DC 15 Save -2)
40	TOTAL (RANK 8 ITEM – 32 POINTS)	

Shadow Zone

With a failed Skill check and direct contact, this flat, 1-foot-square mirrored surface will instantly trap a victim inside the oppressively dark Shadow Zone pocket dimension for one day.

SHADOW ZONE

RANK	POINTS	ATTRIBUTE
5 (3)	10	Pocket Dimension (100'; Duration: 1 day -3; Dependent: Weapon +1)
5 (0)	5	Weapon (0d4 damage; Contact: Instantaneous -2; Trap: DC 20 Save -3)
15	TOTAL (RANK 3 ITEM – 12 POINTS)	

State Shifter

If a victim fails a Skill check and touches the otherwise unremarkable stone surface of the State Shifter statue, they will suffer 1d8 damage and be turned into a trans-dimensional energy state without form or substance. Interacting with the physical world is extremely challenging while in this state, though the character can still see and communicate. Reversing this transformation requires expensive and rare ingredients.

STATE SHIFTER

RANK	POINTS	ATTRIBUTE
1 (4)	3	Change State (Energy State; Dependent: Weapon +1; Irreversible: Rare ingredients to revert +2)
7 (2)	7	Weapon (1d8 radiant damage; Contact: Instantaneous -2; Trap: DC 20 Save -3)
10	TOTAL (RANK 2 ITEM – 8 POINTS)	

Vehicles

In more magically enhanced or technologically advanced fantasy settings, characters may find themselves with the opportunity to leave the horse in a stable and travel in style in or on a vehicle. Of course, not all vehicles are restricted to travelling across land.

Anything Goes Flying Carpet

If you find yourself in an anything-goes race through the sky, the Anything Goes Flying Carpet may be exactly what you're looking for. With a capacity for two passengers and a flying speed up to 100 mph, this carpet would be a great vehicle on its own. Throw in a flamethrower with a 30' reach, and you're ready to bring the pain, too.

ANYTHING GOES FLYING CARPET

Large Item (10')

RANK	POINTS	ATTRIBUTE
1	1	Capacity (2 people or 500 lb)
4	12	Flight (100 mph)
7 (3)	7	Weapon: Flamethrower (2d6 fire damage; Continuing -2; Range: 30' -2; Spreading: 3 targets -2; Ammo: 3 shots +2)
20		TOTAL (RANK 4 ITEM – 16 POINTS)

Horseless Delivery Carriage

Keeping meats and vegetables cool during travel is essential to delay spoilage and avoid food-borne illness. This magical carriage was devised through a joint effort between a prominent wizards' guild and a culinary academy. The result is a 20-foot-long magical carriage that can transport up to five tons of food in a climate-controlled stone box. The carriage isn't fast (maximum speed of 10 mph) and requires a road on which to travel, but it's a popular attraction for merchants and citizens who appreciate the high-quality food it transports.

HORSELESS DELIVERY CARRIAGE

Huge Item (20')

RANK	POINTS	ATTRIBUTE
4	4	Capacity (25 people or 5 tons)
1	1	Control Environment (Cold)
1 (2)	1	Ground Speed (10 mph; Unique Limiter: Road-Bound +1)
RANK	POINTS	DEFECT
1	-1	Magnet (Frequently mobbed by adoring merchants and citizens)
5		TOTAL (RANK 1 ITEM – 4 POINTS)

Plane Chaser

This large, metal sphere can fit up to six occupants rather uncomfortably as it rolls along the ground on clever gyroscope. With the pull of a few levers, the pilot can change the sphere and everyone inside into inexplicable dream energy that has no physical form. Flipping a few switches can open a series of one-way dimensional portals that can create a path across the cosmos: the Material Plane to Dimension A, Dimension A to B, B to C, C to D, D to E, and then E back to the Material Plane. The specific dimensions are set when the Plane Chaser is first activated, and then cannot be easily changed.

PLANE CHASER

Large Item (15')

RANK	POINTS	ATTRIBUTE
3	3	Capacity (6 people or 1 ton)
4	12	Change State (Dream Energy)
3	3	Ground Speed (30 mph)
6	30	Portal (Six one-way dimensional portals)
1	1	Regeneration (1 HP/round)
1	1	Resilient (Extradimensional)
50		TOTAL (RANK 10 ITEM – 40 POINTS)

Sky Galleon

Several years ago, the Westerly Winds Transport company used alchemically infused keels and sophisticated metallurgy to create a small fleet of sky galleons that could fly through the air or along the water surface with equal ease. Speeds are moderate when the wind is active (up to 30 mph), but the 50 person or 10 ton hauling capacity means the dual vehicle is in high demand in nearly every kingdom. To protect its cargo from would-be pirates and aggressive beasts, most sky galleons defended by a battery of four ballista.

SKY GALLEON

Huge Item (30')

RANK	POINTS	ATTRIBUTE
6	6	Capacity (50 people or 10 tons)
2 (3)	6	Flight (30 mph; Environmental: Wind +1)
2 (3)	2	Water Speed (30 mph; Environmental: Wind +1)
4	4	Weapon: Ballista (3d6 bludgeoning damage; Range: 100' -3; Activation +1; Hands +1; Inaccurate +1)
4	4	Weapon: Ballista (3d6 bludgeoning damage; Range: 100' -3; Activation +1; Hands +1; Inaccurate +1)
4	4	Weapon: Ballista (3d6 bludgeoning damage; Range: 100' -3; Activation +1; Hands +1; Inaccurate +1)
4	4	Weapon: Ballista (3d6 bludgeoning damage; Range: 100' -3; Activation +1; Hands +1; Inaccurate +1)
30		TOTAL (RANK 6 ITEM – 24 POINTS)

Tracked Piercer

When brilliant and inspired engineers find a wealthy patron to back their crazy ideas, nearly anything is possible. The so-called Tracked Piercer is one such invention that shows the potential to shrink the travel times between cities and kingdoms forever. The astoundingly massive 400' metal tube speeds along a permanent track system at speeds up to 300 mph, carrying close to 1,000 passengers or 200 tons of cargo. The passenger cabins are climate controlled, ensuring a comfortable ride at any time of the year. This new invention is shockingly expensive to operate, though, and currently only the privileged and the wealthy can book passenger tickets or transport cargo.

TRACKED PIERCER

Gargantuan+ Item (400')

RANK	POINTS	ATTRIBUTE
10	10	Capacity (1,000 people or 200 tons)
2	2	Control Environment (Comfortable Conditions – Multiple)
1 (5)	1	Ground Speed (300 mph; Detectable: Hearing +1; Equipment: Tracks +3)
RANK	POINTS	DEFECT
3	-3	Special Requirement (Expensive to operate)
10	TOTAL (RANK 2 ITEM – 8 POINTS)	

Weapons

The Weapon Attribute provides more customisation options than any other, allowing for a seemingly endless number of possibilities. The example Weapons provided in this section present a variation of that Attribute on its own, or paired with others to create unique combinations.

Reality Club

This two-handed club isn't that impressive of a weapon, inflicting only 1d8 damage with every strike. While wielding the Reality Club, though, a character has complete immunity to all magically derived damage – including spells, Attributes, and poisons – and their mind is protected from mental intrusion. An unfortunate side effect, though, is that the character also cannot benefit from magical healing while in possession of the Reality Club.

REALITY CLUB

RANK	POINTS	ATTRIBUTE
6	18	Immunity (Magic Damage)
3	3	Mind Shield (+6 check bonus to resist mental intrusion)
1 (2)	1	Weapon: Club Smash (1d8 bludgeoning damage; Hands +1)
RANK	POINTS	DEFECT
2	-2	Unique Defect: Cannot benefit from magical healing while possessing the Reality Club
20	TOTAL (RANK 4 ITEM – 16 POINTS)	

GravMaul

This fearsome maul inflicts an impressive 3d8 damage in the hands of a skilled warrior. It's true power, though, lies in its ability to manipulate the forces of gravity to create a wide range of crushing, attracting, and movement effects that is only limited by the warrior's imagination.

GRAVMAUL

RANK	POINTS	ATTRIBUTE
2	20	Dynamic Powers (Gravity)
5 (6)	5	Weapon: Bring the Pain (3d8 bludgeoning damage; Hands +1)
25	TOTAL (RANK 5 ITEM – 20 POINTS)	



Infernal Boom Stick

This Weapon looks like a regular petrified wooden stick, but it holds so much more. The wielder gains the following impressive benefits: +2 Augmented Strength, an advantage while firing up to three times each round, no hindrance when firing blind, and the ability to detect infernal beings. The Infernal Boom Stick also Nullifies 2 Ranks of any nearby infernal abilities. The forceful 5d6 damage energy boom emitted from the Weapon specifically targets infernal beings within a 30' range with great accuracy. If a shot only misses by 1 or 2 on the d20 roll, the energy will loop around and return for a second attempt to hit the following round.

INFERNAL BOOM STICK

RANK	POINTS	ATTRIBUTE
2	2	Augmented (+2 Strength)
1	1	Combat Technique (Blind Shooting)
2	2	Edge (Ranged Attacks)
1 (2)	4	Extra Actions (+2 Extra Action; Dependent: Weapon +1)
4 (2)	20	Nullify (Infernal Abilities; Range: 30' -2)
1	1	Sixth Sense (Infernal Beings)
10 (7)	10	Weapon: Energy Boom (5d6 force damage; Accurate -1; Homing -1; Multidimensional -1; Range: 30' -2; Exclusive: Infernal Beings +2)
40		TOTAL (RANK 8 ITEM – 32 POINTS)

Rapture Blade

The wielder of this rare psionic katana is elevated to a beacon of leadership and hope. They gain a +5 bonus to Charisma and the ability to inspire their followers with a +5 bonus to most dice rolls for one scene. While engaged in combat, the wielder's confident aura forces all opponents to suffer a disadvantage while attacking them, while simultaneously reducing their penalty for attacking multiple opponents with a single strike. Since the katana is driven by mental acuity, the wielder's Intelligence modifier is added to their attack and damage rolls, rather than the normal Strength modifier.

RAPTURE BLADE

RANK	POINTS	ATTRIBUTE
5	5	Augmented (+5 Charisma)
2	2	Combat Technique (Multiple Targets 2)
4	4	Forced Disadvantage (Attack rolls against the character)
5	15	Inspire – Greater (+5 on dice rolls for one scene: Ability and Skill checks, attack rolls, and Saving Throws)
4 (2)	4	Weapon: Katana Slash (2d4 slashing damage; Accurate -1; Unique Enhancement: Adds the wielder's Intelligence Ability Modifier to hit and damage, not Strength -1)
30		TOTAL (RANK 6 ITEM – 24 POINTS)

Wrath of God

Orbiting the planet is a devastating Weapon from a forgotten time long ago: the Wrath of God. The self-guided sphere is the size of a small tavern, and is constructed from a unique metal alloy that is immune to damage from all non-magical weapons. It was imbued with the ability to detect and assess catastrophic unholy threats happening anywhere on the planet surface, and given the might to put an end to it. After a one-minute activation period, the cleansing radiant beam that fires from the Wrath of God inflicts a whopping 11d10 damage over a 1,000' radius. Victims caught in the bright, searing beam may have the opportunity to half or avoid the damage with a successful DC 15 Dexterity Saving Throw. The Wrath of God requires time to recharge between attacks, and can only fire once per day. It's certainly an amazingly powerful Weapon for the Forces of Light – but what happens should it malfunction?

WRATH OF GOD

RANK	POINTS	ATTRIBUTE
4 (8)	12	Flight (10,000 mph; Environmental: Self Guided +1; Object +3)
2 (5)	6	Immunity (Non-magical weapons; Object +3)
8	8	Supersense (10,000 miles; catastrophic unholy threats)
34 (27)	34	Weapon: Wrath of God (11d10 radiant damage; Area: 1,000' -3; Flare -3; Incurable -1; Range: 10,000 miles -9; Unique Enhancement: Auto activates -1; Activation: 1 minute +2; Charges: once a day +3; Environmental: Catastrophic unholy threat detected +3; Save +2 [Dexterity vs DC 15])
60		TOTAL (RANK 12 ITEM – 48 POINTS)

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